

## **The Adventure Zone 26: The Adventure Zone Presents: The Great Switcheroo of 2015**

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

Gundren is suddenly completely engulfed in flames, and he's growing, and bouts of flame are sort of ripping off of his body—

**Justin:** [laughs] Yeah.

**Griffin:** —and cutting entire buildings in half. The three of you dive into the well, and then all of a sudden all you see is flame above you.

**Travis:** Well, tits.

**Griffin:** Justin, a giant burst of flame—the entire town, where it used to be, you look around and for about a half mile in diameter, all that you can see is black glass, a circle of black glass on the ground.

**Travis:** Well, this all sucks!

**Announcer:** From the ashes of Phandalin, three new heroes arise! Let's see if the *Flop House* gang can survive one night in... *The Adventure Zone*!

[theme music plays]

**Stuart:** Hey there! Welcome to *The Adventure Zone*. My name is Stuart Wellington, formerly of *The Flop House* podcast.

**Dan:** Formerly?

**Elliott:** Did you quit?

**Stuart:** No, I'm just joking. I'm a host of *The Flop House* podcast regularly, but I am stepping in to be your dungeon master today. If you're a follower of the Max Fun line of podcasts, which I'm sure you are—and if you're not, why

not? Uh, you know that as part of the most recent Max Fun Drive, we decided to do a switcheroo where the hosts of various programs are going to be taking over other programs. So the McElroys, all four of them are going to be doing an episode of our show, *The Flop House* podcast, which is about bad movies. They're gonna watch some terrible movie for you. And we are going to be taking over the duties of *The Adventure Zone* today.

**Elliott:** [quietly] Duties.

**Stuart:** Investigating a different dungeon and some other dragons than the ones that you are used to on a—what is it, semi-weekly basis?

As I mentioned, I'm Stuart. I'm I guess the most experienced with Dungeons & Dragons and games like that. Been playing these sort of things since I was in high school, so I guess it was natural that I would take over the role of dungeon master. To my right is...

**Elliott:** My name is Elliott Kalan. I am another cohost of *The Flop House*. I have minimal, limited experience with Dungeons & Dragons. I've played it a few times in high school, and since then Stuart—years later, Stuart pulled me back in with some amazing adventures. I'm still—I'm very forgetful about rules often, so I'm glad that Stuart's runnin' the show, and I'm looking forward to once again journeying into the fantasy worlds.

**Dan:** I'm Dan McCoy. My experience with Dungeons & Dragons is mostly that my brothers were into it. Uh, and I'm much younger than them, so I never played it with them, but I enjoyed reading the Monster Manual. 'Cause I just like looking at pictures of monsters. But I really don't have any experience at all.

**Zhubin:** And I'm Zhubin Parang, occasional guest on *The Flop House* podcast, here brought in to help out because I have no experience with Dungeons & Dragons.

**Dan:** But you like games.

**Zhubin:** I do. I've played board games, so I feel like it's the same.

**Elliott:** In fact, often I hear you say on the phone, to I don't know who, "[Jigsaw voice] Would you like to play a game?"

**Dan:** [laughs]

**Stuart:** [laughs]

**Zhubin:** And they always say, "Absolutely!" And we have a great hour or two playing games over the phone.

[all laugh]

**Dan:** Uh, so what do we do now?

**Stuart:** Okay. So—

**Elliott:** [crosstalk] That's from your movie, *Phony Games*. [laughs]

**Stuart:** So what we're gonna do now, guys, before we meet these—the new adventurers that are gonna find a—worm their way into the place of our listeners' hearts, I'm gonna set the stage a little bit. So, the three of you had been traveling together to some time. It's up to you how long. Maybe a year, maybe five years, who knows?

**Elliott:** But we know each other.

**Stuart:** You know each other. You were attempting to travel to the town of Phandalin, only to find that it is a blighted ruin, has been turned into a plane of black glass, and all the inhabitants murdered. And the people who weren't murdered, which I guess were living outside the town or were trying to go there to sell stuff—

**Elliott:** The Phandalin suburbs.

**Stuart:** Yeah, the Phandalin suburbs have been streaming away from the town from the ruins in droves.

**Zhubin:** The public transportation into Phandalin just cuts off right at the town border now?

**Stuart:** Cuts—[laughs] cuts off right at the town border. So you had to arrange a—arrange travel away from there.

**Elliott:** There was one of those signs that we say that says "You are now entering Phandalin" where someone's painted on it, like, "Only death," or like, you know, like "Game over." You know, like in the movies.

**Zhubin:** Or like, "Days since mass death event: " And, like, zero is scratched in. [laughs]

**Dan:** Who goes around and paints these things? 'Cause everyone's dead. I don't know. Is there a guy who just roams from town to town?

**Stuart:** Yeah, the guy who runs the paint shop is like, "Oh, great! The town died! I'm gonna be sellin' all my paints!"

[all laugh]

**Stuart:** So you guys—you guys left that. Whatever job prospect you had there clearly has dried up. And you find yourselves in the small town of Hogsbottom.

[all laugh]

**Stuart:** A town famous [crosstalk]—

**Elliott:** Not a big—not a big tourist industry in Hogsbottom.

**Stuart:** Their primary industry being tanneries and butcher's shops.

**Elliott:** Sure.

**Zhubin:** Makes sense.

**Elliott:** Anus.

[all laugh]

**Stuart:** Famous anus!

**Dan:** They have an ancient hot dog.

**Stuart:** [crosstalk] Cookies.

[all laugh]

**Elliott:** Famous Anus Pork Products.

**Dan:** Legendary Magical Hot Dogs.

**Zhubin:** "We gotta go to Famous Anus's." "I don't think I do!"

**Elliott:** "Got a website?"

**Stuart:** So Hogsbottom is currently filled to burstin' with refugees of Phandalin. They've set up little tent towns, and you can also—as you enter the town, you see that they're also reinforcing all the defenses. Uh, the Sheriff of the town, a stout, gruff-looking dwarf by the name of Bartok Rocksplitter...

[all laugh]

**Stuart:** Is over—

**Dan:** [simultaneously] Why wouldn't he be?

**Stuart:** [laughs] Is overseeing the labors to reinforce the defenses, because as you heard along the road, there have been marauding tribes of goblins plaguing the townsfolk.

**Elliott:** Ugh. Just what they need.

**Stuart:** Of course after

**Zhubin:** Is Hogsbottom ever considered an invasion threat from anybody? Would anybody ever want to invade Hogsbottom?

**Stuart:** I mean, you know, maybe the goblins want all these famous hot dogs we were talking about.

**Zhubin:** Yeah, I guess that's true, yeah.

**Elliott:** I can see there's a lot of refugees there now who might be carrying all their worldly valuables with them. So a place that was once not valuable is now a source for raiding.

**Zhubin:** Good call, good call.

**Stuart:** Exactly. And fine leather goods.

**Elliott:** [laughs]

**Zhubin:** Fine leather goods.

**Stuart:** Goblins love leather goods!

**Elliott:** [through laughter] They do!

**Zhubin:** And of course all the anuses that are ripe for eating and/or viewing.

**Dan:** As we—as we—[crosstalk]

**Elliott:** And the thing is, this year's—this year's anus crop was a bumper one.

[all laugh]

**Elliott:** It was—there was a huge—if anything there were great anuses of great quality, and they're worried that the price will actually go down because the quantity was so good, so.

**Dan:** Oh no. They're gonna have the governments come to buy it up and keep them in anus warehouses. Just to keep the price up. 07: 04

**Elliott:** Build more anus storehouses, yeah. They're actually—the government's paying farmers just to burn anuses.

**Zhubin:** Just to burn anuses? Oh. That's a waste.

**Stuart:** You find yourselves in the local tavern, The Laughing Maid. It is filled with gruff—

**Dan:** Laughing maids?

**Stuart:** [laughs] Sadly, yeah. It's clearly a misnomer, for there are no laughing maids to be found, as it is mainly filled with laborers and merchants who are kind of a little shit out of luck right now. Because, uh, their job prospects have dried up. Why don't we hear a little bit about you guys? Elliott, why don't you describe your dude?

**Elliott:** Okay. Uh, my character, if I could introduce him, is Jeremy "Scales" Fangbattle.

**Stuart:** [laughs]

**Dan:** [laughs]

**Elliott:** I am dragonborn bard. I am—

**Stuart:** Is Jeremy a family name?

**Elliott:** Jeremy is a family name, and I don't prefer to be called by it. And you guys, having journeyed with me, know that I hate the name Jeremy, and I would prefer to be called by my self-given nickname of Scales, because it means both dragons and music. And that's what I am. I'm a dragonborn descended from blue dragons.

**Stuart:** So does that mean—you're—you're blue, right?

**Elliott:** "[singing] I'm blue, da ba dee da da dow, da da dee da ba dow."

**Stuart:** I didn't even mean for that to happen.

**Elliott:** "[singing] I live in a blue house, drive a blue car, blue in this stuff, Blue's Clues!" So—that's how that song goes, right?

**Zhubin:** This friendship must be constantly strained, every second, every day.

**Elliott:** Well, I'm an outlander, and I was outcast from my people, mainly because of my singing.

**Dan:** [laughs]

**Elliott:** Among my family, they're a family of warriors, they don't approve of me being a bard. And so I'm trying to win them back. So call me Scales. [laughs quietly] And they haven't invented sunglasses yet, but if they existed I'd be wearin' 'em.

**Zhubin:** I hope this quest finds you inventing sunglasses. I hope that's the resolution of this quest.

**Elliott:** I mean, there's all that glass over Phandalin.

**Stuart:** [simultaneously] That sounds like an honest quest to have.

**Zhubin:** It is, yeah.

**Stuart:** Dan, okay, what's your dude all about?

**Dan:** My name—my dude's name is Lucian Buttwatcher.

[all laugh]

**Stuart:** Buttwatcher is also a family name.



**Dan:** Yeah, I don't understand what's funny about that. I am a high elf druid hermit, and I am searching for spiritual enlightenment, although what I'm searching for could destroy the world. So I'm not quite sure why I'm—

**Elliott:** [laughs] The world's most beautiful butt.

**Dan:** [laughs] I'm not sure why I'm searching for it, other than maybe out of curiosity, or to protect people from it.

**Stuart:** What do you look like? What's Lucian Buttwatcher all about?

**Elliott:** [laughs]

**Dan:** I have piercing, pale green eyes.

**Stuart:** Okay, that's handsome.

**Dan:** As most elves, I am very old, but I look beautifully young.

**Elliott:** Now is that a spell, or you just age well?

**Stuart:** Like a—like a Tom Cruise.

**Dan:** Yeah. I've got long, silvery hair, even though I'm quite young-looking.

**Stuart:** [laughs]

**Dan:** And, uh, as most elves do, I believe that elves are the best thing in the world, and we're super great, and everyone else is not great. [laughs quietly]

**Stuart:** Okay. So you guys sound—already it sounds like you guys get along really well. Okay, so we got our first two heroes. Zhubin, what are you all about?

**Zhubin:** I am Tanzer Silverview of the noble family the Silverviews. Uh, Silverview is come from the legend whereby our ancestors could see silver

wherever they went, and thus got their riches, because they were of a better class than other people. That's the legend. That's also the fact.

**Stuart:** [wheezes]

**Zhubin:** It's where our family got its money, and there's no need to discuss it further.

[all laugh]

**Zhubin:** I have a truly scandalous secret that could ruin the family, on an unrelated note.

**Dan:** [laughs]

**Elliott:** [wheeze-laughs]

**Zhubin:** And I am...

**Elliott:** Seems like an interesting thing to offer up!

**Zhubin:** It's completely unrelated to what I said earlier. And I am—believe inherently that I am better than others because of my higher class. But I'm also very—I feel very burdened by my family name, and I want people to know that I'm independent of it. But also, part of it, because I get a lot of prestige that way. And again, Silverviews... come from viewing silver. Legendary and fact.

[all laugh]

**Stuart:** So, uh—so yeah. What are you guys doing all together? What are you guys adventuring together for?

**Elliott:** Uh, well, I—

**Stuart:** What brings you together?

**Elliott:** Now I relate to Mr. Silverview's issues with his family.

**Stuart:** Sure.

**Elliott:** And I also see him—

**Zhubin:** *Lord Silverview's.*

**Elliott:** Lord Silver—and I also see the Lord as a possible patron, perhaps. Of mine music. Uh, Buttwatcher I'm not sure exactly what you're doing with us.

**Dan:** Uh, though I am a hermit..

**Elliott:** [wheeze-laughs]

**Stuart:** [laughs]

**Dan:** Uh, in my meditations I received what I believe to be a vision that tells me that if I really want to seek this spiritual enlightenment and this cosmic truth, I need to leave my hermitage and go along with these adventurers.

