

The Adventure Zone Balance: The Eleventh Hour, Chapter Three

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[theme music plays]

Griffin: Previously, on *The Adventure Zone*:

Director: The fifth Grand Relic, the Temporal Shalice... or Chalice, depending on just sort of what region you're from. We discovered this anomaly several weeks ago. It is— it is a force field.

Griffin: This town, just to kind of give you an idea of the aesthetic, is very... old Western. And it says on this gate, "By their sacrifice our home is made safe." And this statue depicts three figures. A small human girl. She is holding hands with a large, broad, bearded human man.

This figure standing behind them is wearing a robe, a bright, crimson red.

Travis: Oh!

Roswell: Uh, I'm called Roswell.

Taako: Ooh, great! Is Roswell the name of 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.

Merle: Have you heard the word of Pan today?

Cassidy: No, what's a pan?!

Griffin: It is an explosion. You see smoke coming through the windows of the bank. As the clock strikes noon and you're being crushed by the shattered earth as it— it compresses down into the ground, and all three of you... have died. And see that old woman again.

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

Announcer: Okay, campers. Rise and shine! And don't forget your booties, 'cause it's cold out there today! It's *The Adventure Zone*!

[theme music plays]

Griffin: You wake up, and you're not dead... anymore. If— if you—

Justin: Hooray!

Travis: Yay, we did it!

Griffin: —if you were dead, you were dead for just a— just a bit. Just a second. Um... but you have woken up from that white space, and you are laying on the ground. And when you look up, there's Refuge.

[guitar strum]

Griffin: And it's un-destroyed.

Travis: We did it!

Clint: [wheezes]

Griffin: You did in a— in a very circuitous way, I guess, save the town. Um, but—

Travis: A— another victory for the—for the... we don't have a cool nickname, do we?

Clint: We really need a cool nickname.

Travis: Yeah.

Griffin: I also— I also don't think "another" works.

Travis: What about the thrifty three?

Griffin: That doesn't make any sense.

Justin: Tres Horny Boys.

Travis: Yeahhh!

Griffin: Uh, Tres Horny Boys.

Justin: No one say that aloud ever again, please. [laughs quietly]

Griffin: Well, no—

Clint: Tres Horny Boys? You don't wanna say that aloud again?

Justin: Nope!

Griffin: That's— it's un— it's unfortunate, Justin. Everything you say on this show becomes canon.

Justin: Okay.

Griffin: Um, Tres Horny Boys, you have woken up, and there's Refuge. It's not destroyed. You're in front of the entry gate, where you woke up... yesterday, I guess? And standing under that gate is a big... red clay animated earth elemental onion knight. Uh, with a bird on its shoulder. Who says—

Clint: Now, do we still remember everything that happened the last time?

Travis: Good question.

Griffin: You absolutely remember everything that happened. And this, uh— Roswell says...

Roswell: Hello, visitors! Please identify yourselves!

Taako: Hello, Roswell. Uh, not much time to talk. We're here for an appointment with Sheriff Isaac.

Roswell: How did you know—

Taako: Do you think you could—

Roswell: How did you—

Taako: Sorry?

Roswell: How did you know my name, and Sheriff Isaac's name?

Taako: Sheriff Isaac, we spoke with him beforehand, uh, and he, uh, imported us to come here. He helped open the way, and he would like us to, uh, uh, uh, meet with him at the— the sheriff's office, if you could take us there.

Merle: We did it on LinkedIn.

Travis: I would like everyone to know, while this happening Magnus is just, like, slowly turning and staring at Taako. [through laughter] This is the most competent thing Taako has done.

Griffin: Why don't you make a... [clicks tongue] this would be a charisma check. Let me consult the list of skills to figure out which one—

Justin: Oh nooo, not that! [wheezes]

Griffin: [laughs]

Justin: Any skill but that!

Travis: Griffin, is there— is there a metric like there was in 4th Edition where we can, like, assist in a check? Can we be charismatic with Taako, with lots of smiles and winking?

Griffin: Uhh, I... you can, uh— I mean, if you can come up with a way narratively to do so, I might give Taako advantage. If you have something, for instance— I'll— Taako's gonna make this roll 'cause he's, like, led the charge, but if you can think of some other little juicy nug, uh, to, like, aid in this, then yeah, I'll let you do it.

Travis: Okay.

Clint: We can always overwhelm him with numbers.

Travis: Yeah.

Clint: You know, so, like, if— if the story starts to flag, one of us can jump in.

Griffin: Uh, this would be— let's do persuasion, Juice.

Travis: Okay, wait. Uh, Magnus says...

Magnus: Uh, yeah, Sheriff Isaac mentioned you were having some problems with some renegades. Some, uh, bandana'd fellows, and was wondering if we might be able to help out.

Roswell: [hesitantly] Okay. I thought I had that situation under control, but, um...

Griffin: Okay. Taako, go ahead and make that roll, and take advantage on it.

[dice roll]

Justin: Okay, that is... a... 14? Or... [dice roll] 20!

Clint: Whoaa!

Griffin: Nat 20?

Justin: Hey-oh. Nat 20.

Griffin: Okay. Yeah, you, uh—

Travis: "I love you!" [laughs quietly]

Griffin: It's—[laughs]

Clint: [laughs]

Griffin: "Please, have my babies!"

Roswell: Um, it's unconventional that Sheriff Isaac would... reach out like that to— I mean, it's so rare that we have guests for— under any circumstances, but especially for, you know, security purposes. But—

Taako: L— let me ask you this. Is there anything conventional about this situation?

Roswell: That's a great point. Okay, um, I guess come with me. I haven't actually seen Sheriff Isaac today, but, uh, I'm— I'm sure he'll turn up. You can just wait at the office, um, for— for now.

Taako: Excellent! Thank you so much. Lead the way.

Griffin: So, here is how this arc is gonna work. And I wanna lay it out straight with you fellas, 'cause I— what the last thing that I wanna do is have you guys just do the same shit over and over and over again. Thi— what you have just done, now that you have bluffed your way past Roswell, now that you've, like, figured out a way to do that and executed it, you can just do that now in any future loop.

Justin: Okay.

Griffin: Um—

Justin: That makes sense.

Griffin: —I'm not gonna make you guys do the same rolls over and over and over again.

Clint: Right.

Griffin: Um, in the— in the same sense, if you can sort of build an hour of good loops, like, I will let you also kind of fast-forward to whatever point you need to, assuming that you have, like, a way to get there based on the things that you've accomplished in the past. Which is gonna be, like... it's going to be a bit abstract to keep track of, but I think it's the only way to do this. 'Cause I— we—

Travis: Yeah, otherwise we're gonna hear the same thing over and over again.

Griffin: Over and over and over again, and that's just gonna be really, really bad radio.

Clint: Yeah, yeah.

Griffin: Um, I am going to try and—

Travis: Dad, you know something about bad radio, right?

Griffin: [laughs]

Travis: Do you have any—

Clint: Yes I do!

Travis: —advice for Griffin?

Clint: Let me tell you about [weird voice] bad radio, everybody! Hi!

Justin: [laughs]

Griffin: Oh boy.

Clint: [weird voice] Hi! It's time for some bad radio!

Justin: [laughs]

Griffin: Um, as the—

Justin: Love that guy.

Griffin: —as the— as the DM of this arc, I am going to do my best to keep everything— to keep everything sort of straight, and make sure that everybody's doin' the same shit every time. If I slip up, it's not me, like, dropping hints or whatever. It's an honest-to-god screw up. Um, because this— this hour is... the— is this arc. Um—

Travis: Got it.

Griffin: I— I also kind of— this is also a bit unconventional, but in order to give you a bit of direction, I don't want you guys just kind of flailing in the wind. Uh, I wanted to lay out some objectives for the arc. Um, just so they're a bit clear.

Um, you need—

Clint: I think I know one of 'em. I think I—

Griffin: —well— well, one of them is to recover the Temporal Chalice and get it out— get it out of town, and take it back to—

Clint: We also— are we gonna make Andy McDowell fall in love with us?

Griffin: That is a sub quest, and I'll— I'll give you—

Travis: Are we going to ruin Chris Elliot's life?

Clint: [laughs]

Griffin: Ruin Chris Elliot's life, you'll get extra experience points for that. Um, no. You als—

Justin: I already did.

Travis: [laughs]

Griffin: [laughs]

Justin: Just ask him about it. It's all he'll fuckin' talk about any more.

Griffin: [laughs] Um, you also need to figure out, in addition to getting the Grand Relic, you need to figure out what caused this bubble to pop up around town, um, and sort of discover the— the mystery of the bubble. Um, the other thing you need to do is figure out what is destroying the town, and try to stop it. Those objectives are not—

Travis: And we have an hour of time in game to do that?

Griffin: What's that?

Travis: Or— is— in game, does an hour pass? Or is it that we have an hour of recording to do?

Griffin: Oh God, no. We can't do an hour of recording time. I— I saw some people asking about that in the Reddit. We can't do it like that, or else thing would go on forever. I want you guys, like, goin' through mad loops.

Um, those— those two objectives I laid out of figuring out what the bubble is and figuring out what's stopping the— figuring what's destroying the town? Not as important as the third one, but they will— I will tell you, they will help get you there.

Travis: Got it.

Griffin: Um, that being said, you are walking into town with Roswell, and you know the layout now. Um, you guys can consult the map at any point. I'll just assume you all three have photographic memories.

Travis: Yeah.

Griffin: Um, and, uh—

Magnus: Uh, Roswell, could I ask you a question?