**Stuart:** Yeah. Possibly it's tied in with this Silverview and, uh—Scales, was it?

**Elliott:** Scales.

**Stuart:** Scales. [clears throat]

**Elliott:** Now, despite my cool name, which might sway you, I'm actually kind of a Grimace type. [laughs]

**Stuart:** [laughs]

**Elliott:** I think—

**Dan:** Wait, but I thought he was purple.

**Elliott:** He was. I'm blue. But, uh, I—da da dee, da ba dow. da ba dee, da ba dow. But I believe Scales Fangbattle—

**Stuart:** Dan, we can edit this out, right?

**Dan:** Yeah.

**Elliott:** [wheezes] Scales Fangbattle might, uh—might get us into a bit of trouble once in a while.

**Dan:** Sure.

**Elliott:** Do not edit out my blue song.

**Stuart:** Oh—[wheezes]

**Zhubin:** I'm between my fifth and sixth year in Silverview University. I'm—

[all laugh]

**Zhubin:** —having my sort of just out and about year. I'm young, I'm handsome, I'm rich, and I'm just out and about having a good time and also hoping that maybe I can... I can make a name for myself.

**Stuart:** Yeah, yeah, yeah. Like, uh—like I did in between my years at Silverview University.

**Zhubin:** Yeah, yeah.

**Stuart:** Trying to nail some broads.

**Dan:** Hm.

**Stuart:** Maids.

**Dan:** I assume that's—

**Stuart:** [laughs]

**Dan:** —the code that you [crosstalk] using.

**Zhubin:** That's 100% what I was using. And what I'll be pursuing throughout this quest.

**Stuart:** Okay. So, speaking of a quest, you guys are in The Laughing Maid and you guys are getting a lot of stares. In addition to being outlandish-looking, you also have the look of adventurers about you. You're not the drab, dour commoners that surround you.

**Elliott:** Oh, come on. I'm not red, I'm blue, da ba dee da ba dow. [singing]  
Da ba dee da ba dow.

**Tanzer:** I suggest we go to a different bar. This is kind of drab.

**Dan:** [laughs]

**Elliott:** [laughs]

**Tanzer:** It's weird. It's sad. There's probably some sort of cocktail lounge somewhere. Some place we can really kind of stretch out. What do you guys say?

**Stuart:** Now, for the more perceptive members of the group, you realize that there were no other bars in Hogsbottom.

**Elliott:** [laughs] I'll say, uh...

**Tanzer:** I'm pretty sure I saw one two blocks down. Let's just go back out and we'll walk around.

**Scales:** Come on, guys. This place is fine. I don't mind being a—I don't mind getting attention. [singing] In fact, it's preferable, that maybe they look and they see, at us. [speaking] Where's my lute? Hold on. I gotta—I misplaced my pack. I got to get it.

**Lucian:** As an elf, I... listen to the music of the spirits. And your song...

**Elliott:** [laughs]

**Stuart:** [laughs]

**Lucian:** Disturbs and annoys me.

**Stuart:** So as you guys are arguing about this, a young kind of doughy, pasty-faced man with thinning hair and a doublet bearing a symbol of a barrel with an apple on it—the symbol of a local ciderworks, the Tapwell Ciderworks—uh, approaches you with his hands up, and he says...

**Man:** Uh, I hope you're not planning on leaving, uh, adventurers.

**Scales:** Why, of course not! No! Come on, join us! Yeah! What's your name?

**Augustus:** Uh, my name is... A—Augustus Tapwell. Perhaps you've heard of my family's cider fortune.

[pause]

**Tanzer:** I have heard of the cider fortune. The Tapwells, yes.

**Zhubin:** And I'm clearly stumbling, because I am just trying to pretend that I know what he's talking about.

**Tanzer:** I—I... we all know—I'm S—I'm Silverview. So we obviously know each other. We're both rich men of esteem. Where's a cocktail lounge that we can, uh, come to?

**Dan:** [laughs]

**Augustus:** Uh... I—I don't know what a cocktail lounge is, but you can get a pint of ale here, milord.

**Tanzer:** Ugh, alright. I'll get a pint of ale here. There's no other way around this.

**Augustus:** W—wait, wait. L—let me buy that for you. But first, m—my—my father has a proposition for you three adventurers.

**Scales:** Alright...

**Tanzer:** Alright...

**Scales:** I'm hoping some kind of Broadway show? Perhaps starring us?

**Stuart:** He puts his arms around you and kind of bundles you over to a table in the corner past the onlookers that are crowding around the other tables. This corner table, though able to accommodate multiple people sitting at it, only has two places set currently. One is a very old man, and the other is a nearly-identical doughy young man to the one that is currently pushing you over to the table. The old man—both of those men are wearing almost identical doublets with the Tapwell logo, and they are digging into a supper in front of them. You are ushered to grab a seat while he orders three tankards of ale from a passing barmaid.

**Elliott:** Is she laughing?

**Stuart:** She is not laughing. She is way too—she's in the weeds right now.

**Elliott:** [through laughter] Oh, that's terrible.

**Stuart:** She has nothing to laugh about.

**Elliott:** Do you think perhaps a song would cheer her up? Or should we focus on the—you know, let's focus on what we're doing right now.

**Zhubin:** I start eating.

**Stuart:** [laughs]

**Zhubin:** I start just going right away into eating.

**Elliott:** Just eating from their plates?

**Zhubin:** From their plates.

**Stuart:** [laughs] So—[wheezes]

**Zhubin:** I have no concern about it.

**Stuart:** [wheezes] The old man says...

**Old Man:** I like a man with a—a—clearly a large appetite. The three of you have the look of... seasoned adventurers.

**Tanzer:** You have a good eye. We are. We've explored the Mountains of Destruction not six weeks prior.

**Dan:** [laughs quietly]

**Old Man:** [stammers] I haven't heard of it.

[someone wheezes]

**Old Man:** Perhaps the three of you can have a seat. My old man ears can't hear you so well.

**Elliott:** Yeah, sure. Were we not sitting already? You were just eating standing up from his plate?

**Zhubin:** I was standing up. [crosstalk]

**Lucian:** Typical inferior race.

**Elliott:** [laughs]

**Lucian:** I am over 100 years old, yet my ears are as strong as ever.

**Scales:** Guys, we are being very insulting right now. Perhaps there's an adventure in this? With, perhaps money? And I've talked to you guys about this in the long nights of the road, but I have a huge desire to provide children for my clan through the doing of women. We've gotta find 'em.



**Dan:** [laughs]

**Stuart:** Sadly there's no women at this table. It's just you and two middle-aged men and one very old man.

**Elliott:** But he's got these two sons, I assume, so like, let's—there's got—I mean, he knows—so maybe he's got daughters elsewhere, too.

**Stuart:** He probably had a wife that created those sons. Let's find out.

**Zhubin:** You could do her.

**Elliott:** Yeah. I mean, she's probably beyond childbearing age, but I'll figure it out.

**Zhubin:** Hey, a small chance is better than no chance. I sit down.

**Ambrose:** My name is Ambrose Tapwell. Perhaps you've heard of my... cider fortune.

**Lucian:** Yes, we've been through this.

**Stuart:** [wheezes]

**Elliott:** [laughs]

**Ambrose:** As of late... not two nights past, my mansion house, orchard, and ciderworks were attacked by a marauding band of goblins.

**Scales:** Hmm...

**Zhubin:** Hmm.

**Scales:** Goblins.

**Lucian:** The worst.

**Zhubin:** [crosstalk] Goblins.

**Ambrose:** Luckily, my retainers sprang into action, and hustled me and my family to safety. However, allowing my home to be overrun by these creatures.

**Scales:** Hmm, hmm. It's a real *Toad of Toad Hall* type situation.

**Elliott:** He said, referencing a book that didn't exist in this universe.

**Dan:** [laughs]

**Stuart:** Now, in the—

**Tanzer:** Seems to me we'd need to hear the goblins side of the story, but go on.

**Elliott:** [laughs]

**Dan:** [laughs]

**Ambrose:** They have no side! They're goblins, and I hate them. Now, in the hustle and bustle, I was not able to take all of my possessions, and I was hoping that I could find some strong and, well, learned types. Experienced types in the ways of adventuring such as yourselves, to break into my home. Uh, and retrieve an item for me. I would be willing to pay you, although I think the knowledge that you've done a good deed should be payment itself.

**Lucian:** This home, what's it like? Is it a typical shack that seems like it would be easy to break into? Or are we talking more of a fortress sort of thing?

**Scales:** I mean, he referred to it as a mansion house.

**Lucian:** Oh, okay.

**Ambrose:** Uh, it's a simple manor house. Uh, it should be easy to get to. In fact, the—I would assume the goblins may have already gotten bored and left. Otherwise you'll have to sneak past or murder them.

**Scales:** Well, sounds like a pretty easy job. I mean, it would work great as verse 277 of the epic song I've been writing about our adventures. I embroidered a little bit. But, you know, it's—I'll probably double the number of goblins.

**Tanzer:** As long as you're not singing the first 276 verses as we're going through, I think we could easily get through this.

**Scales:** Uh, in fact in can do that just for you! [singing] Oh, hear a story—

**Tanzer:** No! Ugh.

**Scales:** —of three friends true. One of them blue, da ba dee, da ba dow, da ba dee, da ba dow.

**Zhubin:** Three and a half hours later.

**Tanzer:** Well, that was our epic story, Mr. Ambrose. I...

[all laugh]

**Ambrose:** It was amazing!

**Lucian:** It was mostly about color of the dragonborn.

[all laugh]

**Scales:** I mentioned some of the stuff we fought.

**Ambrose:** It has a melody that I find catchy, and yet incredibly irritating!

**Scales:** Oh yeah. It'll stick with you for days. Now, about this house and the job therein. You ment—I love doing things for the good of them, but you did mention you would hire us for I assume a fee of some kind.

**Ambrose:** Well, young lizardman, you strive a—dr—a hard bargain.

**Scales:** And I will ignore the racism of that remark.

**Lucian:** You're right to be a racist.

**Stuart:** [laughs]

**Elliott:** [laughs]

**Ambrose:** I'm willing to offer you—[stammering]—tis a pittance to lordly folk such as you. But a—a... how about 75 gold pieces each?

[pause]

**Dan:** We—we try and contain... our excitement.

[all laugh]

**Lucian:** Yes, a pittance!

**Tanzer:** Hmm... [crosstalk]

**Scales:** That's very little, but, you know, we're not doing it for the money. It's—yeah.

**Tanzer:** That would cover another year at Silverview...

**Stuart:** That is totally a pittance to you. You wipe your ass with 75 gold pieces.

**Elliott:** [simultaneously] You're super rich!

**Zhubin:** [crosstalk]

**Elliott:** To me, a guy who's only got 10 gold pieces on me, that's a...  
[crosstalk]

**Ambrose:** Now I—I'd hate to—I'd hate to insult you, so I'd be willing to give you... 25 each up front.

[pause]

**Scales:** Yeah, it's—should we—

**Tanzer:** Guys, I could just—

**Scales:** Should we haggle for some more? What should we do? The whole thing up front?

**Tanzer:** I could just give each of us—

**Ambrose:** Uh, so—and so we have an accord! Do we need to fill out a paperwork, or is a gentleman's agreement appropriate?

**Tanzer:** Well, our families obviously are the same class, so I see no reason for paperworks.

**Stuart:** He is nowhere near your class.

**Elliott:** I am amazed that you feel that way.

**Stuart:** Fuckin' cider merchant. [laughs]

**Zhubin:** I do not—I am very ignorant as to noble [crosstalk]—

**Ambrose:** Are you making fun of me?

**Stuart:** [wheezes]

**Elliott:** [laughs]

**Scales:** No, no. He's very stupid.

**Tanzer:** I assume people when they say they're of a high class are, and so I believe our families should agree to a gentleman's agreement.

**Dan:** Um... so I've added, by the way, 25 gold pieces to my...

**Stuart:** [laughs]

**Elliott:** [wheezes]

**Dan:** ... [crosstalk] I'm already on board.

**Ambrose:** So now, to give you a bit of information, my home is about a day's travel from Hogsbottom. Uh, the item in question is located inside a chest buried in the northeast corner of my cellar.

**Scales:** Northeast corner of the cellar.

**Ambrose:** It's not a particularly heavy chest. One of you strapping adventurers could carry it without much trouble.

**Scales:** It's what—so it's not that big?

**Ambrose:** No.

**Scales:** What's in it?

**Ambrose:** Uh, if you must know, there's, uh, important documents.

**Tanzer:** Do you want the chest too, or just the documents?

**Ambrose:** Uh, the chest, please. It also has personal effects.

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

**Tanzer:** Alright.

**Scales:** Probably an heirloom or something.

**Tanzer:** Yeah.

**Lucian:** It does not seem suspicious, and I take [crosstalk].

[all laugh]

**Ambrose:** Now, if you, uh—I could give you directions, or if you insist you could take one of my two sons with you. I care not which, but you must leave me one.

**Elliott:** [laughs]

**Ambrose:** For I need to have an heir.

**Scales:** Yeah, don't worry. We don't wanna bring both of those guys with us.

**Zhubin:** [laughs]

**Scales:** Both of the Pillsbury Dough Twins.

**Stuart:** They both look at you kind of nervously, fearing goblins.

**Scales:** Hmm. Should we bring either of these two guys? It would help us find the way faster.

**Lucian:** If we get attacked, we can push one of them in front.

**Tanzer:** That's true.

**Scales:** That's a very good point.

**Tanzer:** Cannon fodder, right off the bat.

**Scales:** [crosstalk] Could absorb a lot of goblin darts.

**Tanzer:** Alright. We'll take... we'll take whichever one of your sons you care for the least. You choose.

**Stuart:** You're having trouble remembering which one talked to you in the first place.

**Elliott:** I'm sure it was... that guy? Ugh, why did they both have to sit down?

**Zhubin:** [laughs]

**Stuart:** Uh, he says...

**Ambrose:** Uh, whichever one of you two finishes your dinner first, uh, doesn't have to go."

**Stuart:** And the two of them dig in with, uh, abandon that is almost frightening.

**Elliott:** Do you play out my lute and play some dinner-eatin' music? You know I do! [imitates twangy lute playing]

**Dan:** And this was the invention of the eating contest.

**Zhubin:** [laughs]

**Stuart:** You guys are seeing all of history today. Uh, of course—so it turns that Archie Tapwell is going to be accompanying you. He looks very disappointed. Luckily for you, despite the fact that this town is full and it sounds like the hotel is full as well, the inn that you're in, inn of The Laughing Maid, I think I mentioned that—uh, Tapwell actually makes sure that there is a room set aside for the three of you to sleep in. So I'm assuming you go right to bed immediately, or do you go about drinking whoring away that 25 gold pieces you just got?

**Elliott:** Hmm, I do have 25 new gold pieces.

**Zhubin:** I... I tip 25 gold pieces...

**Stuart:** [laughs]



**Dan:** [laughs]

**Elliott:** [laughs]

**Zhubin:** ... to the bartender... so I already lost the money. I care for it that little.

**Elliott:** Should we just go to bed and get on with this adventure?

**Stuart:** You are treated very well.

**Dan:** Well, I go [crosstalk]—

**Stuart:** At first he thinks you are punking him. He looks around for a video camera. He realizes not, and then he decides he's going to throw the bar the next day, forever, and go away and retire.

**Elliott:** [laughs]

**Dan:** [laughs]

**Zhubin:** [laughs] Oh god, I shut down—

**Stuart:** You've destroyed the economy.

**Zhubin:** [laughs]

**Lucian:** Well, I don't need sleep. I only need to meditate for four hours. But sure, why not?

**Stuart:** Do you sit over them, watching them?

**Elliott:** [wheezes]

**Dan:** Yeah. [laughs]

**Scales:** Creepy. But it's never not been creepy, and we've been together for a long time.

**Zhubin:** I take the prettiest girl there to bed with me to spend the night.

**Stuart:** They are disappointing.

**Elliott:** [laughs]

**Zhubin:** I do it all the same.

**Stuart:** Hogsbottom is not famous for the girls, after all.

**Elliott:** Wait, it was that easy? We could just say it?

**Stuart:** Uh, well, I mean, there—

**Zhubin:** I go up to them and I say...

**Tanzer:** I'm—

**Stuart:** Okay.

**Dan:** Is there a charisma check?

**Stuart:** Yeah, let's—let's do a charisma check on this one.

**Zhubin:** Sure. I walk up to—

**Stuart:** Uh, I'm assuming we're gonna use persuasion?

**Zhubin:** Persuasion.

**Stuart:** And you know what? Because you are clearly of nobility, I'm gonna give you advantage on this die roll.

**Zhubin:** Fantastic.

**Stuart:** So you're gonna roll two dice and pick the highest.

**Elliott:** Okay.

**Zhubin:** So what I do is I walk up to a girl and say...

**Tanzer:** Excuse me. I'm Tanzer Silverview of the Silverviews? Here's my room key.

[dice roll]

**Zhubin:** I get a 20?

**Stuart:** Ohh, man! So you take a—so you just rolled a 20. Now, 20's the best thing you could possibly roll. This woman goes to the bedroom that you share with your two friends.

[all laugh]

**Scales:** Well, two can play at this game—

**Elliott:** —says—

**Dan:** I creepily watch while meditating.

**Elliott:** —says Scales.

**Scales:** Two can play at this time. And I need to provide children for my tribe. Time to impregnate one of these dull barmaids.

**Stuart:** Okay.

**Elliott:** So I go up to the one that's left. I'm assuming there's probably not more than two.

**Stuart:** Now, sadly there's only two left, and this one is, uh... this one is a little grumpier. You're gonna have disadvantage on this die roll.

**Elliott:** Oh boy, that's not so good.

**Stuart:** So you roll two dice and take the lowest.

**Elliott:** Okay.

[dice roll]

**Elliott:** Oh, I rolled a 20. Oh, lowest, which is an eight.

**Stuart:** Ooh.

**Elliott:** But I have—I have plus three to charisma. Does that help?

**Stuart:** That's true. And you have persuasion I think would be the appropriate skill?

**Elliott:** I do not have that as a skill.

**Stuart:** Hmm, so you're not as charming as you assume you are.

**Elliott:** I do have performance, though. Could I perhaps sing her a song, I'm the piano dragon?

**Stuart:** Uh—[wheezes]

**Dan:** [laughs]

**Elliott:** Except it's a lute.

**Stuart:** [laughs] Uh—

**Elliott:** She rebuffs me, but then I pull out my lute.

**Stuart:** Okay. She rebuffs you, you pull out your lute, and she continues rebuffing you. And unfortunately it doesn't look like you're gonna get lucky tonight.

**Elliott:** Aww, too bad. Okay.

**Stuart:** You'll have to wait till the next day when you roll again.

**Elliott:** So I'll just go up to our room, and watch my friend Tanzer have sex.  
[laughs]

**Dan:** [laughs]

**Dan:** [laughs]

**Elliott:** Or try to sleep while he's, I assume, sharing a bed with me.

**Stuart:** Yeah, just one giant bed. That's how they did it in D&D.

**Zhubin:** And I rolled a 20, so the sex goes on for hours. Hours and hours through the night.

**Stuart:** You're gonna have to roll a separate roll. But we'll do that—we'll do that when we're not recording. Well, that's been great. Uh, let's just keep rolling [through laughter] to see if we seduce ladies for the rest of the day.

**Elliott:** [laughs] Okay, fine. I stomp off to bed.

**Dan:** We're still—we're still in the tavern, guys. We're getting off to a roaring start on this adventure.

**Elliott:** Let's skip to—is there we can go to sleep and skip to tomorrow?

**Stuart:** Sure. So the next morning you wake up to the crowing cock.

**Elliott:** Of Tanzer. [laughs]

**Zhubin:** [laughs]

**Stuart:** Uh, ye adventurers three—and Archie Tapwell—

**Elliott:** Probably because he's picked up a STD of some kind.

**Zhubin:** [laughs]

**Stuart:** You set off for the Tapwell—

**Elliott:** Archie wasn't in the room with us, was he?

**Stuart:** No, he was—he was sharing a bed with his dad and his brothers.

[all laugh]

**Zhubin:** Everyone heard. Everyone in the tavern heard.

**Stuart:** Uh... man.

**Zhubin:** I gotta go to a pharmacy. I'm burning.

**Elliott:** They're an apothecary.

**Zhubin:** [simultaneously] What is it called?

**Stuart:** Yeah, I think apothecary in D&D. So you guys, uh, you guys set off. I'm assuming you're traveling by road, unless you want to travel over land, following the river.

**Elliott:** Is there—is one way quicker than the other?

**Stuart:** Uhhh... does any of you guys want to make a survival—do you guys have high survival?

[pause]

**Stuart:** It's a wisdom...

**Elliott:** I mean, I have—survival's one of my talents that I'm proficient in.

**Dan:** I have wisdom, but I do not have survival.

**Stuart:** [laughs quietly] You can't take care of yourself.

**Dan:** No.

**Elliott:** [laughs]

**Dan:** I've got book smarts.

**Stuart:** You can try and lead them over land if you'd like, but there's a chance it would slow you down as you lead them astray.

**Elliott:** And you know what? I don't know the way anyway, 'cause Archie's the guy who's leading us, so why don't we stick to the road?

**Stuart:** So you travel by road.

**Zhubin:** Until we get to the house there's probably no need to start hiding, right? We'll probably—yeah.

**Stuart:** Yeah, you probably don't need to hide, unless you're fearing an ambush!

**Zhubin:** Which I'm not.

**Stuart:** You're not fearing an ambush.

**Elliott:** You don't fear anything.

**Zhubin:** Oh. I'm on the—

**Elliott:** Anyone who has fear in their lives would not have had sex with that barmaid.

**Dan:** [laughs]

**Stuart:** [laughs]

**Zhubin:** I have the whitest, gaudiest horse, and all—

**Stuart:** You have *no* horse.

**Zhubin:** I have no horse?!

**Stuart:** You have no horse at all. You traded your family horse for I'm guessing your... I don't know. You gave your horse away as a tip, I would imagine.

**Elliott:** [laughs]

**Stuart:** Assuming you'll get another one.

**Zhubin:** I bring it up a lot, though. That I used to have a very fancy horse.

**Elliott:** Beautiful horse.

**Stuart:** What was the name of your beautiful horse?

**Dan:** You're a real Gladstone Gander kind of character.

[all laugh]

**Elliott:** Yeah, what was the name of your horse?

**Zhubin:** Uh, it—uh, it was, uh—it was, um... Clopsalot?

**Elliott:** [wheezes]

**Stuart:** Okay!

**Zhubin:** Uh, and it—it—

**Elliott:** Named him as a child.

**Zhubin:** I named him as a child. 400-year-old horse.

**Stuart:** His defining characteristic's—

**Zhubin:** Been through generations of the family.



**Stuart:** His defining characteristic's right there in the name. It's convenient.

**Zhubin:** Yeah.

**Stuart:** So you guys travel for most of the day. You probably take a brief break to eat some trail rations.

**Elliott:** Sure, sure. I gotta practice my lute.

**Stuart:** And you I guess enjoy the scenery, as it is late autumn. You can tell that Tapwell is annoyed that—his son, Archie explains that part of the reason they're so frustrated is that these goblins scared off whatever workers were going to be picking the apples to prepare for this year's cider crop, which is what their fortune is based on.

After traveling for most of the day, the sun is starting to set when you are able—uh, when Tapwell Manor comes into view. Now, Tapwell Manor is a plot of land that's divided in the middle with a creek, a stream. Um, on one side is a two story manor house done in a somewhat modern fashion. Sitting next to the manor house is a stable. Opposite the creek is the large orchard that you can tell is with the ciderworks comes from.

**Elliott:** Source of the Tapwell billions.

**Stuart:** Yep! The zillions.

**Zhubin:** I'm slowly starting to realize the family's not as rich as I had [crosstalk].

**Stuart:** [laughs] They are not. They are, uh—there's also—on the side of the orchard, there's also a two story building with a water wheel that you're assuming is where the cider is made.

**Elliott:** Mmm, ciderworks.

**Stuart:** And there is a low, uh, stooped ceiling building that you can only imagine is where the low—the workers have to sleep when they're working—you know, working at the orchard. Uh...

**Elliott:** That's where they would follow the ciderhouse rules.

**Zhubin:** [laughs]

**Stuart:** There is a—[laughs quietly] I was waiting how long it was gonna be before you made a joke about that.

**Elliott:** [laughs]

**Stuart:** Not long!

**Zhubin:** Did you character make that joke?

**Elliott:** [laughs] Uh, yeah, he did. But nobody understands it.

[all laugh]

**Dan:** That's the second time you've done something like that. You must have some sort of future perception.

**Elliott:** I live in a rich fantasy world that happens to bear an amazing resemblance to the world that we live in as real people.