Roswell: Yeah, go ahead!

Magnus: Uh, Sheriff Isaac mentioned in his communication to us that he was worried about some of the more, uh, vulnerable targets in town, specifically the bank. What kind of security are we looking at, uh, around the bank? Is there any way we could go, uh, see the layout and make sure that everything's secure?

Roswell: That's, um... [pauses] that's really suspicious. You know that, right? "Hey, lemme see the blueprints to the bank." That's what you just asked, basically.

Magnus: No, no, no! Just— instead of heading straight to the office, you said yourself that you didn't think Sheriff Isaac was there. Would you mind if we just kind of, like, walked around town and looked for him?

Justin: I pull out a gun and I shoot the two of them and shoot myself.

Griffin: [laughs loudly]

Clint: [laughs loudly] Reboot!

Justin: Yeah. Starting again.

Griffin: Um... he says, uh...

Roswell: No, I don't—[sighs] I— I believe you that Sheriff Isaac reached out to you, but I don't know you guys. Um, you haven't told me your names yet, which is a bit rude. Um—

Magnus: Magnus Burnside's.

Roswell: Hi—

Magnus: You can call me The Hammer.

Roswell: —ah, pleasure. Um, I think it would be best if you just kind of waited at— at the office for now, okay?

Magnus: Okay!

Griffin: Uh, he walks you to the office. It's about 11:05 right now you can see as you walk into town. You can, uh, see the clock tower from above, and turns you towards the sheriff's office which, when you walk in, it's just as you remember it. It's— there's the destroyed chairs, there's Roswell's desk, there's Cassidy in the jail cell at the end. Uh, map hangin' on the wall. Um, just as you left it.

Justin: Well, is Roswell about to leave?

Griffin: Uh, it doesn't seem like it. Roswell walks in and sits down on their chair, uh, which kind of creaks and moans under their weight. I'm trying to stick with the "they" pronoun for Roswell? I keep fucking that up.

Justin: I wanna see what— Dad plays a lot of, like, open world RPGs. I'm curious what Dad thinks we should do first.

Clint: We obviously are stuck in this location for a while, right?

Justin: Well, I mean, I got magic and shit. If you wanna leave, [holding back laughter] just say the word.

Travis: [laughs]

Clint: I think we— I think we need to get some more information out of Roswell. And— and then I think we need to get some more information out of, uh, Jailbird Betty.

Justin: Cassidy?

Clint: Yeah, Cassidy. And I—

Griffin: [simultaneously] Uh, also keep in mind that—

Clint: —if you're askin' me, I may— you don't— I mean, I'm thinkin' about casting Zone of Truth, but I don't know.

Griffin: [deep breath]

Clint: It's been a while.

Justin: I would think— and I'm not sure. I don't know if Zone of Truth— you may have to refer to your cards. I don't know if Zone of Truth would work on Roswell.

Travis: Does Zone of Truth compel truth? Or does it just stop people—

Griffin: Yeah.

Travis: —from lying?

Griffin: Uhh, I don't know. I think those two are similar enough that it wouldn't really matter, mechanically. Roswell's gonna actually ask you first, uh— they say, um...

Roswell: Uh, so why did Sheriff Isaac reach out to *you*? Are you guys, like... fixers or something? Why are you— what do— what do you—[stammers] let me lay it out. There's only, like, five of those guys. Of— of the bandits, and they're— they're dicks, but they're not especially dangerous.

Magnus: Can I ask you qu—[stammers] five that you know of, Roswell.

Roswell: I mean, there's only, like, a little over a hundred people living in Refuge. I'm pretty sure if given enough time I could kind of list 'em all out by name.

Magnus: And how long have you been looking for these five, and how many of them have you arrested?

Roswell: Um... that's a good point. [pauses] That's a good point. Asked and— asked and answered!

Merle: [weird voice] Look, let me tell you a little somethin'.

Travis: Nope.

Justin: Cannot— can't be— that can't be—

Clint: You don't want that to be the new voice? Okay.

Merle: Okay, let me ask you this. Isn't it possible that maybe you don't have the Sheriff's confidence totally? I mean, he brought us in.

Justin: Shit, we're just gonna dismantle this dude—

Merle: You haven't arrested anybody... you know, Roswell, maybe you just ain't gettin' the job done.

Roswell: Yeah, I guess I've— you know, I'm not the fastest, um, in the world, so, uh, I mean, it's hard to catch 'em, sometimes. Cer— certainly you can relate to that.

Taako: Think about— think about this. You're— you're, what? One year old, max? There's no way that you'd be— uh, have the cunning to arrest these kind of people.

Roswell: Okay. Kind of feel like I'm gettin' dunked on a little bit, here! So—

Magnus: No, think of us—

Taako: Not that!

Magnus: —as consultants.

Roswell: Sure, sure.

Magnus: We're here to help you. We wanna make you look good.

Taako: It's your lead. It's your show, baby.

Griffin: Uh, you hear, uh, from down the street, [whooshing noises] and, uh, the sound of some— some furniture gettin' tossed around. Uh, it sounds like a scuffle is happening down the street, and Roswell says...

Roswell: [dejected] Well, let's see if I'm competent enough to handle this.

Magnus: Yeah, let's go check it out.

Roswell: Uh... yeah, I guess we can— I guess y'all can come along. Uh, get some— just—

Merle: We'll go with!

Roswell: —just stay behind me and let me lead the charge, 'cause you guys don't really technically have any authority here yet?

Taako: Sure!

Magnus: Yep, you got it.

Merle: Yeah, let the— let the slowest guy lead the charge! Go for it!

Griffin: You, uh— you go outside with Roswell. Uh, you can see up on the clock it's 11:10. And, uh, just like the last loop, you see some dudes in purple kerchiefs, uh, that have been blasted out into the street, uh, out of the front door of The Davy Lamp, the local saloon. Uh, and when they see you all coming, they turn tail and just hoof it. Start hoofin' it, uh, down the street, back towards the entry gate, and then they turn a sharp right into some buildings.

Travis: Do— do I have a chance to bow and arrow somebody?

Griffin: Uh, yeah, sure, if you want.

Travis: Yeah. I'm gonna bow and arrow and aim for a calf.

Griffin: Uh, that's grisly.

Justin: Debilitating.

Clint: That's his name?!

Travis: And that's a 17 plus 8, so 25?

Griffin: Okay, yeah, you hit one of 'em, uh, in the... calf?

Travis: Mm-hmm.

Griffin: And they... don't like taking that damage. Um...

Clint: [laughs]

Griffin: ... and, uh, uh, you get 'em just as they're, like, turning their corner around the building, and you hear 'em yell, like, "[thick Southern accent] Aw, dangit!"

Travis: That was a— that was 1d6. That's a 6 plus 2, so it's 8 damage, in case it matters.

Griffin: Okay. So— so it's more like, "[casual] Aw, dangit."

Travis: 8 damage is pretty good!

Griffin: Yeah. They don't fall, you know, to the ground crying, yelling, "Okay, arrest me now!" And they— they've sort of run out of sight. Roswell's gonna keep on chasing 'em down the street, though. Stay on the— stay on the hunt.

Merle: I'm feelin' kinda thirsty.

Taako: Okay!

Magnus: Yeah?

Taako: Let's, uh, head into the—

Merle: Let's go into the saloon.

Travis: We haven't worried about food or drink so far in the game, but... [laughs] I guess now we will?

Taako: Yeah, let's head into the, uh— I— I wouldn't be opposed to a, uh, uh, uh, a refreshment.

Griffin: Okay.

Justin: Um... I was trying to think of, like, a fancier word.

Travis: Yeah, but it sounded like you were skipping.

Griffin: Yeah.

Clint: A Pilsner?

Justin: A Pilsner, that's great. Let's go into The Davy Lamp!

Travis: Ooh, maybe they have the— the honey apple mead. What was it that Noelle made?

Griffin: Redcheek Boot— uh, that— that good, good Redcheek sauce. I forget what it was. I think it actually—

Clint: I'm gonna have a Harvey Wallbanger.

Griffin: —it would actually be called, uh— their brand was Apple Sauce. It was like a fun play on words. But it was, like, really strong booze.

Travis: Okay.

Griffin: Just made of apples. Okay, yeah. You, uh— you walk in through those old-timey saloon doors into The Davy Lamp. Um, and despite the fact that it seems like a— like, kind of a kerfuffle just happened in here, it doesn't seem like anybody was really paying it any mind. Uh, because this kerfuffle happened, like, 30 seconds ago, and [holding back laughter] there are no signs a fight happened.

Uh, so— so it kind of seems like those two ruffians kind of just got their asses handed to them very efficiently.

Travis: I wanna step in here, just so anyone listening is like, "Why did Magnus shoot that person with the arrow and then do nothing about it?" I've got a thing called Lens of Straight Creeping that lets me follow people, follow tracks—

Griffin: Yeah, sure.

Travis: —so, like, I would be following the scuffling one in case I need to.

Griffin: Yeah, that works, that tracks.

Travis: Okay.

Clint: That is— and it's so Magnus, just shootin' somebody. C'mon.

Griffin: Yeah. Well, it's—

Griffin: —it's also... you maybe just wanted to hurt someone.

Travis: Yeah!

Clint: Yeah!

Travis: I haven't gotten to hurt anyone so far in the episode and one tenth we've recorded.

Griffin: Sure. Um, okay. Yeah, you— but you make your way into The Davy Lamp. Um, there's maybe about a dozen people in here.

Clint: Are you saying *Baby* Lamp?

Justin: You got a map right there.

Clint: I— okay, but... Davy Lamp. Okay.

Griffin: That was, like, an old-timey lamp that was less flammable than miners would use?

Clint: [gasps] Ohhhh.

Travis: You just blew Dad away. Now the son has become the Dad.

Griffin: I blew Dad away with the—

Clint: [snorts loudly and laughs]

Justin: Congratulations on your Dad promotion, Griffin.

Griffin: Look at me. Look at me. I'm the Dad now.

Travis: [laughs]

Justin: Uh—

Clint: Take it.

Griffin: Uh, you— you walk in—[laughs]

Travis: [laughs] "This shit sucks!"

Clint: It's yours, pal. Just wait. Just wait.

Griffin: Let me describe— let me describe the scene a little bit. There's a piano. There's a guy playing the piano.

[piano music begins in the background]

Griffin: Uh, there's about a dozen people here. Um, most of whom are just kinda sittin' around tables, drinkin'. Uh, there is an elf wearing a really slick-lookin', uh, poncho. Uh, who is playing poker. Uh—

Travis: Ooh!

Griffin: —they're— they're not playing poker. They're playing, like— some—

Travis: Aw.

Griffin: —some card game that you've never really seen before one on one. Uh, it is a one-on-one game, uh, that they're playing against some other... [amused] non-essential NPC.

Uh, and then there is the bartender. Uh, who is polishing— aw, shit. This is gonna be— she is a, uh— she's a dark elf woman, uh, who is holding a, uh, a magic rod? Which is, like, halfway between a wand and a staff, uh, that seems like— like, imagine, like, gun smoke is coming off of it. Um, you can tell, Taako, that this rod was just used to kick the asses of those two guys.

Taako: This rod was just used to kick the asses of those two guys.

Merle: How did you know that?!

Magnus: Ahh, hmm.

Taako: Arcana, my friends.

Clint: Hey, can there be a shuffleboard game? Please, please, please, please, please. One of those shuffleboard games with the sawdust? Pleaaase?

Griffin: There's one of those shuffleboard games—

Clint: Pleaaase?

Griffin: —with the—

Clint: Yea-hah!

Griffin: —sawdust. But it's one of 'em that, like, one of the legs is a little short, and so the game is just absolutely not fun to play.

Clint: Aw.

Justin: Aww.

Griffin: Um... fire and ice, baby. That's me. That's how I do it. Come at you hot and cold.

Clint: [muffled laughter]

Griffin: Uh, but anyway, it is a lively scene that, as soon as you walk in, becomes a not lively scene. And despite the fact that a— apparent— an apparent bar fight did not interrupt the flow, the party flow in this spot, uh, but the three of you walking in definitely *does*, uh—

[piano music stops abruptly]

Travis: Wait. Are you telling me that they're not being rustically hospitable to me?

Griffin: Uh—

Clint: [wheezes]

Griffin: —in this— in this exact moment, no. They're not being mean to you, they just look at you with shock. Um, bearing in mind that this is a town that, like, a hundred people live in, and hey, here's three new people.

Magnus: Hail and well met!

Taako: Yeah... no.

Justin: I go to the bartender.

Clint: Saunter. Saunter up to the—

Justin: I saun— that's good, Dad. I saunter over.

Taako: Um, listen, I just wanted to say, that was a heck of a shot! I love magic, too!

Bartender: Oh... my... God. You're—

Taako: It's actually "Taako."

Bartender: —you're Taako!

Clint: [wheezy laughter]

Taako: Yeah, I'm Taako!

Bartender: You're the— you're *the* Taako!

Taako: Oh! Uh, well, it's always nice to meet a fan!

Clint: [laughs]

Bartender: The magical— the magical chef! I saw your show in the Underdark!

Taako: [stammers] Yeah, the magic chef, that was me.

Bartender: When you played the Underdark! You— oh my God, you— you, like— you're my inspiration!

Taako: That was the Quis la— Quiche Lorraine, wasn't it? The Quiche Lorraine, I remember.

Bartender: That was the Quiche Lorraine! I'll never forget! That's— that was the first thing I ever cooked! You, like... inspired me to start cooking! You helped me get out of the Underdark! That's— I— what are you *doing* here?!

Taako: Well... [laughs quietly] I'm bringing the show to you! [wheezes]

Magnus: Uh...

Taako: I'm on tour! I guess. And, uh, with me and my friends here, we're, uh— we're— I'm sorta doin' I guess you could call it some, uh, undercover work. You know, we're— we're fixers. They, uh— the sheriff brought us in to sort of investigate how things are goin' here in the town. Sounds like there's a little bit of... *trouble*. We're just tryin' to figure out the lay of the land!

Magnus: Uh, madam— uh, we did not catch your name.

Bartender: Who—

Magnus: What was your name?

Ren: I'm Ren. Who are— you look familiar, too.

Magnus: Uh—

Ren: Have— have we met?

Magnus: Not...

Justin: Alright. R-E-N or W-R-E-N?

Griffin: Uh, just R-E-N.

Clint: How about R-E-N-N? Then there could be a *Footloose* connection.

Travis: No.

Griffin: Nope!

Justin: Okay. Nope. Nope. Okay.

Clint: Nope, okay. Alright.

Magnus: Uh, Ren, have you ever had any... carpentry work done? Uh— I—

Ren: What a ridiculous— that's kind of a ridiculous question. No.

Magnus: —I know, but I can't think of where else we would've met.

Ren: I don't know—

Justin: What is it about the three of us fuckin' playing Dungeons & Dragons where just the basic... [stammers] keystones of human conversation just, like, instantly escape us.

Griffin: Go right out the window, yeah.

Travis: No, I'm playing Magnus! He's not charismatic!

Justin: "[mocking] Do you need anything fixed?" Like, that's not chari— there is nothing less charismatic than that!

Griffin: [laughs] Um—

Merle: I tell you what, I have an idea.

Ren: What's your name— what is your name, though?

Magnus: Ma— Magnus Burnsides.

Merle: Let's go play some shuffleboard and let Taako talk to the lady.

Magnus: Uh, uh, Ren, can I just talk to Taako real quick, just one second?

Ren: Yeah, sure. I— hey, Magnus, I feel like being hospitable to you for some reason!

Magnus: Hey, thanks. I get that a lot. It's the— it's the sideburns. Um... [quietly] hey, Taako?

Taako: Yeah?

Magnus: How long ago was your show in the Underdark?

Griffin: Um—

Taako: Well, let's see...

Griffin: —it was— it was about, uh— your show in the Underdark was about six years ago.

Taako: Uh, six years ago, if memory serves.

Griffin: The— the horrific event that caused you to stop doing the show, the big poisoning, that was, like, five years ago.

Travis: Got it.

Justin: Okay.

Magnus: Um, Taako, ask her how long ago she saw that show in the Underdark.

Taako: Okay. I'll, uh— I'll give it a shot! Um, do you wanna just— uh, I'll just talk to her and get the lay of the land.

Travis: I'm gonna— I'm gonna head to the piano.

Griffin: Okay.

Merle: [yelling] Who wants to arm wrestle my buddy?!

Magnus: Oh—

Merle: [yelling] He can whip every ass in here!

Justin: [wheezes] Oh, that's good. That's rustically hospitable!

Clint: Yeah, I thought that'd be good.

Merle: [yelling] I'll pay big money to anybody who can out-arm wrestle my pal Magnus!

Taako: No, he spent it all.

Griffin: Let's do— let's do two— let's do two quick scenes, 'cause I do wanna follow up on that. Um—

Clint: Okay!

Griffin: —Taako, let's— Taako, let's do this conversation between you and Ren first.

Justin: Great.

Taako: When did you— remind me, how long ago was that? That show in the Underdark.

Ren: Do you remember me? There weren't that— I mean, it was the Underdark—

Taako: Sure.

Ren: —so there weren't that many people interested in watching a cooking show.

Taako: Riiight, but how long— I mean, was that...

Ren: It was a— it was about... I don't know, not that I— about a couple years ago? It was surely before I came here.

Taako: Couple years ago, right, yeah. That sounds right.

Ren: Um, can I get you anything to drink or anything? Or, um... oh! I— here! I know what I can do.

Griffin: She reaches down under the table and, uh, gets a key for you and hands it to you and says...

Ren: Please, I— you guys are new in town, it seems like, and you could probably use a place to stay. Um, so— so why don't you use the room upstairs for a while? Check-in is at noon, um, so just wait around til then and, um, just go ahead and drop off your stuff. It's r— it's— it's our best room, and— God, I wish that we had something nicer. I'm sorry, I'm kind of geeking out right now.

Taako: Check-in's at noon?

Ren: Yeah.

Taako: Okay. Well, why don't you go ahead and hold on to the key for me for a little bit, and I'll uh—

Griffin: [laughs loudly]

Travis: [laughs]

Clint: [laughs loudly]

Taako: I'll come back and— I'll come back and get it.

Clint: [laughs]

Travis: "See you at noon-oh-one."

Taako: I'll be here at 12: 01, *prompt*.

Clint: "Is there early check-in?"

Taako: Um, so... can I ask a weird question? And this is gonna sound like a complete outsider, but I think you get me enough to know that I'm sort of on the level with this.

Ren: Yeah.

Taako: Um, what is with the bubble? Right?

Ren: Yeah. It's, um... it's— it popped up a little over a year ago, and, um... I don't know. I'm— I'm sort of ambivalent about it. Like, I— obviously it keeps us safe from the dangers of outside and all that, but I— I feel a little cooped up from time to time.