**Stuart:** So the, uh—the entire—the entire estate is protected by a simple, like, double log fence. And the grounds, the woods has been cleared away from the grounds itself, but the woods kind of inch up all the way to the fence. So it isn't—wouldn't be that hard for you guys to sneak up to the fence.

**Elliott:** Is there a gate?

**Stuart:** There is an open gate. There is no gate, there's just an arch.

**Elliott:** Okay.

**Stuart:** Sitting in front of that arch you can see quickly collecting flies is the corpse of a horse lying in the middle of the road, which when Archie sees that he stiffens. And hanging above that—

**Elliott:** Wait. Like, in fear, not in, like... arousal. [laughs]

**Stuart:** [laughs] He is not aroused at all.

**Elliott:** Okay.

**Stuart:** He is not into that.

**Elliott:** I don't know what they do out here in Hogsbottom.

**Stuart:** [simultaneously] He likes living horses.

**Elliott:** Oh, so he's into living horses. Gotcha.

**Dan:** [laughs]

**Stuart:** And hanging above that horse, from the arch that says Tapwell Farms on it, looks like a pair of human-shaped, uh... uh, bodies, swinging in the wind with arrows sticking out of them with bags on their heads.

**Elliott:** Ooh.

**Stuart:** [clicks tongue] Now the—to further describe the thing you're seeing, you can also see a single stream of smoke gently flowing out of the chimney of the manor house.

**Elliott:** Oh, cozy!

**Stuart:** And you also see some shadows out in the orchard that you can only assume are goblins, as well as three figures digging over by—just behind the manor house. They're digging right by a tree that overhangs the property. There's three of them. They're digging with shovels, and from the mounds of earth it looks like they've been digging for quite some time. And

you can see a single lone figure dressed in rusted and tattered armor, carrying a spear, patrolling the—slowly going in a circuit, patrolling the fence, walking next to a Mastiff hound.

**Zhubin:** Is he alone?

**Stuart:** He's a—yes. Well, except for the Mastiff hound.

**Elliott:** Do any of us have any idea what that sphere might be?

**Dan:** Sphere?

**Elliott:** Yeah.

**Stuart:** What sphere?

**Elliott:** That the guy had.

**Stuart:** Spear.

**Elliott:** Oh, spear! I thought you said sphere. Thought it was some kind of magic thing.

**Stuart:** He's carrying a magic sphere!

**Elliott:** I thought—I don't know! It's Dungeons & Dragons!

**Stuart:** I probably said sphere when I meant spear. I'm getting so excited, because you've just gotten to the goblins.

**Scales:** [simultaneously] Oh, sphere. Okay, spear. So does anyone have any idea what that spear might be? Is it a magic spear?

**Tanzer:** I think it's probably a spear of some sort.

**Scales:** Is that an Albert spear, or...

**Tanzer:** A pointy stick.

**Dan:** Can I ask something as a... as a human... newbie?

**Stuart:** Yeah, yeah, yeah. Yeah, yeah, let's take a pause, Dan. What's going on?

**Elliott:** A humie.

**Dan:** Now, to do a perception check, like, what does that do that just, like, seeing something doesn't do?

**Stuart:** Yeah. So, uh, basically you would be saying "I want to be—I want to examine something in a little more detail," and we would either say—perception is kind of more of a passive thing. Investigation is probably a little better. But, uh... perception is something that I would have you check—uh, that I would kind of determine you would roll.

**Dan:** Right.

**Stuart:** So it would be in case you might miss a—miss a detail.

**Zhubin:** Can one of us look at that hole that they seem to be digging and see what's...

**Elliott:** Seems like that's on the far end of the property.

**Stuart:** From your angle you'd have to get a little bit closer.

**Zhubin:** Hmmmm.

**Elliott:** I'm guessing... we send Archie to go look at that horse and see if it's a trap.

**Stuart:** You can also see, tied up next to the—you can see tied up next to the building with the water wheel, there's a flat barge that they clearly use to transport kegs of cider all the way back to Hogsbottom. Downriver.

**Elliott:** So that's a good escape thing, maybe.

**Zhubin:** And that's just sitting there idle?

**Stuart:** Yeah. It's tied up.

**Zhubin:** The goblins haven't—

**Stuart:** The goblins haven't turned it into a—

**Zhubin:** [simultaneously] Haven't co-opted the business, yeah.

**Stuart:** Yeah, haven't turned it into a party barge yet.

**Elliott:** [wheezes] Turn it into the beast, just drivin' around.

[all laugh]

**Elliott:** Selling people drinks while they blast music.

**Stuart:** Sure.

**Tanzer:** Making more of a profit than the Tapwells ever did. I don't know why we don't just let the goblins have it. I don't—I say we... maybe we should send Archie to investigate the horse.

[all laugh]

**Tanzer:** Draw the attention away from the, uh...

**Scales:** And then we sneak in the other direction? We've gotta get to the basement of the house. That's where the stuff is.

**Tanzer:** Well, we gotta get rid of that guard first, right? So I wonder if he draws the attention of the guard, we then can kill the guard.

**Scales:** What if we sent him to go talk to the guard? [laughs quietly] And see if he can find a way in.

**Zhubin:** [laughs]

**Tanzer:** I would like to sacrifice Archie for a more valuable purpose later on. Right now we all three of us can take the guard.

**Zhubin:** By the way, I'm whispering this loudly enough for Archie to hear.  
[crosstalk]

**Stuart:** He's getting increasingly more nervous.

**Elliott:** [laughs]

**Stuart:** Although he still kind of zones out every once in a while and starts looking at stuff around.

**Tanzer:** We can easily kill the guard. I say we kill the guard, have Archie walk ahead of us to set off any traps.

**Lucian:** We'd have to kill him fast enough that he would not produce an alarm.

**Scales:** Quietly. Yeah, quietly. And there's a dog with him. Now, I could... now, my lightning breath is not powerful enough to kill both of them in one blast. If only it was.

**Dan:** I do have something called... fog cloud. Which creates a 20 foot radius sphere of fog centered on a point within range, which maybe we could use to sneak in.

**Elliott:** And who would—and who would suspect a moving cloud of fog?  
[laughs]

**Stuart:** Well, it doesn't move. It stays in one place.

**Elliott:** Oh, I see.

**Stuart:** But that would be great.

**Zhubin:** So should we sneak around the guard?

**Stuart:** But it's starting to get darker. It's... you know.

**Elliott:** Actually, yeah.

**Tanzer:** So should we sneak around the guard and just walk up to the fence?

**Lucian:** We could try.

**Scales:** Yeah. Yeah, let's try it. Why not?

**Tanzer:** Alright.

**Elliott:** [crosstalk]

**Stuart:** Okay, so you wait for the guard to kind of walk past, and then you...

**Zhubin:** Yes.

**Stuart:** Sneak—okay. Now, are you guys—are you guys gonna try and sneak up towards the gate, like the front? Or are you gonna try a direct—

**Elliott:** How far is the gate from the house? Like, is the house—

**Stuart:** Uh, it's about—it's about 60 feet.

**Elliott:** Okay. 'Cause if, like—is there a point in the fence that's closer to the house? Could we try to, like, climb over part of it and get to the house... we could have less distance to cover?

**Stuart:** There's not a part of the—the closest spot is the gate.

**Elliott:** Is the gate, okay.

**Stuart:** And also, uh, you could also possibly wait for the guard to be obscured by the stables. Or the house.



**Zhubin:** At the angle we approached, the goblins that are digging will not see us?

**Stuart:** You could approach at an angle where the goblins wouldn't see you. Those goblins.

**Elliott:** Yeah, there's goblins probably everywhere.

**Zhubin:** That's a good point.

**Stuart:** Lousy with goblins, probably.

**Elliott:** Goblins all around.

**Scales:** Uh... so would—do we want to investigate that hole? I mean, we got a—let's just go to the basement and get that stuff. We're not being—look. I'm all about the good stuff and doing good things for people, but we're not being paid to save his house from goblins.

**Lucian:** No.

**Scales:** He wants that chest full of documents.

**Dan:** Now, my character would risk too much to uncover lost knowledge. I don't know whether what's in that hole...

[all laugh]

**Dan:** I mean, I don't think it's, like, an ancient artifact or some snatch of scroll or something. But, uh, I wonder whether I'm extra curious about it.

**Stuart:** I mean, it sounds—there's three goblins who are entranced with this digging of a hole.

**Elliott:** Now, keep in mind, my flaw is that violence is my reaction to any challenge, so I'm also kind of itching to fight a bunch of goblins. But I want to keep my eyes on the prize here. The prize is that chest in the basement.

**Stuart:** Archie seems to support this. You guys kill the goblins, but he also doesn't wanna be—he doesn't want to risk himself.

**Elliott:** Mm-hmm. So he would supervise the killing of the goblins?

**Stuart:** Uh, he would appreciate it, yeah.

**Zhubin:** Well, if those three goblins are alone, then yeah, let's walk up and try and see if we can kill those three goblins and see what's in that sweet hole, huh?

[all laugh]

**Zhubin:** I think at the very least—

**Elliott:** We've already been so clearly distracted from—

**Stuart:** Wait. You said something about a hole.

**Zhubin:** We gotta go—we gotta go fill that hole back up, right? Is that our mission?

**Stuart:** [laughs]

**Elliott:** Or should we just go try to—

**Stuart:** [through laughter] Yeah, you gotta g—you gotta—

**Dan:** These moronic goblins are digging holes all over the—

**Scales:** What if we wait for the guard to go around where he can't see us, we go at an angle where the goblins digging the hole can't see us, and we try to make a break for the gate and get to the house?

**Lucian:** Alright.

**Tanzer:** Okay.

**Scales:** We could run from it.

**Lucian:** We'll deal with that hole later on.

**Stuart:** [laughs]

**Elliott:** [laughs]

**Lucian:** That hole's getting looked at at some point.

**Tanzer:** We're definitely checking out that hole.

**Elliott:** Oh no. I think, uh—I think, uh, was it Lucian?

**Dan:** Yeah.

**Elliott:** Lucian Buttwatcher has an interest in holes. [unintelligible]

**Zhubin:** [laughs]

**Elliott:** [crosstalk] See it.

**Tanzer:** Alright, so we'll do that.

**Lucian:** I don't get your joke.

**Elliott:** [laughs]

**Stuart:** Uh, okay. So you guys are gonna wait for him to pass, and then you are gonna creep up stealthily on the house?

**Zhubin:** Yes.

**Elliott:** Yeah.

**Stuart:** Okay. So that's—now what we're gonna do is we're gonna do a group check to see how stealthy you are. Are you going to bring Archie with you, or are you going to leave him in the woods?

**Dan:** He seems like the sort of guy who would just stumble over his own feet.

**Elliott:** Yeah. Is there a way we could send up over the hole? [laughs]

**Stuart:** [laughs]

**Elliott:** And ask him to take a look in, see if, uh... I guess he can't. We don't want to sacrifice him for nothing. Can we leave him somewhere as lookout? I don't know how useful that would be. He tends to go into fugues where he just stops paying attention.

**Stuart:** You can do whatever you want. You just gotta tell him what to do.

**Zhubin:** I wonder if it would be worth—

**Stuart:** He seems pretty amicable to you guys, being that he's talking to a dragon man, an elf, and a guy who's above him, station-wise.

**Elliott:** So he'll do pretty much whatever we tell him.

**Stuart:** Yeah. [laughs quietly]

**Zhubin:** But he knows the woods presumably better than we do. So I'm wondering if we can...

**Stuart:** He knows the—and he also knows the house that he lives in better than you do.

**Elliott:** That's true.

**Zhubin:** [crosstalk] So he probably is more benefit with is in the woods than somewhere else.

**Elliott:** Okay, let's take him with us.

**Stuart:** Okay! Big mistake. You guys lost the adventure.

**Elliott:** Noo!

**Stuart:** Ha ha, I'm just joking. The game's still going. So what we're gonna do now is we're gonna do a group check. To do a group check, everybody rolls a stealth check, and I need the majority of you guys to successfully pass against the target number. So to roll a stealth check, you are gonna roll... I believe that is a—da-da-da-da—is it dexterity?

**Dan:** Mm-hmm.

**Elliott:** Mm-hmm.

**Zhubin:** Yes.

**Stuart:** [clears throat] Okay. And if you're proficient in stealth, add plus two to whatever your dexterity and die roll is.