Taako: Right, yeah.

Ren: But I don't know. Things were not actually going—

Taako: How long has it been since you've been outside the bubble?

Ren: Nobody goes outside the bubble.

Taako: Right, okay. Good.

Ren: Um—

Taako: Has anybody ever left?

Ren: Not that I know of. Um... yeah. No, I don't think so. Yeah, it popped up a little over a year ago. I mean, things were— weren't so great in Refuge before it went up? Um... we were— it was a— you know, it was a little quiet mining town for a while. Well, it was a loud mining town for a while. We— we— we did—

Taako: Sure, with the mining.

Ren: —we did diamonds, um. We had a big motherload underneath Refuge that, um, dried up pretty quickly. And when it dried up, the town kinda dried up. Um,

and things weren't goin' so great. And honestly, things have gotten a bit better when the— when the bubble went up? We're all, like, pretty nice to each other. It's a pretty safe, chill place to live.

Taako: So it went up a year ago, but before that everybody just sort of came and went as they— as they pleased, huh?

Ren: Yeah, sure. I mean, it— it was a town.

Taako: Sure, a town. I mean, don't get uppity. You live in a bubble.

Clint: [wheeze-laughs]

Ren: [holding back laughter] That is fair.

Taako: Like... [laughs quietly] I don't think— I don't think there's any such thing as a stupid question... you live in a bubble.

Ren: No, it's— it's an— it's an unconventional way to live, definitely.

Taako: So, uh, what's— what do you think about Sheriff Isaac? What's the story there? He seems like a good dude to me.

Ren: Yeah, he's pretty good. Um, a lot of people preferred the— the last elder, um... Jack. But, you know, him— him and June, um... they— they died, and by— by their sacrifice our town is made safe, um... and all that.

But I like— I like Sheriff Isaac alright. He's— he's not, um... you know, I'm a bartender. I run a bar, and it's important for me to keep, like, kind of a fun— kind of a fun, flirty atmosphere going in here. Um, and, like, kind of a sourpuss like him doesn't exactly lend itself to that? But, uh, yeah. You know, he does— he's doin' his best.

Taako: Yeah, you don't want everybody to head into that *other* bar.

Ren: That's a— okay. No, that's fair.

Taako: I think— I'm just saying, you're trying too hard. I think you could take it easy, and that you'll be fine.

Ren: Uh...

Taako: Uh, Jack— Jack and Jane, they're the ones in the, uh, statue, huh?

Ren: Jack— Jack and— Jack and June.

Taako: Jack and June?

Clint: [quietly] June.

Ren: Yeah.

Taako: Jack and June are the ones on the statue?

Ren: Yeah. Um, that's them.

Griffin: I wanna do the arm-wrestling scene. Uh, that elf in the poncho, uh, motions you, Merle and Magnus, over.

Magnus: Okay!

Griffin: And, uh, the— the big, big, big guy that this elf in the poncho is playing, uh, cards with, the elf motions and says, uh...

Elf: I— I would *love* to watch you arm wrestle this guy here.

Griffin: Uh, and the— the guy he motions to is— it's a Goliath, which is a— a race in D&D 5E that is, as the name might denote, a big race.

Elf: I, uh... I enjoy wagers. So, uh, how much you willing to bet on your horse there, dwarf guy?

Merle: Meh, I don't know. You sure you wanna take that on? The guy... [scoffs] your guy looks pretty much like [through laughter] a wimp! Compared to my boy, Magnus. Isn't that right, big fella?

Magnus: [uncertainly] Uhh, yeah.

Elf: I mean, that's just factually inaccurate. You can look at him.

Merle: Flex for him!

Magnus: I mean, he's— he's pretty big there, Merle! Um...

Merle: Oh. [laughs] Not nearly as good as that— when you whipped that Klarg guy arm wrestling. Remember that, buddy?

Magnus: Yeah...

Merle: Show him— show him the pecs. Show him!

Griffin: Do you show him the pecs?

Travis: Uh, yeah... no...

Griffin: [simultaneously] Do you show him the— do you show him the pecs, summer boy?

Travis: Yeah. You know what? I do. Fuck it. Magnus rushes in. I show him the pecs. I sit down at the table.

Griffin: Okay.

Clint: Yeah!

Magnus: I've got a— I'll make you a deal.

Griffin: The goliath also flexes, and he has four pecs.

Magnus: I'll make you a deal. How about we play for information?

Elf: That's the weirdest thing I've ever heard, and I have to be honest, it's not especially interesting to me.

Magnus: Oh, okay, sorry. I thought that you were a gambler, but you're a coward. That's fine.

Elf: Okay. Well, that's— that also works as well. Uh—

Merle: But if we gamble gold and you gamble information...

Elf: I'm not really interested in g— gold? We have a strictly diamond-based economy, here.

Merle: Well, I meant diamonds of course.

Elf: Okay. Um...

Travis: [snorts]

Elf: Yeah, I would do, uh... why not do both? I'll put up ten diamonds on my boy here. What do you say?

Merle: Uh, yeah! Uh... I'll match you, even odds. I'll put ten [shakily] diamonds up. I mean... look at him!

Travis: I lean in to Merle.

Magnus: [through gritted teeth] We don't have diamonds.

Merle: [through gritted teeth] I know, and you're also not gonna be able to beat him.

Magnus: [through gritted teeth] Yeah, and everything ends in 45 minutes anyway, so fuck it.

Merle: [through gritted teeth] So why are we talking out of the sides of our mouths like this?

Magnus: Alright. Yeah, sounds good! Ten diamonds, and information.

Griffin: Okay. The elf and this goliath accept your bet. And, uh—

Travis: I put up the hand with Phantom Fist on it.

Goliath: I don't— no, come on. Come on, that could be some kind of power glove. That could be a Nintendo power glove.

Travis: [laughs]

Goliath: I'm not doing that.

Griffin: And the elf says...

Elf: Would you remove the glove, please?

Magnus: I— it smells really bad under there.

Justin: [laughs loudly] The classic "My gloves smells bad" play.

Clint: [laughs]

Elf: Sunshine— sunshine's the best disinfectant. Let's— come on.

Travis: Alright, I remove the glove.

Griffin: Okay. Uh, are you— so we're arm wrestling, then.

Travis: Yeah, I guess so.

Justin: Do I have any awareness of this? This is happening simultaneously with my conversation, right?

Griffin: Yeah, this is happening behind your back.

Justin: Good.

[dice roll]

Justin: I'm good out here.

Travis: Oh, God.

[dice roll]

Clint: Is there any way I can cast something without everybody knowing it?

Griffin: You can cast something. Whether or not nobody knows it is... it's in flux.

Justin: It actually would be— I think it would be dependent on the, um— the type of spell it is, Dad.

Griffin: Yeah, some of it is verbal, some of it is material-based.

Justin: If the component has a V on it then it's verbal, which I guess you can do a... I don't know.

Griffin: You could fuckin' cough under are breath.

Clint: [simultaneously] I have an idea.

Griffin: Be like, "[through a cough] Uh, super strength!"

Clint: No. Uh...

Merle: Fellas, as you may know, I am a man of the cloth.

Elf: I don't know anythi— I don't know fuck all about you.

Merle: I know. That's why I'm here. I'm here to spread the word of Pan. So before we indulge in this athletic competition, may I say a quick blessing, please?

Elf: No— no, that's not how—

Clint: I put my hand on—

Elf: That's not—

Clint: I put my hand on Magnus's shoulder.

Griffin: Okay.

Clint: Just charging straight ahead, and start mumbling some mumbo jumbo. But as I do that, I cast Bull's Strength on him for Enhanced Ability.

Griffin: Okay.

Elf: Um—

Magnus: Amen.

Elf: I think it's only fair that I am allowed to pray to my God as well.

Griffin: The elf says. And, uh, they put their hand on this big goliath.

Elf: Okay. Are we ready to wrestle, or what?

Travis: Yeah, you know what? Fuck it.

Merle: Amen.

Elf: A-mem.

Clint: Bull's Strength. It's— it, um... you gain this effect until the spell ends.

Travis: Great.

Clint: Hold on.

Griffin: [laughs loudly] It is a spell, and when you have it, you got it. When you get the spell—

Justin: When you've got it, you will know.

Griffin: —when you get the spell, it does the thing to you while the spell is.

Justin: You will know.

Travis: Look in your heart. The bull was in you all along. [laughs quietly]

Clint: You have advantage on strength checks.

Travis: Okay.

Justin: Okay.

Travis: Okay.

[dice roll]

Clint: So he has advantage on strength.

Travis: Am I gonna roll first, or is goliath gonna go first?

Griffin: Oh, I— I already rolled. You go ahead.

Travis: Okay.

[clunk]

Travis: Okay. Well, I— thank God for advantage, 'cause that was an 11. That was a 19. Uh... 8, so 27.

Griffin: Uh, this goliath rolled a 29.

Travis: Tits!

Griffin: Slams your arm down *hard* on that—

Travis: Now, hold on. 29 to 27, you think that slams it down, Griffin?

Griffin: Uhh, I think a 29 can do whatever the hell it pleases. I think it can—

Travis: So there was no way I was going to beat this goliath.

Griffin: Um, not the way that this situation went down, no. Uh, slams you down— hand down.

Travis: We'll get him again next time.

Griffin: He goes...

Goliath: [guttural laughing] It was— it was not bad, but I've had better.

Griffin: Uh, and the elf says...

Elf: Uh, diamonds, please!

Magnus: Uh, double or nothing?

Griffin: They hold out their hand.

Merle: Yeah, let's double or nothing before, uh— before we—

Elf: Nah, let's just cash out. What do you say? Diamonds, please!

Magnus: Oh, okay. Well... do you guys wanna run away? Is that why you wanna cash out? Do you not have 20 diamonds? If so, then that's fine.

Elf: Do you not have 10 diamonds?

Merle: [nervous laughter] We got 10 diamonds, pal.

Magnus: Yeah, we're willing to keep playing. You guys are the ones who wanna walk away, so...

Merle: We're sportsmen! We're sportsmen!

Griffin: The goliath, with a single hand, like, picks up the table in between you and, like, lifts it in the air and sort of sets it down at his side so there's nothing between you, and says, uh...

Goliath: I think I'd like those 10 diamonds, now.

Travis: My hand goes to my sword.

Griffin: You don't have— oh, your rapier?

Travis: Mm-hmm.

Griffin: Okay. Alright. If we're doing this thing let's fucking do this thing.

Travis: No, no. I didn't draw it. My hand just goes to it.

Griffin: No, that was the goliath.

Goliath: If we're gonna do this thing, let's fucking do this thing.

Griffin: He says. And stands up.

Merle: So you'd rather fight than arm wrestle?

Griffin: The, uh— I'm gonna hop back into that other scene, because I think at this point Ren sees what's going on and says...

Ren: Hey, hey! Cut that shit out. Give them their diamonds and get outta here! If you're gonna cause tr— Taako, are these guys with you?

Taako: No. Give them their diamonds!

Clint: [wheeze-laughs]

Magnus: Okay. Sounds great.

Taako: Give— give those. [wheezes]

Travis: Magnus runs out of the building.

[piano music plays in the background]

Goliath: Wha— okay. Dwarf man, you better have those diamonds, or else we're gonna have problems.

Travis: Magnus yells back...

Magnus: I've gotta go to the bank and get 'em!

Clint: [laughs]

Magnus: They're in my other pants!

[piano music plays]

Griffin: Hi, everybody! This is Griffin McElroy, your dungeon master, your best friend, your... personal chef. Have some asparagus! I cooked the asparagus for you to eat. Thanks for listening to episode 43 of *The Adventure Zone* and the third episode of the Eleventh Hour Arc. Um, I really hope that we can sort of fulfill the promise that we made in the last episode. Uh, trying to do some Groundhog's

Day shit. It's been very difficult to plan, and even more difficult to execute, but I'm hoping we can turn a dumb, fun story out of it.

I wanna thank everybody who's been tweeting about the show using the #TheZoneCast hashtag. It's pretty amazing how many people came out after last week's episode. I didn't know how people were gonna receive it, and the reception was astonishing. Thank you all so much.

If you tweeted about the showing using the #TheZoneCast hashtag, you might end up as a character in the show! You might end up like Ren. That's @RenFraleY on Twitter. You might end up as Paloma, who you're about to meet. That's Paloma @ChurchofFear on Twitter. You might end up as Brogden. That's Megan Brogden who you're also about to meet. Uh, or you've already met, 'cause time travel shit is gonna get pretty whack pretty fast. Anyway, just tweet about the show! You could end up like one of those characters, uh, as a character!

[ad break]

Griffin: I have a few messages here to read out on the show. If you want to get a message on *The Adventure Zone*, just go to Maximumfun.org/jumbotron. You can find out how to do it there.

This message is from John Helgerson and Emily Bennet, and it's to Daniel and Jordan Keniston. John and Emily say to Daniel and Jordan:

"Yo, guys! We are so happy that you were involved in our wedding, from helping John propose in Japan to officiating in Reno. We hope we can get together soon to play more games and beat Hans at more trivia. You guys are the best, and we love you!"

That is a cool little intercontinental love thing you got goin' on there. Congratulations on your recent wedding, and congratulations on having two good friends like John and Emily to help you out, and put your name up on the big marquis, atop *the Adventure Zone* Theater.

Have a call to action, here. I want you to go to whoismonkier.com. Now, that's M-O-N-K-I-E-R. I thought it was moniker for a long time, but that's just how my brain is wired. Anyway, go to whoismonkier.com to listen to the band Monkier's new album, *Highs/Lows*.

Monkier, you see, is an eight-piece hip-hop band from Atlanta, with a four-piece horn section, a keytarist/rapper, and dope beats. They use jazz fusion and electronic influences— I don't know why I said that word that way— to make something fresh. Here's a little clip from one of their songs.

[music plays]

Griffin: I agree. That's pretty fuckin' fresh. Again, whoismonkier.com. Check out the albums *Highs/Lows*. There's a slash in there. I don't know if you're supposed to verbalize it, but I tried both ways to just kind of hedge my bets.

One last message here. This one is for The Horrible Shrike, and it's from Harris Bear, who says:

"Since you somehow convinced Emily to marry you at a MBMBaM live show, it seems fitting to offer congratulations on your impending nuptials via another McElroy product. You're a spike monster, the *King of the Hill* people, hater of the year every year, and after ten years of friendship, I'm proud to be your best man. PS: save it for the podcast."

I don't know which proposal that was. I don't know if it was the Milwaukee proposal fest or one of the other live show proposals that our listeners have been kind enough to let us share with them over the years, but in any regards, congratulations on your upcoming wedding, and I hope it all goes real well!

If you get a chance and you're looking for more podcasts to go listen to, go check out Maximumfun.org. There's a ton of shows on this network that we belong to. They're all amazing. The network's been really great to us, and there's so much good stuff on there.

Stuff like *Jordan*, *Jesse, Go!* and *Getting Curious*, and *Stop Podcasting Yourself*, and *Throwing Shade*, and *Can I Pet Your Dog?* Like, so many good shows, all at Maximumfun.org. If you want to hear other podcasts that we do, just go to mcelroyshows.com, and you can find out all the podcasts we do, all the video stuff we do, and how to get in touch with us.

Oh, speaking of! Uh, I'm gonna mention here on this podcast, 'cause I've done it on the other podcasts, I just opened a PO Box here in Austin. I know some people send Justin and Travis stuff from time to time, and have asked me how to get stuff to me, postcards, wedding invites, whatever. Uh, I got a PO Box now! It is

PO Box 66639 Austin, TX 78766. Um, again, PO Box 66639 Austin, TX 78766. Hit me up, let's chat! Well, it's not a chat. It's a one-way mail... discourse.

But anyway, uh, I'm gonna let you get back to the episode now. Thank you all so much for listening. The next episode is gonna be up on July 14th, and then we are gonna be doing our live show in Boston the day after that, July 15th. The plan for that I think is to hold onto it until... I don't know if we've talked about this on this podcast. Travis and I are both, with our respective wives, expecting! We're both having babies. Um, and so come this holiday season, we're gonna need to fill up the old podcast feed with some extra stuff while we are on paternity leave.

Uh, but yeah, we're gonna be live in Boston on the 15th. Super excited. Uh, can't wait to see some of the faces of people who've been tweeting about the show for so long. Um, yeah. It's gonna be great. Anyway, here comes the rest of the episode. Bye!

[piano music plays]

Griffin: Suddenly, an earthquake.

Travis: I am running towards the bank. That is what I was doing.

Griffin: Okay. It is 11:30. Um, which is earthquake o' clock. There is a short but powerful tremor that rattles the whole town. Merle and Taako, what are you guys— what are you doin'? Are you just hangin' out in the bar?

Justin: I'm, like, chilling. I'm asking Ren, like...

Taako: Does that happen a lot?

Ren: No. That... was weird.

Griffin: She's, uh, scooping up some broken glass that's on the floor. Um, some bottles have fallen down. Some glasses have been knocked over, and there's some broken glass on the floor. Um— she says, uh...

Ren: No, I don't... ugh. I'm sorry, I need to— I need to take care of this so, um, is there anything else I can, uh, help you... figure out? What's— what's— what's the—

Taako: Real quick. The bubble we talked about. Do you have any idea what's making it? Like, did somebody cast a spell at some point, or is it— does it seem to emanate from anywhere? Is there any place you're not allowed to go? Wha— any ideas?

Ren: I mean, I don't know. It's... [sighs] I don't know. Wh— what caused it was Jack and June, their sacrifice. You know, makin'—

Justin: What— so what was the sacrifice?

Ren: Well, J—[sighs] J— I don't like to talk about it. It's pretty sad. I liked them both a lot. Um, but June— June liked to play in the mines, and she got lost, and, um, Jack went to find her. And then they fell, and— and died. And right when that happened, that's when the bubble popped up. So they were— I mean, they were in the quarry, I guess. I mean, I guess if we're trying to figure out, like, where it originates, like, that's— that would be it, I guess? I, you know what—

Merle: Weren't there three figures in the statue?

Ren: Yeah. Well, there was the— there was the visitor that brought 'em— um, that brought them to Refuge. Um—

Taako: So, wait. The visitor brought them to Refuge, and then Jack was... made the elder?

Ren: Yeah. He was really great! He was a really great guy.

Taako: Hm.

Ren: The elder before ran the mines, and so when that dried up they, you know... there wasn't a lot for them to do. Um, you know who you should talk to?

Taako: Who?

Griffin: By the way, this conversation's only happening with Taako, 'cause Merle, you are— unless you run away or do something, you are still in the— on the hook for those diamonds.

Ren: You should talk to Paloma. She—

Taako: Who's Paloma?

Ren: Um, she, uh... she's great. She lives out in the woods? Um, a lot of people... don't *love* that she's just kind of out there doing her own thing? Um, but she's really good at helping people kind of figure out, uh— you know, get their bearings, so to speak. She's a witch. She's a— she's a witch?