**Elliott:** Now, I have a plus two to dexterity, but I'm not proficient in stealth.

**Stuart:** That's fine. Just roll your—you just get your dexterity points.

[multiple dice rolls]

**Dan:** Oh no.

**Zhubin:** 16, 19.

**Elliott:** Oof. That was bad. I'm gonna reroll 'cause mine hit the microphone.

**Stuart:** Uh, that doesn't count. It still counts.

**Elliott:** Oh boy.

**Stuart:** So what's your total, guys?

**Elliott:** Uh, five.

**Dan:** I got a... I got a five plus two, so seven.

**Zhubin:** Ugh.

**Dan:** Seven.

**Elliott:** I got a three plus two, so five.

**Zhubin:** [laughs] I'm 19.

[all laugh]

**Stuart:** You are amazing. You are 19.

**Zhubin:** Carefully walking through the woods while you guys are felling trees behind me.

**Elliott:** [wheezes]

**Stuart:** So what happens is as you guys—

**Elliott:** I stumble over my lute strings.

**Dan:** [laughs]

**Stuart:** As you guys are creeping up—

**Elliott:** [imitates sound of plucked string]

**Stuart:** Uh, as you guys are—

**Lucian:** This has never happened to me before. I am... a master of the woods... and nature.

**Elliott:** [laughs]

**Stuart:** Uh, as you guys are creep—[laughs] as you guys are creeping up, you're passing the corpse of the horse when the blanket of flies that is covering the horse erupts in a cloud, and Archie goes...

**Archie:** [high pitched scream]

**Scales:** Oh, thanks, Archie.

**Tanzer:** Archie!

**Scales:** They're just flies.

**Stuart:** Now, in that moment of terror, because you realize that you may have attracted the goblins, I want all of you guys to make a perception check.

[multiple dice rolls]

**Stuart:** The sound of dice rolling.

**Zhubin:** 12.

**Elliott:** Is that with the wisdom...?

**Stuart:** Yep, it's plus your wisdom bonus.

**Elliott:** Okay, so I have 16 plus one, 17.

**Dan:** 13, plus I've got... four. Uh...

**Stuart:** Okay, so 17.

**Elliott:** 17.

**Zhubin:** 12.

**Dan:** I don't know how to do math. Simple arithmetic.

**Elliott:** [laughs] Literally the simplest.

**Stuart:** Okay. So, who was—who was in the lead?

**Elliott:** You're doing great.

**Stuart:** Who was in the lead of your little group?

**Zhubin:** I assume I was, because I was the only one not tripping over everything I was walking past.

**Stuart:** So, which of you guys was then in the marching order?

**Elliott:** I think I was next.

**Stuart:** Okay. So you notice—you're totally oblivious to this.

**Zhubin:** Okay. [laughs quietly]

**Stuart:** You notice, uh—you notice the curtains shift in the second floor of the house.

**Elliott:** Oh.

**Stuart:** Somebody has taken notice.

**Elliott:** Somebody's up there and sees us.

**Stuart:** And Dan, you notice as you guys are passing under the arch that those bodies of people that have been shot with arrows look a little bit weird. And as you investigate, you realize that they're just dummies stuffed with straw.

**Elliott:** Oh...

**Zhubin:** Hmm.



**Elliott:** This might be nicer goblins than we thought?

**Stuart:** And the blood is smeared cherries all over their chests.

**Scales:** Wait a minute. Did we stumble into a haunted house?

**Tanzer:** What are you guys talking about?

**Scales:** Uh—

[all laugh]

**Tanzer:** Let's keep going!

**Scales:** Hey. There's somebody in the second—

**Elliott:** I'm whispering.

**Scales:** [whispering] There's somebody in the second floor of the house. They looked at us through a curtain. Did you notice anything, Buttwatcher? Some butts or something?

[all giggle]

**Lucian:** I noticed that those corpses are an even lower form of life than non-elves. They're just straw people.

**Elliott:** [laughs]

**Scales:** Okay. So something seems amiss about this.

**Zhubin:** So, uh... we turn on Archie, right? Like, Archie's gotta know what the fuck's going on.

**Elliott:** I mean, we still see the—

**Stuart:** He's like...

**Archie:** Wh—what?

**Dan:** Yeah, that's true.

**Elliott:** He just got scared by a cloud of flies, and there's a ton of goblins [crosstalk].

**Dan:** [crosstalk] at these damn scarecrows.

**Archie:** I—I—I don't—I don't know! The goblins must've put 'em here!

**Scales:** Uh, maybe we should find cover somewhere, since I think we're just standing at the arch right now?

**Stuart:** [laughs quietly] Yeah?

**Scales:** Uh, do we—do [crosstalk].

**Tanzer:** Alright, let's run into the cover of the woods?

**Scales:** Duck inside the gate, or...

**Archie:** Or run away. I like the suggestion to just run away.

**Tanzer:** Flee?

[all laugh]

**Elliott:** Straw figures? Gotta get outta here!

**Tanzer:** Guys, I've got so much money. I'll give you 25 coins not to—

**Scales:** [crosstalk] So when we—when people ask us—

**Lucian:** Why are you even adventuring with us?

**Scales:** When people ask us why the brave adventurers ran away from the goblin house, we tell 'em we saw two scarecrows? Are you a crow, man?

**Zhubin:** [laughs]

**Tanzer:** They were hanging! They were hanging from an arch!

**Scales:** They had cherry blood on them, Lucian told me. Tanzier... that's your name, right?

**Tanzer:** Tanzer!

**Scales:** Tanzer.

**Tanzer:** Of the Silverviews! Because we can see silver.

**Scales:** I'm familiar, yes. Uh, tell you what. Why don't we—why don't we try to rush to the house?

**Tanzer:** Just make a break for it?

**Lucian:** I agree with Jeremy.

**Scales:** Uh, Scales, please.

**Tanzer:** Ooh.

**Lucian:** I don't understand your puns.

**Scales:** Scales for music, and scales like dragon scales!

**Lucian:** Still doesn't make...

**Scales:** It's perfect.

**Lucian:** I don't understand. It's not sinking in.

**Scales:** Just pretend it's a nonsense word that you just call me by. Scales.

**Lucian:** Hmm, but your given name is Jeremy.

**Scales:** [laughs] Oh, god—okay. You know what? Let's go into the house. We'll talk about this later.

**Lucian:** Okay.

**Tanzer:** Let's run—let's run up there with Archie leading the way—

**Scales:** [simultaneously] I hate the name Jeremy.

**Tanzer:** —to get us to open the door. Archie should open the door.

**Stuart:** So you push him to the front?

**Zhubin:** Yeah.

**Elliott:** Yeah.

**Stuart:** Okay. And he's like...

**Archie:** Uhhh!

**Stuart:** Trying to—trying to backpedal a little bit.

**Zhubin:** Well, there's no—yeah, there's no stealth anymore. We might as well just make a [crosstalk].

**Elliott:** You're just prodding him with your rapier.

**Zhubin:** [laughs]

**Stuart:** As you guys are running up, you clearly haven't attracted the attention of the patrolling goblin or the ones digging. But as you're running up the—you're about 30 feet away when the door bursts open and three short figures dressed in goblin armor with, like—with pale, greasy little faces [through laughter] come storming out.

**Elliott:** [wheezes] Seems like a bit too much—a bit much?

**Stuart:** Okay, I'm sorry. I shouldn't be so mean to goblins.

**Zhubin:** I'm disgusted.

**Stuart:** They come storming out and down the short steps, uh, from the doorway. Two of whom are brandishing small crossbows, and one of them is carrying a rusted—like a cleaver weapon. And they come running out and they go...

**Goblins:** [yelling gibberish]

**Stuart:** And they're, like, shaking their weapons, and two of them are pointing their weapons at you.

**Lucian:** I understand goblin, so I should know what they're...

**Stuart:** Okay.

**Elliott:** It turns out they're saying, "[yelling gibberish]"

**Zhubin:** [laughs]

**Dan:** [laughs]

**Stuart:** The thing is, they're speaking gibberish. They are definitely not speaking Goblin.

**Scales:** Okay. Something seems amiss. I don't think these are goblins, dudes.

**Tanzer:** They're—they're dressed up, right? They're definitely—

**Scales:** They're wearing goblin armor. Does that—so Lucian, you're saying that's not Goblin they're speaking?

**Lucian:** They're not speaking Goblin.

**Scales:** Yell something at them in Goblin. Say, like...

**Stuart:** Give me... oh yeah. Yeah, [holding back laughter] yell something at them in Goblin, Lucian.

**Lucian:** Uh... we mean you no harm.

[pause]

**Tanzer:** We don't?

**Goblins:** [yelling gibberish]

**Scales:** Okay, these are not goblins, dudes.

**Tanzer:** Hold on, hold on. Let me say something. I'm Tanzer Silverview of the Silverviews.

**Scales:** That's not helpful.

**Stuart:** What language are you speaking?

**Zhubin:** Uh... uh... Common.

[extended pause]

**Stuart:** They... [laughs] uh, they pause for a second.

**Dan:** [laughs]

**Tanzer:** The Silverviews?

**Elliott:** [laughs]

**Dan:** [laughs]

**Stuart:** Uh, one of them fires a crossbow bolt into the ground near you guys.

**Tanzer:** Alright.

**Stuart:** Kicking up dust. What do you wanna do?

**Elliott:** Okay. First I'm gonna turn to Archie and I'm gonna say...

**Scales:** What is going on, Archie?

**Stuart:** Why don't we all... it sounds like you guys are suspicious of what's going on.

**Elliott:** [wheeze-laughs] I think so.

**Stuart:** How about you all get to make—not you, Lord Silverview. You two guys get to make investigation checks.

**Elliott:** Okay.

**Dan:** Sure. Plink.

**Elliott:** Investigation—oh, and then—oh, good. That's a proficiency of mine.

[multiple dice rolls]

**Elliott:** Oh, but I didn't roll too great. So I have—overall I have a 14.

**Stuart:** And you speak Goblin, Lucian. You get the roll an extra die. 'Cause I'll say you have advantage in this situation.

**Elliott:** I never get to roll extra die...

**Dan:** [laughs] [unintelligible]

[dice roll]

**Dan:** Jeez. Both of them were terrible.

**Elliott:** How does speaking Goblin help him in a situation where they're clearly not goblins?

**Dan:** I got a five and a four, so...

**Elliott:** [laughs]

**Stuart:** You, uh—they seem to be goblins to you! What'd you roll?

[all laugh]

**Stuart:** Nothing's amiss!

**Elliott:** I have a 14.

**Stuart:** Okay. You can tell, you actually can tell that underneath that armor, and all the greasepaint, that these goblins are actually halflings.

**Elliott:** Ohh, hey, I speak Halfling!

**Stuart:** They were not speaking Halfling. They were saying [gibberish].

**Elliott:** No, no, but I can talk to 'em.

**Stuart:** You could, yeah, theoretically.

**Elliott:** Yeah. Do I want to?

**Zhubin:** Yeah, say something.

**Stuart:** It's up to you.

**Elliott:** Like...

**Scales:** Hey, guys. I can see you're not goblins. What's going on?

**Elliott:** In Halfling.



**Stuart:** They stop their angry gesticulating. Look at each other, and then you hear one 'em say...

**Halfling one:** Wait a minute. They speak Halfling. I think the ruse is up.

**Stuart:** The other one says...

**Halfling two:** Okay. I'll go get Jacob.

**Stuart:** And one guy goes running into the house.

**Elliott:** Okay.

**Scales:** Guys, they're gonna go get Jacob.

**Stuart:** Archie says...

**Archie:** What're you—what're you guys doing? Kill those guys!

**Elliott:** Should we—I'm gonna be like...

**Scales:** Archie...

**Zhubin:** Well, should we—

**Stuart:** He's hiding behind you.

**Zhubin:** Alright, that's fair. That's fair.

**Elliott:** [laughs]

**Lucian:** Archie, were you actually here when this attack happened? This supposed attack? Or did you just hear about it from your dad?

**Archie:** Um... I was—I was here. It was just late, with the fire, and the screaming. I just—we ran outta there as fast as we could.

**Scales:** Archie... was this—was the tapworks insured ahead of time?

**Lucian:** Archie, are you stupid?

**Elliott:** [laughs]

**Scales:** Look, we don't have to ask the question. We know the answer to that.

**Tanzer:** Is this quest gonna end in insurance fraud?

**Scales:** [laughs] That's what I'm starting to think.

**Stuart:** [laughs] What an adventure!

**Scales:** I'm starting to think I might not write a verse about this adventure for our epic song, which begins "[singing] Hear the story of travelers three—" uh... wait. That's not how the song goes. Let me—wait. Let me—

**Stuart:** While you're arguing about your song—

**Scales:** [crosstalk] that rhymes with blue. Hold on.

**Dan:** [laughs]

**Zhubin:** [laughs]

**Stuart:** You guys see an older, more... let's say more stately goblin-halfling comes down the step. He has big, bushy, grey sideburns that are sticking out from underneath his goblin helmet that has a pair of, like, ram's horns on it to make him look more intimidating.