Travis: That's a witch's— okay. Yeah, that's the witch's thing, yeah.

Taako: She's a witch, okay.

Ren: Yeah.

Justin: Um, hey, can I have that, uh— that key? We'll come back a little later and get our stuff all checked in.

Ren: Uh, yeah, sure. Here you go.

Griffin: She hands you the key. Merle, what are you doing?

Goliath: [chanting] Diamonds! Diamonds! Di—

Elf: I have to agree with my accomplice, here. Diamonds.

Merle: You know, fellas... wealth is not important. It's more important to have spiritual diamonds. You know what I'm saying? Layin' up—

[dice rolls]

Merle: —those diamonds... in heaven.

Griffin: Uh, the Goliath has grabbed you by the ankles, and is now shaking you violently. Uh, to try and make diamonds come out of you.

Clint: I poop a diamond!

Travis: Wait, what?

Justin: [quietly] That seems unlikely.

Griffin: No, that is a dwarf racial feature.

Clint: [snorts and laughs loudly]

Justin: That's a dwarf racist feature that people's racist grandpas say about dwarves.

Merle: Okay, okay! Put me down, put me down. [unintelligible] Let me handle this. Go ahead, put me down, put me down.

Goliath: Okay.

Griffin: He puts you down.

Merle: Okay. [sighs] I hold up my tree hand.

Griffin: Okay.

Merle: Do you see this?

Goliath: Yep.

Merle: Now, you see me raise it in the air?

Goliath: Yep?

Merle: You see me movin' it back and forth?

Goliath: You trying to hypnotize me or something?

Merle: No, no. Do you see it waving back and forth?

Goliath: Yes, yes-yes-yes.

Merle: See ya!

Clint: And I turn and run.

Griffin: [laughs] Okay.

Justin: [laughs] [snorts]

Griffin: Alright.

Taako: Man, these guys, huh? You know what? I'll catch him.

Griffin: [laughs] Okay.

Justin: Then I run after him.

Griffin: Um, alright. It's a little bit after 11:30. You see Roswell, who doesn't see you, walking his way into Helpington's, where you saw him—

Justin: Oh, by the way, I just— point of order, I catch them up on the stuff that she told me.

Griffin: Okay, fine. That's cool.

Clint: [imitates fast-forward speech]

Justin: Yeah.

Griffin: Uh, you see Roswell walking over to Helpington's to do some cleanup, help with cleanup, like you saw in the last loop. Um, what are you doing? Oh, you also see, I should point out, um... uh, coming down the street, uh, coming out from around the jail, from the Sheriff's Office, you see Cassidy. Uh, who kind of, like, pokes her head down main street and looks around, and then turns and walks back out of sight. What do you want to do?

Clint: Wow.

Travis: Um... well, so here's—

Clint: Why don't we go on to the bank?

Travis: Yeah, so here's what I know. Magnus knows that there was a hit on the bank in the last loop.

Griffin: Right.

Travis: And people died.

Griffin: Sure.

Travis: So I feel like Magnus wants to hang around the bank to prevent that from happening again.

Griffin: That is totally fair, and that's your prerogative. Point of order, uh, about 15 minutes after that, everybody dies.

Travis: Yeah, but like... we're trying to figure out the—

Travis: —the perfect loops, right?

Griffin: Sure, yeah.

Justin: Yeah, but I feel like the perfect loop involves us not everybody dying.

Clint: [wheeze-laughs]

Travis: You know what? You know what? If Taako's caught us up on that, I say we head for the witch. I say that this is not our last time doing this loop, and what we need now is information.

Justin: I agree, but Cassidy's right there.

Clint: She's right there!

Travis: Yeah, but do you remember the last time we tried to talk to her and she was all garbled and didn't give us a straight answer to anything?

Justin: Yes?

Travis: I feel like the witch is our best bet.

Griffin: Um...

Justin: She's right there.

Griffin: I would let you guys split up, if you wanted. If you wanted to split up, and we could do, like, two quick scenes? That might— I mean, you got an hour, so that might— it might be the best way to get stuff done.

Travis: I'm down with that. I'll go check out the witch. You go get Cassidy.

Clint: I'll go check out Cassidy. Where you goin'?

Justin: I would probably be the most help with the witch, 'cause magic... pals.

Clint: Go for it.

Justin: Okay.

Travis: Yep.

Griffin: Okay. Alright, so we'll do, uh... witch first, and then we'll do Cassidy.

Justin: Okay.

Griffin: Um, so, uh, Taako and Magnus, you two are going to the witch?

Travis: Yes.

Griffin: Going to visit Paloma? Okay. You make your way into the woods behind the elder's manor.

Travis: Just to double check real quick, I'm gonna pull out the Lens of Straight Creepin' and make sure that we're not about to be ambushed or anything, that this isn't the way that the people went.

Griffin: Um... so... hmm. Which way would the people have went? No, I don't think you necessarily see, uh, the footprints here.

Travis: Great.

Griffin: Or the blood trail that you also would have caused.

Justin: I'm, uh— I'm gonna, as we approach, I'm gonna cast Detect Magic?

Griffin: Okay. There's a lot of it!

Justin: Okay. But what— what this does is I'm basically trying to watch out for, uh, traps.

Griffin: Oh, okay.

Justin: So this puts an aura around anything magical. So in case this witch, like, doesn't want visitors, I wanna know.

Griffin: Sure, sure, sure.

Travis: Are we dealing with a Baba Yaga situation, Griffin? If so, you have to tell us. Otherwise it's entrapment.

Griffin: No, I legally— right, sure. Uh, no, you don't— you don't— you detect a lot— so you see the hut. I should say, actually, before you see the hut you smell the hut? Um, and it smells amazing. You know how— you know the Heiner's factory in the west end of Huntington, West Virginia?

Justin: Oh sure, west end, yeah.

Griffin: Once you're within, like, a mile of— Heiner's makes amazing bread. And once you're within, like, a mile of that place, you could literally— it produces visible stink lines that you could follow through the air like a cartoon cat.

Justin: Fuckin' float—

Clint: And you fly! You float.

Justin: Yeah, you float on, like—

Griffin: That's literally what we're talking about here. You smell, like, sweet bread and pie and sweets. Um...

Clint: Another stop to make next Candlesnights, folks.

Griffin: Yeah, sure.

Taako: I'm gonna eat that house!

Magnus: Taako, no!

Griffin: It is not a gin—

Clint: It's gingerbread!

Griffin: No, it's not a gingerbread house, holy shit, no. It's not. That would be too much, even for me. Um, you, using Detect Magic, Taako, you detect... I mean, some fuckin' magically delicious baked goods, but also divination magic, like, out the ass.

Travis: Um, just for simplicity's sake, Griffin, let's assume that we have our Stones of Farspeech open.

Griffin: Yeah, sure.

Travis: So when Dad makes comments on stuff it's not weird. [laughs quietly]

Griffin: Yeah, okay.

Clint: [wheezes]

Griffin: You, uh— so you make your way up to the hut. There's no traps you can see. Um, it is a small, very small cottage.

Travis: I knock on the door.

Griffin: Okay.

Taako: Oh, okay!

Griffin: You hear a...

Paloma: Come in!

Travis: [laughs loudly]

Clint: [laughs]

Travis: Okay. I do.

Griffin: Okay. You open the door and, um, you enter in to a very strange room. There, hanging from the ceiling, are a bunch of crystals of some sort, and they're all in the shape of, like, teardrops, and they're various sizes, just kind of hanging from the ceiling on these very thin threads. Um, floating around this room. It's a small room, it's cozy, and kind of cramped. There's a lot of stuff in here, including a lot of cakes and pies and cupcakes that are kind of floating freely around the room in this little glass-covered serving dishes. And then sitting behind a table and in front of a large, round oven, is a woman. A human with a kind of rosy complexion, uh, wearing some— she's wearing an apron, a cooking apron. She's wearing some white, uh, sort of frilly robes. She says, uh... let me figure out what the fuckin' accent's gonna be before I just kind of run into it.

Travis: [simultaneously] Yeah, that would be great.

Griffin: I wanted to do like Bjork.

Paloma: You need help, don't you?

Magnus: Why yes, we do.

Paloma: You already know my name, yes? Introductions are not in order? Magnus, Taako?

Magnus: Paloma, it's a pleasure to meet you.

Paloma: I— I'm sure it is. Um... what can I— what can I help you with?

Magnus: We— we come from outside the bubble.

Paloma: I know this.

Magnus: And we're here to... solve the problems of Refuge.

Paloma: I know.

Justin: Wait, is this— is this— is this the old woman?

Griffin: Uh, nope!

Justin: Okay.

Paloma: I know this too.

Magnus: So what do we do?

Paloma: Hmm... we could consult the prophecy.

Magnus: Sounds good!

Paloma: Your friend doesn't talk much.

Magnus: He's a bit of a— a magical observer.

Paloma: You do seem very magical, Taako.

Justin: I don't know. I just don't have anything to add right now, and he's— I talked a lot to Ren, so I'm just trying to let him take the lead!

Travis: He's being a good partner, Griffin!

Griffin: Okay.

Justin: If you want— I mean, if you want everybody to shout simultaneously on our podcast—

Griffin: Please do.

Justin: —we can definitely go that route, too. It's been effective for many years.

Travis: [simultaneously] We're playing good cop, hungry cop.

Griffin: Paloma says, um...