**Scales:** [laughs] Very impressive!

**Stuart:** [laughs quietly] And he comes down, and he's followed by somebody that you assume is his brother. They share a passing resemblance.

**Elliott:** [wheezes]

**Stuart:** But he has darky, bushy, black eyebrows, and is scowling at you guys, and he is carrying a big club. Uh, well, the older one—

**Elliott:** Dan, you take that guy. We have to [crosstalk]—I mean Lucian.

**Stuart:** The older one, who is clearly this Jacob they talked about... he comes walking out and he says—in Common, he says...

**Jacob:** It appears that our ruse has been, uh... seen through.

[pause]

**Stuart:** He comes striding towards you guys.

**Scales:** Yeah. Exactly. Yes. That is exactly what has happened. So if you could explain to situation to us...

**Jacob:** It appears that we've found ourselves at an impasses.

**Stuart:** [laughs quietly]

**Lucian:** We... we have?

**Scales:** [laughs] How so? I mean, we came here—well, you tell us, actually. What's going on?

**Lucian:** Archie, why don't you explain [through laughter] what's going on?

**Elliott:** Yeah, the person least equipped to explain anything.

**Stuart:** Archie says...

**Archie:** I don't know what's going on!

**Stuart:** And the halfling says...

**Jacob:** [gasps] They brought a Tapwell with them! They're working for the Tapwells!

**Dan:** Uh-oh.

**Scales:** I wish we left Archie in the woods.

**Tanzer:** No. [laughs]

**Scales:** No, no! Uh, let me be clear about one thing. Yes, we were hired by the Tapwells, but we want to know what's going on. Because, hey, you know—you know what? Maybe you guys are on the side of right on this one.

**Lucian:** We were hired under false pretenses. They said that you were goblins who killed everybody. And I can see that these men are made of straw. [holding back laughter] The lowest form of men.

**Elliott:** [laughs] [crosstalk]

**Jacob:** Well, if they said that we killed anybody, they are liars. The only casualty was—

**Scales:** You did kill a horse.

**Jacob:** The only casualty was poor... uh, Buttercup I believe her name was. [laughs quietly]

**Scales:** Oh, the most beautiful of all horse names.

**Tanzer:** I once had a horse myself. Clopsalot, I called him.

**Dan:** [laughs]

**Scales:** If you—if I [crosstalk]—

**Tanzer:** I gave him away as a tip for—[laughs] for—at a restaurant once when I was drunk. And I'll never forget it.

**Scales:** If I could take a moment to sing a madrigal about this—about Buttercup. [singing] Oh, let me tell you a song of Buttercup... [crosstalk]

**Stuart:** There is not a dry eye when you finish your madrigal, which is now. It's finish.

**Scales:** [singing] Loveliest of horses...

**Zhubin:** [laughs] [crosstalk]

**Stuart:** Everyone is—by the end of your song, everyone is arm in arm, swaying side to side singing this song.

**Scales:** Oh, thank you, thank you! Scales Fangbattle. That's the name to remember. Scales!

**Stuart:** Scales Fangbanger.

**Elliott:** Uh, Fangbattle.

**Stuart:** Just jokin'. We don't make fun of names here. This is a safe place.

**Elliott:** Thank you.

**Tanzer:** So, uh, now that we've all become friends...

[all laugh]

**Tanzer:** We would just ask that you allow us to enter the house, retrieve an object, and we'll be on our way, and you can run this Tapwell manor as—for all we care.

**Scales:** Look. Pretend to be goblins to your heart's content.

**Tanzer:** There's no judgment here.

**Jacob:** Of course, friend! And it's interesting that you mention that you're looking for an object, for we are looking for the same thing. Come, let's go eat and share some meat and mead.

**Scales:** Umm...

**Tanzer:** Sure!

[theme music plays]

**Griffin:** Hey, everyone! It's me, Griffin. Your old pal and your old dungeon master. Look at you, cheatin' on me. Listenin' to other people's adventures! Nah, that's fine. We invited them into this house and we hope that you have enjoyed it. I know I certainly I have. I listened to it on a plane ride, just front to back, and I got a lot of chuckles out of it. I think they did a great job, and I pray to god that they never open up their own Dungeons & Dragons podcast, or we are outta business.

If you miss hearing my voice and the voices of the rest of my dumb family, you can hear us on The Flop House this week. The episode's gonna be up this Saturday. We were honored to be invited to take part in the most exalted of holidays, which is Shocktober. And god, we watched the worst movie I've seen in a very long time. And I still have not recovered from the bad vibes that it gave me. So, that'll be out Saturday, and make sure you look it up. We'll make sure to retweet it and do all that stuff.

I wanna thank everybody who's been tweeting about the show, and sending us their sweet fanart. I want to give a special shoutout to Caleb Snider. He's @calebsnider on Twitter. He's been doing daily fanart of stuff from the show that was really, really great. He did a Klarg drawing that really won me over.

I'm not saying that that sort of behavior is gonna definitely get you a name on the show, but if you want to get a name on the show, just tweet about the show using the #thezonecast hashtag, and you might end up as an NPC in the next chapter, which is gonna be coming up real soon. We got maybe one or two more episodes left in the current campaign arc, which we're gonna get back to, and then it's on to new... a new story arc. Same characters, just the next chapter in the Grand Relic saga.

Oh, and if you were wondering if this episode is canonical or not, it absolutely is and I'm already trying to think of ways to [laughs] include these characters in my campaign. Which I'm gonna have to negotiate with the Flop House guys' IP lawyers.

[ad break]

**Griffin:** I have a personal message, here. If you want to get a personal message on the show, good news! We got slots available. You can go to [Maximumfun.org/jumbotron](http://Maximumfun.org/jumbotron), and you can find out exactly how to get your spots on the show. This one is for Canoodle Bear, and it's from Ross and Mishka, who say:

"Happy anniversary, Canoodle Bear! I, Ross, love you more and more and more and more and more and more every year." I added a few extra mores in there. Didn't charge you per word for those mores. That was all me.  
[clicks tongue]

"Mishka probably will too, but this is still her first year. Driving around with you and listening to *The Adventure Zone* is one of the best parts of my week and I couldn't think of a better way to express my love for you than through Griffin. *Beso, beso, beso.*" I don't know what that means. [laughs] I put like, a... I put like an Italian accent on it, I guess is what that was? 'Cause it just sort of—like, that's how it hopped off the page at me? Give me one second, listening audience. Just gonna check and see if "*beso*" is some sort of inside joke between these two or if it's an actual word in a foreign language. And it does mean kiss. I can confirm it does mean kiss.

I took Spanish classes for, like, eight fucking years. There's no way that I shouldn't know that. Ridiculous. My brain is a dumpster.

Got another personal message here and it's for... [holding back laughter] corndogs. And it's from Shayna, who says:

"This is a poem to be read by two brothers."

Sorry, there's just one of me, but I'll do a fun voice.

"Your moment."  
"Mayfly month."  
"Your hour."  
"Mayfly year."  
"Your trifling day."  
"Your life."  
"We're mayflies."

It actually says that both people are supposed to do "We're mayflies," but I don't have one of those weird demonic double throats.

"Happy birthday, mine sweet corndogs! Sorry I'm on my own crusade and not goofin' with you in real time other your special day. I love you very much, and hope no one kills me before you do."

That's a nice little arrangement you got there, corndogs and Shayna, and now I feel weirdly complicit in it. And... I have to go call my lawyer, just to make sure that I'm still... okay.

If you enjoy this episode, and of course you are, definitely go check out The Flop House if you're not listening to it. It's one of my favorite shows. It's one of a few shows that I listen to every time a new episode comes out. They're really great guys, really, really funny.

And go check out the other Maximum Fun shows. This might be kind of a weird week for you to experiment with the new shows 'cause we're all switching podcasts this week. Uh, the *My Brother, My Brother, and Me* bros, me, Justin, and Travis, we switched and did *Jordan, Jesse, Go*, and Jesse and Rhea Butcher from *Wham, Bam, Pow* and Dave Holmes from *International Waters* did *My Brother, My Brother, and Me*. We all switched, and there's some interesting experimentation going on, but next week we'll be back to business as usual.

In two weeks, we'll back with a new episode of *The Adventure Zone*. Uh, I know it's been a little while since we've had, like, a episode that the four of us did, but it's given me a lot of time to write some new stuff that I'm really, really, really excited about. I wrote the whole next campaign arc and sort of



the whole storyline as a whole. I'm really, really excited to get back to work! Um, so yeah. Next episode's gonna be up on October, 15th, and I will see you then.

[theme music plays]

**Stuart:** You guys get pushed. You are hustled into the—you're bustled into the dining room.

**Zhubin:** [simultaneously] [laughs] We keep getting bustled into things a lot.

**Elliott:** Into meals.

**Dan:** [laughs]

**Stuart:** Always. 'Cause it's much easier than waiting for you guys to do it.

[all laugh]

**Stuart:** Like, waiting for you guys to agree to it. So, roughly a dozen of these halfling goblins kind of push you into the dining room. You can tell as you pass through the various rooms of the manor, you realize—

**Elliott:** Can we just stop calling them halfling goblins? They're halflings in goblin-face.

**Stuart:** We'll call them halflings. [laughs]

**Elliott:** Okay. [laughs] It's offensive.

**Zhubin:** [laughs]

**Stuart:** The halflings push—it's clear that they actually haven't been—uh, they haven't been destroying the house. The kitchen is in excessive use. There's an older female halfling who is cookin' up a storm, and it smells delicious.

**Elliott:** Oh. I'll remember her for later.

**Dan:** [laughs]

**Stuart:** As you're walking toward the dining room, you do pass a study that has been ransacked. You can see papers lying around the floor. The desk has been overturned. And you can only assume that more of this is going on upstairs. You can hear halflings rifling through cupboards.

**Elliott:** And don't think we haven't forgotten about that hole they were digging.

**Zhubin:** [laughs] Always at the back of my mind is that hole.

**Elliott:** [laughs]

**Stuart:** [laughs]

**Zhubin:** Every time we pass a window, I'm looking out to see that hole.  
[wheezes]

**Elliott:** [laughs] Someday...

[all laugh]

**Zhubin:** Dan just has his face pressed up against it.

**Dan:** I see a hole I wanna get in.

[all laugh]

**Stuart:** The—uh, as... as you share guest rights and drink of the cider of the house, and a delicious apple-based meal that is provided. I'm guessing some kind of pork with apples. That's good with apples, right?

**Elliott:** That sounds fine, yeah.

**Dan:** Mm-hmm.

**Stuart:** I'm assuming an apple cobbler.

**Elliott:** You know there's a pie or a cobbler or something, yeah.

**Zhubin:** Oh, absolutely.

**Stuart:** Uh...

**Elliott:** Apple computers.

**Dan:** [laughs]

**Stuart:** [laughs] Yep. That's the only kind of computers that they do their books on. It's very expensive, though. They're expensive computers.

**Elliott:** Oh yeah.

**Stuart:** So Jacob—Jacob Redcheek, as he introduces himself, tells you a sad story about how his grandfather, Zachariah Redcheek, once owned this land, and he was approached by a young, up-and-coming cider merchant by the name of Tapwell who offered to buy this farm.

Unfortunately—well, yeah, unfortunately Zachariah turned down that offer, and Tapwell returned a few days later with armed mercenaries who slew most of the family and burned his home to the ground.

**Elliott:** Horrifying.

**Stuart:** Redcheek and his brother were, uh, bustled away?

[all laugh]

**Dan:** Mm-hmm.

**Elliott:** [simultaneously] Everyone's bustling!

**Stuart:** Everybody's bustling.

**Elliott:** The bustling town of Hogsbottom.

**Dan:** When we hear this we all turn at Archie and stare at him very accusingly.

**Stuart:** He is enjoying his cobbler.

**Dan:** Okay.

**Elliott:** [wheeze-laughs]

**Zhubin:** Man, he really zones out.

[all laugh]

**Stuart:** He at first tried to go up to his bedroom. The halflings were not letting him do that.

[all laugh]

**Stuart:** He tried to argue...

**Archie:** But all my stuff's up there!

**Elliott:** "But night-night!"

**Zhubin:** He's right back in his routine. He just—

[all laugh]

**Zhubin:** "I got schoolwork in the mornin'."

**Archie:** Can I have some more milk?

**Zhubin:** [laughs]

**Stuart:** Apple milk. So, uh... so Jacob Redcheek, his brother Darius, who you realize is the older—the other grouchy halfling with the black, bushy

eyebrows who scowls every time people say thing—every time his brother tells a new terrible thing about the Tapwells. You find out that this family has been traveling about, trying to stay one step ahead from these Tapwell murderers, and living off the land until years and years later, now fully grown adults with children of their own, Jacob and Darius Redcheek came upon a little plan when they found a failed ambush with many dead goblins lying by the side of the road on the way to Phandalin, clearly murdered by three very powerful adventurers.

**Elliott:** Ahh, yeah. Some kind of adventure... in a zone.

**Stuart:** Maybe. Uh, so they used this goblin armor that they found, and a bunch of other goblin armor that they found to set up a little—uh, like a little bit of playacting, I guess, to try and scare the Tapwells off their land. And they're hoping that if they search the manor house, they can find the original deed of ownership to the land that proves that they Redcheek halfings are the owners of this orchard.

**Scales:** Guys, I think that's in that box in the basement.

**Lucian:** Hmm...

**Jacob:** So, what was it that you were looking for?

**Scales:** Should we tell him what we're looking for, or...

**Tanzer:** Why is... I feel like that's giving away our only card, right? We should probably...

**Scales:** Well, how do we know that nobody got hurt in your raid on this house?

**Jacob:** Uhhh...

**Stuart:** He... Jacob Redcheek says...

**Jacob:** Well, of course nobody was hurt! Did they tell you anybody actually was killed?

**Scales:** I mean, they didn't give us any names, but...

**Lucian:** I sort of don't remember.

**Stuart:** [laughs]

**Scales:** [laughs] In your search for knowledge, you have forgotten what happened the day before.

**Lucian:** I wasn't paying that much attention.

**Scales:** The vision of Tarzen having sex with a barmaid has erased all your memories.

**Stuart:** If any of you guys doubt him, you are allowed to make a insight—

**Scales:** [simultaneously] What's his name?

**Tanzer:** Tanzer.

**Scales:** Tanzer.

**Stuart:** —insight check to see if he is—

**Dan:** [simultaneously] I do doubt him.

**Stuart:** —telling the truth.

**Elliott:** Okay. I want to do that too.

**Dan:** I've got proficiency in that.

**Elliott:** I don't.

[dice rolls]

**Zhubin:** I...

**Elliott:** I got a 16.

**Dan:** I got a nine plus four. I got 13.

**Stuart:** Uhhhh... he doesn't need a roll, 'cause he's telling the truth, it appears.

**Elliott:** Ohhh. Like Daredevil, we listen to his heartbeat.

**Stuart:** [laughs] That's what he does?

**Elliott:** Yeah, yeah.

**Stuart:** Okay.

**Elliott:** He hears the pulse [crosstalk].

**Lucian:** Well, look. We've—

**Stuart:** The heart beeps?

**Lucian:** —already gotten 25 gold pieces each from...

**Scales:** Why don't we call it a day? But we could help these people prove that it's their land.

**Tanzer:** Even better, we could charge them more gold pieces to give them the information about where the deed is.

**Scales:** It's not...

**Lucian:** You... [crosstalk]

**Stuart:** A little bit of double dipping.

**Elliott:** [laughs]

**Tanzer:** I'm trying to help you guys out!

**Scales:** Seems not very heroic.

**Stuart:** That's how rich people get rich is by swindling poor halflings.

**Tanzer:** Yeah, this is a problem. Yeah, you guys don't see angles in this whole thing.

**Scales:** Mister... what was your name? Barleybanks?

**Stuart:** Maybe—"We'll help you if we can get a look at that hole."

[all laugh]

**Dan:** Just let us dip our beaks in it, and that's what we mean. We mean the hole.

**Scales:** Two questions. Two questions. What was your name again? Jacob...

**Jacob:** Uh, my name is Jacob Redcheek!

**Scales:** Redcheek, I'm sorry, I should've remembered, 'cause your cheeks are so rosy. Uh, two questions. One...

**Stuart:** And they're getting rosier as he drinks more of this delicious Tapwell cider.

**Scales:** Uh, if we were in a position to help you with some information—we're not asking to sell it. That would not be heroic. Might there be perhaps some reward or show of your gratitude? And secondly, what's in that hole outside?

[all laugh]

**Stuart:** Uh, the whole room gets quiet, and then Darius Redcheek turns to Jacob and says...



**Darius:** Of course! I knew they were mercenaries!

**Scales:** Mercenaries is a harsh word. We're adventurers! We never pro—we never disguised ourselves as anything else. We said that the Tapwells had hired us for a job and we now think it was under false pretenses. Look, sisters are doing it for themselves.

**Stuart:** Jacob Redcheek says...

**Jacob:** Darius, let us hear them out. What do you—you say you... do you know where the deed is?

**Scales:** We—

**Tanzer:** No one said that.

**Scales:** We never said that. But we may have a clue.

**Jacob:** Is that a legally binding thing you said?

**Scales:** [laughs] No! I'm not a lawyer, I wouldn't know. I'm an artist. And as an artist, I like to play things as they go and not worry about the rules. Although the funny thing about art is, you really need to know the rules of the piece very well before you can play around with them.

**Lucian:** [sighs] God...

**Scales:** Allow me to explain through the use of song. Now, if I'm just playing this song normally, ba-da-ba-ba-ba! I've gotta go—

**Zhubin:** As he—as, uh, Scales starts playing—

**Elliott:** Thank you.

**Zhubin:** —I'm gonna try and slowly sneak out and see if I can find an entrance to the basement.

**Stuart:** So, you're trying to distract them.

**Elliott:** I'm not trying to. I'm just explaining how—what I was going to explain was how ragging a song, adding little extra skips and beats and things like that, changes it [crosstalk].

**Dan:** I personally find him very distracting.

[all laugh]

**Elliott:** This is knowledge. You should be so happy about this!

**Stuart:** I wanna—

**Elliott:** I'm dropping real knowledge on these fools! Not fools, good guys.

**Stuart:** You—I'm gonna say that he's helping you, so you get to do a assisted—you get advantage on this stealth roll.

**Zhubin:** Okay.

**Stuart:** Can I have another one of these? Yeah. You—Tanzer gets to roll stealth.

[dice rolls]

**Zhubin:** A six and a two?

**Stuart:** Ooh, not amazing.

**Elliott:** [wheezes] Clunk, clonk. You knock a pie pan over.

[all laugh]

**Dan:** These are loaded guys

**Zhubin:** Just a tankard of—

**Stuart:** [simultaneously] Everybody—everybody is—everybody is—

**Zhubin:** —apple juice. Just, like [crosstalk]

**Stuart:** [laughs]

**Elliott:** You bump into the old woman who's cooking and knock her into a stove.

**Old Woman:** "Aah!"

[all laugh]

**Zhubin:** [crosstalk] the fire!

**Old Woman:** My biscuits are burning!

**Stuart:** Uhh... so, of course everybody stops.

[all laugh]

**Stuart:** Record scratch.

**Elliott:** I was talking!

**Jacob:** Going somewhere?

**Tanzer:** Uhh... n—no. I—I—I—where's your bathroom? Where's the—where's the restroom?

**Jacob:** Oh. Uh... Zach, take him over to the bathroom.

**Stuart:** So one of the halflings hops up and takes you by the hand.

**Zhubin:** [laughs] [crosstalk]

**Elliott:** [laughs]

**Stuart:** It's kind of like a weird child-man is taking you over to the bathroom.

**Elliott:** [laughs]

**Stuart:** Like, normally roles are reversed, but it's cool.

**Zhubin:** I'm protesting along the way. Like...

**Tanzer:** I can go myself. I don't need this. I'm fine.

**Lucian:** Look, Jeremy, while that idiot's out of—

**Scales:** Scales!

**Lucian:** Jeremy.

**Scales:** Scales.

**Lucian:** While that idiot's out of here, I did a perception check. It seems like he's telling the truth. I feel like we should just help them find this document.

**Scales:** Okay. Uhh... I mean, some things are more important than money, that's true. I was trying to help us out, but you're right, you're right, I think.

**Darius:** We do have a meager amount of money—no, Darius, we can offer this. We do have a meager amount of money that—

**Stuart:** This—wrong guy. Different person.

**Elliott:** [wheezes]

**Stuart:** All of a sudden Ambrose Tapwell appeared! Says, uh...

**Jacob:** I could offer a small amount of money for information, but I couldn't give it to you until of course we had the deed in hand.

[pause]

**Elliott:** I feel weird making decisions like this, without Silverview, even though he's a moron.

**Stuart:** Okay, Silverview. We've split up the party. That's always a bad idea in D&D, because you might not be able to take on the thing that you have to battle. I'm guessing something in the toilet. What are you doing?

**Zhubin:** I'm in the—I'm in the bathroom with the—I assume the guy outside?

**Stuart:** Yeah, it's like a chamber, one of those—you know, like a bathroom.

**Zhubin:** Do I have my own room or am I in a stall?

**Dan:** [simultaneously] Pretending to pee.

**Zhubin:** And he's outside the stall?

**Stuart:** No, you have your own room.

**Zhubin:** Okay. I'm looking around trying to see if there's a secret entrance to the basement from the bathroom.

**Elliott:** [crosstalk] You're just sticking in the hand in the toilet.

**Zhubin:** [crosstalk] In the toilet. I'm, like, waving under the sink. I'm doing—I'm, like, unscrewing the pipes.

**Stuart:** There's no sink. There's a—

**Elliott:** [crosstalk]

**Stuart:** There's a basin of water and a hole that you shit in.

**Elliott:** Keeping in mind you have nothing at all to lead you on to believe there's a secret entrance to the basement in the bathroom.

**Zhubin:** No, no, but this is my only—that's the only option now. Is there a window?

**Stuart:** In your family manor, I'm assuming in Silverview manor there's a secret entrance to the basement—

**Zhubin:** Every room has a secret basement to the basement in Silverview manor.

**Stuart:** Okay.

**Zhubin:** Is there a window in the bathroom?

**Stuart:** There's a small window to allow smells to escape.

**Zhubin:** What's out—can I go through the window?

**Stuart:** Uh, it is too small, and there's bars to prevent a bird from landing on your head while you're using the bathroom.

**Elliott:** That's a good—that's a good thing to have.

**Zhubin:** I, um... [crosstalk]

**Stuart:** Sounds like this line of, uh, stealth is—is coming up with nothing.

**Zhubin:** Yeah. Alright, well, I—

**Elliott:** [crosstalk]

**Stuart:** They have confounded your attempts.

**Elliott:** You need to—the—that the—that the adventure—

**Stuart:** Very much mission impossible.

**Elliott:** —of the barred bathroom may have come to a close.

[all laugh]

**Zhubin:** I walk back into the kitchen with my arm all the way up to my elbow, like, soaked in toilet water.

**Stuart:** [through laughter] There's no water! It's just a hole!

**Elliott:** Ironically, now you have to use the bathroom. You spent so long in there.

[all laugh]

**Zhubin:** I have to hold it in now, yeah.

**Stuart:** [simultaneously] Yeah, the cider catches up with you. "Cause it'd be weird. You don't want people to think that you have, like, a bladder infection that you picked up from some woman in Hogsbottom.

[all laugh]

**Stuart:** Okay. So...

**Elliott:** Silverview [crosstalk]—

**Stuart:** Back to the negotiation table.

**Scales:** Seems like these guys are telling the truth. Uh, Buttwatcher has suggested, and I think I agree with him, that we just help out the Redcheeks.

**Tanzer:** Without any... without any money? Without any advantage on our end?

**Scales:** They said they have a little bit they could possibly give us, but there are more important things than money. Look, wouldn't you rather inspire people with your noble deeds? As described in song!

**Tanzer:** I—you g—I need my own wealth. I need to become my own man. So I need a cash reserve that can allow me to not just live off the—sponging on my father, who found his money by seeing silver.

**Scales:** Lord Silverview—

**Elliott:** He says as he touches Silverview's hand and then immediately draws back, 'cause his hand is covered in whatever.

[all laugh]

**Scales:** You can—there's more than one way to become a man. Wealth isn't everything. Perhaps respect is what you're looking for?

**Tanzer:** Alright. You know what? Fine. I will—but I want the majority of the money we take... from them.

**Scales:** As long as you promise not to, like, give it away as a tip!

**Lucian:** [crosstalk]

**Tanzer:** That was—

**Lucian:** Since I only value knowledge, I'm fine with that.

**Tanzer:** Fine. Good! That's settled.

**Scales:** And since I would prefer that people in the future look at me as having done this just for the good of things, maybe that'll help me get some ladies so I can make children for me tribe.