Paloma: Okay. Well, I offer a small prophecy, and I offer a big prophecy. Which one do you think you would need?

Griffin: To give you an idea, the small prophecy— Paloma's kind of here as a guide to help keep you guys on track whenever you need sort of advice, sort of like the fortune teller in the Zelda games.

Travis: Yeah.

Griffin: Um, if you need sort of immediate direction, small prophecy is your jam. If you need something or you... not need, but maybe want to know something a bit more big-picture, a bit more-long term, that would be a big prophecy. Um, she says, uh...

Paloma: It's— it's easy. One diamond for small, and ten for big.

Magnus: Okay. Paloma?

Paloma: Yes?

Magnus: We do not have any diamonds.

Paloma: Oh, that is unfortunate.

Magnus: But... we are looping through this world in such a way that when we come back, we will have diamonds for you.

Paloma: I knew there was something strange about you!

Magnus: Yeah. So this is not our last time, or I would guess our first time here.

Paloma: Hm. That is interesting proposition. You're saying in the future, you will have diamonds for me?

Taako: No. No, not exactly like that. [laughs quietly]

Magnus: No.

Taako: Um... we'll have them now... later.

Griffin: [wheezes and laughs loudly]

Travis: We're gettin' in some Bill and Ted shit, and I love it.

Clint: [laughs]

Travis: "We will remember to have some diamonds for you—"

Paloma: Do you have anything magic—

Travis: "When we're here now."

Paloma: Do you have anything magical you can leave with me? I like to collect a trinket, something I can maybe help cook with, um, some— something that—

Magnus: Do you ever cook with alcohol?

Paloma: Sometimes. Rum cake, buttered rum.

Magnus: I have this magic tankard.

Paloma: Ooh, this is good.

Magnus: It increases the potency of alcohol.

Griffin: Yeah, she accepts that as payment.

Magnus: Great, I've never used it.

Griffin: She says...

Paloma: I will— I will do small prophecy for you for this.

Magnus: That's not worth a big pro— Paloma.

Paloma: The big prophecy is 10 diamond. [through laughter] No, no, no, no.

Magnus: Oh, okay, okay. Small prophecy.

Paloma: Not for a little cup! No. No. Magnus.

Travis: So, Griffin, I have a question before we move forward with this.

Paloma: It's a cup!

Magnus: It's a magic cup.

Travis: Um, when this loop resets, is the cup gone?

Griffin: You don't know.

Travis: Oh no. The tankard.

Griffin: Um, she invites you to sit down at this table. There's a little bench with a rug over it. As you sit down, the room kind of, like, goes dark? And it's not like any lights went out. It's just kind of like darkness kind of filled the room up. Um, and you can see Paloma. Her— her oven is still on, and there's something fuckin' intoxicatingly delicious being baked in there, but it's also providing some back lighting for this scene. And from the ceiling, a small one of those crystal teardrops falls on the table and shatters, and the dust kind of hangs in the air, and you see, in this cloud of dust, you see what looks like the entrance to a cave, or something. It looks like the— the— not a cave, because it looks more man made. Uh, and it is— uh, whatever has happened there, there's been, like, a cave in, and this entrance is completely surrounded by rocks. And she says, um... and her voice sounds a bit different now, as she's, like, in prophecy mode. And she's no longer, like, looking you in the eyes. And she says, uh...

Paloma: [echoing] Imminent destruction comes from below. Before you can learn how to stop it, you must figure out what it is you must stop. Turn your eyes to the quarry. You're not ready to face what awaits you there, but you must know its face.

Griffin: And then the light comes back on.

Taako: Man, I was gonna go to the quarry anyway! What a— what a ripoff!

Griffin: She says, uh...

Paloma: Is that all? Is there anything else— if you give me something very valuable, maybe— *maybe*— maybe? Maybe I will consider a big prophecy. But you better come back with those current-future diamonds.

Magnus: You got it.

Justin: I'm gonna say, Trav, I think we should go ahead and bolt. We'll come across some diamonds at some point when we'll actually need this. I think we have some good leads to go on.

Travis: Yeah, I think we need to— I think, maybe, we'll have some diamonds at the quarry.

Justin: Well, I don't know. Maybe.

Griffin: Let's jump on over to Merle. Merle, you see the boys run off into the woods. And as you walk past the jail and sort of turn the corner, you see, uh— you see Cassidy, and she is working her— she's walking towards the quarry. Um, again there's a very tall wooden wall, and you see her actually— when you first lay eyes on her she is scurrying up and over that wall, and then out of sight into the quarry.

Merle: Well, shit!

Griffin: Well, I mean...

Clint: To— I—

Griffin: It's not a—

Clint: Well, I scurry after her. I'm just not a good wall-climber.

Griffin: Okay, that's fair. There is a gate that you can see. It's not, like, walls all the way around. In fact, the road out of town actually dead-ends at this gate. It's as tall as the rest of the wall, and as thick as the rest of the wall, but it has a large metal padlock on it.

Clint: Okay. I walk up to that padlock... and pull out the Nitpicker.

Griffin: Okay. Uh, yeah. You drop the Nitpicker— what did we name the Nitpicker? Anybody remember? Probably not.

Clint: Um...

Griffin: You put the Nitpicker down, and it animates and comes to life and says, uh...

Nitpicker: Where's your dumb friends?

Travis: Uh, Bud.

Griffin: Bud, that's right.

Travis: But the Nitpicker insists that his name is Ernest.

Griffin: Ernest, yes, that's better. Ernest says, uh...

Ernest: Where's your dumb friends, huh?

Merle: I don't have any dumb friends.

Ernest: Oh, good— good comeback. Good comeback, guy. Oh, man. It's a real night at the Apollo here.

Griffin: And he starts working on the lock. And says, uh...

Ernest: You always bring me to the nicest places. Haunted crystal, uh, torture chambers and, uh, towns that explode every fuckin' hour. This is— this is great stuff, Merle. I really enjoy livin' in your— in your bag. Hey, by the way, you've had an old sandwich in there for, like, a month. So do something about it. Hey, let me ask— let me ask you a question. You gonna return to that half-eaten box of Lunchables in there, or— what's the situation vis a vis the Lunchables?

Clint: I feel like I'm doing a scene with Gilbert Gottfried.

Travis: You wish.

Merle: Uh, look—

Ernest: You got stinky meat in your bag, son! Fix it!

Clint: Well, you— you got stinky meat in your pants!

Justin: Hey, Nitpicker. Ask him why he sounds like my dad and not his character.

Merle: Hey! You got stinky meat in your pants!

Ernest: Jesus, it's like you've aged 40 years since the last time we talked!

Merle: It's a lot of responsibility.

Ernest: This is just horrible.

Griffin: Uh, you hear a click as the padlock unlocks, and the gate starts to give.

Clint: I grab him—

Ernest: Okay, back into the— back into the stink bag I go! Hooray!

Clint: I grab him by the feet. I shove him back into the— the pack, and I say "Enjoy your stink meat."

Merle: Enjoy your stink meat! Dumbass.

Griffin: And from inside your bag— from inside your bag—

Clint: [simultaneously] I sound like Red on *That 70's Show*.

Griffin: From inside your bag you hear...

Ernest: Well, maybe I will!

Griffin: Then he shuts down. Okay, yeah, the gate is unlocked.

Clint: I run through and I chase down Cassidy.

Griffin: Okay, you're just gonna fuckin' barrel— barrel on through? Or what's your MO? Like, how are you...

Clint: I'm gonna approach her. I have an idea about an opening.

Travis: Then do it!

Griffin: Okay. Uh, let me lay this out, first. You, uh, make your way into the gate, and you see Cassidy, who is, uh... she looks kind of suspicious. She's, like, creepin'. There's kind of a ramp that, like, folds in on itself that goes back and forth as it lowers you down into the quarry, because the quarry is a good, uh... the quarry's a good, like, 80 feet down from the level of the town. Um, so she is making her way down this ramp, and you are above her. And from above her she does not see you yet, but you can see her kind of creepin', creepin' into this quarry.

Clint: I... I call out to her.

Griffin: Okay.

Merle: Uh, 'scuse me, miss! Miss!

Griffin: Uh, she looks up at you and she runs. She's just bolting. She's running down this ramp.

Clint: I'll chase after her!

Griffin: Okay. She's actually yelling behind you...

Cassidy: What do you want?! Leave me alone!

Merle: I'm here to help! I know you're in trouble!

Griffin: Is this yelling conversation happening while the two of you are, like, running back and forth [through laughter] down this—

Clint: Yeah, let me— let me—

Griffin: [through laughter] Down this stairwell, basically?

Merle: [breathing heavily] Ha— I'm here to— help!

Cassidy: [breathing heavily] I don't— I don't want your— help, just leave me alone!

Merle: [breathing heavily] No, you don't want me to— leave you alone! You're in a shit— load of— trouble, Cassidy!

Cassidy: [breathing heavily] How am I— supposed to— know— you're not— some sort— of gerblin?!

Merle: Pan sent me!

Cassidy: [breathing heavily, through laughter] I don't know— oh! Like a pan, where you go pannin' for— silver and gold and diamonds?

Merle: No!

Cassidy: I like those!

Merle: [breathing heavily] No, it's a— it's a god! It's a god! And you need— god's help!

Griffin: You, uh— she stops yelling at you and, like, as you turn a corner down this ramp you don't— you don't, uh— you've kind of lost track of her. And you don't— you don't see her. And you're, like, a few kind of ramps down from reaching the bottom of the quarry.

Travis: Wait, we have the Stones of Farspeech, right?

Griffin: Yeah.

Magnus: Uh, Merle. Can you hear me?

Merle: Yeah.

Magnus: Uh, so the witch told us apparently there's something, like, super scary and dangerous that we're not ready to fight in the quarry. So you should probably, like, stay out of the quarry, just a heads up.

Justin: [snorts]

Merle: Okay!

Griffin: Are you gonna heed his instructions or keep following Cassidy down into the quarry?

Clint: I'm— I'm gonna keep following her.

Griffin: Okay.

Travis: [laughs loudly] Okay!

Griffin: You make your way down to the bottom of the ramp, and you don't see her anymore. What's your passive perception?

Clint: What is that under?

Griffin: Your skills.

Clint: Oh. Um... plus 3.

Griffin: Uh, okay. I rolled a stealth roll for her and it was not good. You hear the sound of, like, soft sand crunching behind you, from, like, underneath the ramp that you've just ran down. Uh, it sounds like someone's about to get the drop on you.

Clint: [laughs] I'm gonna make a bold move and turn around.

Griffin: Okay. You see Cassidy. She's got a big shovel, and she's, like— has it up in the air and sees you and says, uh...

Cassidy: Aw, dangit. Okay. Listen, I don't know who you are. I don't know what you're doin' here. I don't know why you thought it was okay to just follow me down into the quarry. I'm a little bit jumpy! Y— I— and I— you know what? I don't know you! Who are you, mister?

Clint: I lift the *Extreme Teen Bible*. I smile at her gently. And I sing...

Merle: [singing] Hello, my name is Elder Merle. And I would like to share with you this most amazing book.

Griffin: Okay.

Justin: [laughs]

Griffin: She brings the shovel down directly on the top of your head.

Merle: [singing] It's called *Extreme Teen Bible*. It will solve your problems, do you wanna take a look?

[dice roll]

Travis: Clinton. You just got clocked by a shovel.

Justin: [laughs]

Griffin: Uh, 24 versus your AC.

Justin: [cackles] [snorts] Oh, that is an amazing visual. [laughs]

[dice roll]

Clint: My AC is 18.

[dice roll]

Griffin: Uh, she hits you for 19 points of damage, and you are, uh, stunned. You kind of topple over backwards, and she runs off deeper into the quarry. Uh, and you hear an explosion... coming from the town above you.

Merle: [yelling] Pan loves you anyway!

Griffin: Uh, she is gone into the quarry. Magnus and Taako, what are you guys doing?

Magnus: Taako. I just had an idea.

Taako: Piggyback ride, yes, I'm onto it.

Justin: I hop on his back.

Magnus: That's step one.

Travis: And I start running towards the town. All the while I'm yelling my plan to Taako.

Griffin: Okay. A lot of running while yelling. It's like a fuckin', like, high octane Aaron Sorkin piece in this motherfucker.

Travis: Yeah.

Magnus: We need diamonds, right?

Taako: Right?

Magnus: And the bank just got blown wide open, right?

Taako: Hell yeah!

Magnus: Alright.

Taako: Um, hey, wait— wait a minute—

Travis: So we're running for the bank.

Taako: Wait a minute! Wait a minute. We need to get there fast, right?

Magnus: Yeah.

Taako: And time's about to reset, right?

Magnus: [gasps]

Taako: So I can just start fuckin' burning spells!

Magnus: Yeah!

Taako: Let's get a ride!

Griffin: Okay. Um, get—

Justin: [horse whinny]

[music plays]

Clint: [laughs]

Garyl: Yo, what's up?

Griffin: Oh, man. I'm assuming Garyl's gonna be in basically every episode of this arc at this point.

Garyl: Y'all going to the bank or what?

Magnus: Yeah!

Garyl: Hell yeah.

Magnus: Punch it.

Griffin: Okay, you mount up. Who's in front?

Travis: Well—

Justin: That would be me. I'm the only one who can control Garyl.

Travis: [laughs]

Griffin: Okay. Uh, alright, yeah, you—

Justin: He's a wild stallion.

Griffin: You mount up and run to the bank. There is the— you get there quick. Like— like—

Garyl: Is that a bubble? Shit. This place is crazy!

Griffin: You get there in, like, 45 seconds. There's a guy laying on the ground who's just been terribly burned, and you hear the sound of fighting coming from inside.

Travis: Okay. We run in. Or at least I do.

Griffin: Okay. Okay.

Taako: I'm good out here. But Garyl and I are gonna keep watch and see what happens.

Griffin: Uh, okay. You run in and you see Roswell handily beating the shit out of the other guys in there, and you see the guards, dead. You see some ruffians, dead. And you see the dwarf woman in the back of the room, who is really bad off. And, uh, yeah, there's some diamonds, like, scattered across the floor. Not, like, a lot. Not like the vault was blown open. Again, the vault is, like, still secure, and a little bit scorched, but the— whatever was in the banker's till or whatever it's called, uh, got scattered across the room.

Travis: Okay. I scoop up as many of them as I can.

Griffin: Okay. While the fight is happening?

Travis: Yep!

Griffin: Mmkay. Roswell sees you doing that and is like...

Clint: That sounds more like a Taako thing!

Griffin: Roswell looks at you and says, uh...

Roswell: [breathing heavily] Wow, I sure am glad that Sheriff Isaac brought you guys in here to— to help out! You're doing the Lord's work!

Magnus: Don't worry, I'll better on the next time!

Roswell: What are you talking about?!

Clint: [wheezes]

Magnus: Don't worry about it! [chanting] Fight those dudes! Fight those dudes!

Griffin: You're saying that as you [through laughter] like, walk backwards out of the burning bank?

Travis: Well, hold on. How many diamonds do I have?

Griffin: Uh, you picked up all the diamonds that are around the room. About—you have about 20. Uh, no, you know what? You have a lot. You've got about, uh... you've got about 50 diamonds that you scooped up.

Travis: Great. While I've got those scooped up, I put 'em in my bag, I assume?

Griffin: Okay.

Travis: And I'm gonna run and go grab the dwarf woman.

Griffin: Okay.

Justin: Wait, this is really important. While he's doing that, Taako, having figured out that time's about to reset, is just fuckin' blasting spells into the air for no reason.

Clint: [wheezy laughter]

Griffin: Okay.

Justin: Just, like, Wall of Force, Wall of Stone, everything. Just, like, blowing out spells from his wand. [laughs]

Griffin: Alright. You're doing that. Uh, Merle, you kind of come to. Uh, and from your position on the ground you see Cassidy, who is now— she walked to the right after she knocked you out, away from— if you consult the map, away from the entrance, deeper into the mines. Now she's walking towards that entrance, which you can see is a— looks like a man-made entrance. There's some wood framing that looks like it's been caved in. Uh, Cassidy is holding what looks like a giant cluster of green... grapes? But they're not grapes. They just kind of have that shape, that is attached to a long wire with a plunger. Uh, and she is walking over to those rocks, and, uh, starts fiddling around with that. But you are still pretty much incapacitated. You could actually do a, uh... do a constitution saving throw?

[dice roll]

Clint: Great! It's a 3. And with my modifier, it's a 6.

Griffin: No. Yeah, you're still stunned. Um... uh, okay, Magnus. You pretty easily get through the fight and you grab the dwarven woman and bring her outside. And she says...

Dwarven Woman: [breathing heavily] Who the hell are you?

Magnus: More importantly, what is your name?

Brogden: My name is Brogden.

Magnus: Great. Great.

Travis: I set her down.

Griffin: Okay. You set her down and she just kind of passes out on the ground. It is— you hear the fighting inside kind of stop, and pretty much as soon as you get her outside, the bank collapses again, with Roswell and everybody else who was inside, inside of it.

Travis: I will definitely get Roswell next time.

Griffin: Mmkay. But now you have 50 diamonds. All three of you, from your relative positions— actually, Merle, your position's a little bit further away. All three of you go through essentially the thing that just happened again. You hear the clocks chime, starting its countdown to noon. And right as it hits that 12 chime, the clock tower, which is on fire from the bank, snaps in half and falls over into the, um— the elder's manor, destroying it. Um, and the ground kind of swells you as cracks form, and heat starts to push out from the, um... from those cracks. And then just like that, the ground compresses, and it pulls you down in with it.

[intense music and clock chimes play in the background]

Griffin: Uh, killing you, Magnus, and killing you, Taako, pretty quickly. Merle, you are also subject to this catastrophe, although right before it happens, those rocks, right before Cassidy can do whatever she was doing to them, they get, like, blasted out by a wave of force, like buckshot from a shotgun. As the ground pulls you under, you are burned, and you are crushed, and you... are dead.

[music ends]

Travis: The end. We only actually got two chances.

Griffin: [snorts quietly] And you wake up in that white space again. And the old woman says...

Old Woman: Somehow you did worse that time.

Clint: [laughs loudly]

Magnus: You gotta move back to get forward! Uh, what is your name, before you send us back?

Griffin: You don't get the chance to get an answer from that question as she kind of fades out. And you wake up again, on the ground, uh, in front of Refuge.

Merle: Oh boy.

Travis: First thing I do is check my bag!

Griffin: The good news is you've got your cup! The bad news is—

Travis: [simultaneously] No diamonds.

Justin: Shit!

Griffin: —you do not have 50 diamonds.

Travis: Okay. Well, that answers that, huh?

Justin: I'm gonna delete the YouTube video I was making about how to do an infinite diamond glitch in *The Adventure Zone*.

Griffin: [laughs loudly]

Clint: [laughs loudly]

[theme music plays]

[chord]

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