**Tanzer:** Ohh, yeah. Don't act—don't act all noble.

**Stuart:** I'll make another great verse in this epic—epic tale. [laughs quietly]

**Scales:** Oh yes.

**Tanzer:** Then it's settled. So, we're splitting it 60/20/20.



**Lucian:** Sure.

**Scales:** [laughs]

**Tanzer:** Good. Then, yes! Yes, sir. Uh, Arch—er, uh, Sir Jacob. We have—

**Scales:** Sir?

**Tanzer:** —some information.

[all laugh]

**Tanzer:** Well, I assume you're a noble man. I see here you have a manor house.

**Stuart:** You dressed in goblin stuff.

**Jacob:** Uh, well...

**Stuart:** He says...

**Jacob:** So, what information do you have?

**Scales:** We may know the location of a chest that could possibly have the deed in it. [pause] I believe you didn't answer the second question.

**Jacob:** [simultaneously] Spit it out.

**Scales:** Which was, what's with that hole? Are you just looking for the papers over there, or... ?

**Jacob:** Oh, that hole. No. See, after Tapwell murdered my great-grandfather, and a few of our kin, they simply tossed the bodies in a mass grave, and we're trying to unbury them, uncover the bones.

[all laughing quietly]

**Scales:** Oh, that's so much less fun!

**Jacob:** So we can rebury them.

**Scales:** That's so much less fun than I was hoping it would be.

**Tanzer:** [through laughter] That's a really dark story.

**Scales:** I thought it would be, like, gold or a dragon's egg or something.

**Lucian:** That's the worst hole I've ever heard of.

[all laugh]

**Tanzer:** Alright. Let's go get the deed, then. Fine, fine.

**Scales:** I apologize for, uh—

**Elliott:** And it still seems like he's telling the truth? Should we do a perception check on that? [crosstalk] insensitive?

**Zhubin:** [simultaneously] Yeah, let's do a perception check that they had the—

**Stuart:** [laughs quietly]

**Zhubin:** —to check a mass grave story.

[all laugh]

**Zhubin:** I don't wanna be a mass grave denier on this.

**Dan:** I don't think that's...

**Stuart:** [crosstalk]

**Zhubin:** I feel like maybe we should...

**Stuart:** Go up and stare him in the eyes. Check his pulse.

**Dan:** I don't think he'd make that up. It's too depressing a lie.

**Scales:** Alright. Let's go. Look, to quote some musical heroes of Scales Fangbattle, The Ramones, I don't wanna go to the basement. I don't wanna go down to the basement. But let's go.

**Jacob:** Man, he has a rich fantasy world.

**Tanzer:** He's wonderful.

**Scales:** It's a whole [crosstalk].

**Jacob:** These Ramones, I guess?

**Scales:** It's a—they're not really brothers, but they dress like they are!

**Lucian:** Because all brothers dress alike.

**Scales:** Look at the fucking Tapwells!

[all laugh]

**Scales:** Pardon my language.

**Tanzer:** [crosstalk] tunic's the same color.

**Scales:** Look at the Redcheeks! They're dressed exactly the same except with different horn helmets!

**Dan:** So I assume that we're now bustled down to the northeast corner of the cellar.

[all laugh]

**Stuart:** Bustled down into the cellar. Now, the cellar is a labyrinth of foodstuffs, and wine racks, and cider casks. And to the northeast corner—

**Dan:** I grab one for a little refreshment as we—

**Stuart:** Uh, what? The cider?

**Dan:** Yeah.

**Elliott:** Or a food sack?

**Dan:** A little cider.

**Elliott:** I mean, we've just been drinking and eating apple products.

**Dan:** No, it's fine. But I—

[wine cork pops]

**Stuart:** They don't keep a lot of apple products down here. They don't need to.

**Elliott:** Oh. [crosstalk]

**Stuart:** Like a giant wheel of cheese. Imagine Bilbo Baggins' house.

**Elliott:** It's a [crosstalk]

**Stuart:** It's basically like that.

**Elliott:** Oh, so it's like dwarves singing songs and throwing cu—crockery around.

**Stuart:** Yeah, 'cause there's no songs being sung right now.

**Elliott:** [laughs] Reminds me of a song!

**Stuart:** So you guys make it to the northeast corner. Clearly—it's a dirt floor cellar, and there's a—underneath, there's a barrel sitting there. A barrel that is easily pushed aside.

**Elliott:** [wheezes] Does anyone—who wants to do the honors of pushing that barrel aside?

**Zhubin:** I'll push this barrel aside.

**Stuart:** Okay. So, there's—

**Zhubin:** But I do have a question. Why didn't they—they've been ransacking the whole house. They haven't touched this part of the house?

**Elliott:** It's weird that they didn't go to the basement.

**Stuart:** I mean, they've clearly been down there, 'cause they've been ransacking all the food.

**Elliott:** [simultaneously] Eating the food.

**Zhubin:** Oh, okay.

**Stuart:** But they haven't gotten—they haven't started just digging up the floor in the cellar.

**Zhubin:** Alright.

**Elliott:** I guess that's a pretty extreme—when you're looking for a piece of paper, that's a pretty extreme way to go.

**Stuart:** Archie is not happy, but he doesn't really have much say in it, and he is currently being guarded by three halflings.

**Lucian:** Here, Archie. Nibble on this cheese.

**Zhubin:** [laughs]

**Elliott:** He'd probably like that a lot.

**Stuart:** He likes cheese, but it doesn't sit well with him, so they might have to guard him in the bathroom for a while later.

**Zhubin:** I push the barrel aside and start digging to the chest.

**Stuart:** With your hands? Or do you ask for a shovel?

**Elliott:** Do you whip it aside like a real hero?

**Zhubin:** Yeah. [laughs quietly]

**Stuart:** Do you make somebody else dig? What are you...

**Zhubin:** Uh, well, I push the barrel asi—is there a shovel around?

**Stuart:** Uh, you can fetch one.

**Elliott:** I mean, it's usually—'cause right now it's in mass grave removal duty, but could—you could take one.

**Tanzer:** Yeah, we need to take some time off from searching for the bones of your murdered ancestors to find this, uh, dig for this chest.

**Stuart:** Yeah. After a few tense moments, a halfling gives you a shovel.

**Zhubin:** Great.

**Stuart:** It's a small shovel, so you have to stoop down, and you look a little silly, but...

**Elliott:** [laughs quietly]

**Zhubin:** [laughs quietly]

**Stuart:** There's no babes around.

**Zhubin:** Alright.

**Stuart:** I mean, there's a young halfling woman, but...

[pause]

**Zhubin:** Hmm.

**Stuart:** Whoa, there. [laughs]

**Elliott:** [laughs] Well, well! Does that change what you want to do?

**Zhubin:** Well, well, well, yes. Yeah, someone else shovel. I'm—

**Stuart:** [crosstalk] She's covered in greasepaint and goblin—she smells bad 'cause she's wearing goblin armor.

**Elliott:** But he's into roleplaying, so it kind of turns him on even more?

**Zhubin:** [laughs]

**Dan:** Alright. I grab the shovel from him and start digging.

**Stuart:** Oh man. What hidden knowledge awaits you?

**Elliott:** [laughs]

**Stuart:** Well, you learn that digging is not a lot of fun.

**Elliott:** [wheeze-laughs]

**Stuart:** After you dig—you dig for—it takes maybe about 15, 20 minutes of digging before your shovel strikes wood as you find a oak, iron-bound treasure chest.

**Elliott:** Oh!

**Stuart:** With a lock on it.

**Elliott:** Oh...

**Zhubin:** Hmm...

**Dan:** Is there a way that we can try and pick that lock?

**Stuart:** Uhh...

**Zhubin:** Can we whip the lock?

**Elliott:** Smash it open? Is it—how strong is it?

**Dan:** We... I'm going to assume—we could make dice rolls, but I'm going to assume that given enough energy and effort—and you're not trying to be secretive—you're able to crack that lock off that chest. And, creaaak! The chest opens and there's a demon in there and you all die!

[all yell]

**Stuart:** I'm just joking!

**Zhubin:** [crosstalk] Archie do it.

**Elliott:** What's amazing is when you said "De-" I thought you meant "deed."

[all laugh]

**Elliott:** Then you said "mon."

**Stuart:** So it's actually—it's a small chest. It's filled with a number of personal effects. There is a lock of hair that is now straw-thin. There's a locket with a silhouette in it, a cameo. There's—

**Zhubin:** Archie's prom photos.

**Stuart:** [laughs quietly] Yeah. Uh, there's a couple signet rings. There's, uh, some kind of a wedding ring that you're assuming was Archie's mom's wedding ring.



**Elliott:** Okay. So we may have—we may have just found, like, a box of keepsakes from Mr. Tapwell's life.

**Stuart:** You also find multiple scroll cases.

**Elliott:** Oh, okay.

**Stuart:** That after searching through you find—you—you are able to find the deed that is made out to the—Zevulon Redcheek of the Redcheek halflings, made out by the local baron, uh... Baron Von Bogenhofen.

**Zhubin:** Mmm, yes. Family friends.

**Elliott:** [crosstalk]

**Stuart:** Uh, do you—you—

**Zhubin:** Family friends.

**Stuart:** Do you have knowledge—yeah, he's a family friend, actually.

**Zhubin:** Yes. Long time.

**Stuart:** Uh, do you have knowledge arcana?

**Dan:** Knowledge arcana... no.

**Stuart:** Under knowledge? Or intelligence?

**Dan:** Under intelligence.

**Stuart:** Do you have arcana?

**Dan:** No.

**Stuart:** Okay. But you can make an intelligence check anyway. Roll it, Dan.

[dice rolls]

**Stuart:** I mean Lucian. Just you.

**Dan:** It's a... a 12.

**Stuart:** Okay. You can detect that there's a—you can tell that there is something magical about this, some kind of minor enchantment just to prove that it's, like, legal.

**Elliott:** That legal magic.

**Dan:** [crosstalk]

**Stuart:** [crosstalk]

**Elliott:** [laughs quietly]

**Zhubin:** Yeah. The magic of insuring contracts.

**Stuart:** Yeah, all lawyer stuff's legal to—or seems magic to the uninitiated.

**Elliott:** That's true, yeah. Arthur C. Clarke said that.

**Zhubin:** [laughs quietly]

**Stuart:** Okay. So you have a deed.

**Elliott:** Okay?

**Stuart:** The halflings are celebrating, cracking open bottles!

**Scales:** Now, guys.

**Lucian:** So I guess it's another successful adventure, guys.

**Tanzer:** Hooray, we've done it!

**Scales:** Yay, we did it! We did it!

**Tanzer:** Now, about the fee...

**Scales:** Uh, fee is the wrong word. There was talk of a gratuity? Which actually sounds cruder.

**Dan:** [simultaneously] Uh... a token of thanks.

**Scales:** Yeah, just like a little token?

**Tanzer:** [laughs] [simultaneously] Sounds even weirder.

**Scales:** A little, uh...

**Tanzer:** Now, about our ransom demand?

**Scales:** No, no, no.

**Elliott:** Now, are we holding the deed, or are they holding the deed?

**Stuart:** He's holding the deed.

**Elliott:** Okay. Wait, who is? Lucian?

**Stuart:** Lucian, yeah.

**Elliott:** Okay.

**Stuart:** So Jacob says...

**Jacob:** So, about the fee... uh... I mentioned money, or would offer... perhaps a value much more than that. In the form of goods... you could take the barge? You could take as much of this cider as you can carry? Its value far exceeds what I'd be—what—what kind of coinage we could pay. But unfortunately... just having the deed is not enough, heroes.

**Scales:** I think we've gotta talk to the baron probably, right?

**Jacob:** Because unless he is brought to justice, Tapwell will keep sending tough adventuring dudes like you guys...

**Scales:** Thank you!

**Jacob:** ... to try and wrest the manor from—the land from us.

**Scales:** Uh, so how would we go about stopping Tapwell?

**Tanzer:** What's your solution, here?

**Scales:** Yeah, what does that mean?

**Tanzer:** Kill Ha—Tapwell?

**Archie:** [breathing heavily] Ki—

**Stuart:** Archie goes...

**Archie:** Oh, that's my dad!

**Stuart:** And then he realizes... then I'd be the Tapwell now, dogs!

[all laugh]

**Lucian:** He just said "brought to justice." He didn't say we had to murder him.

**Tanzer:** Well, I was—is there a court system here? This is an anus-fueled economy town. I don't understand what the system of justice is here.

**Scales:** This is Deadwood, basically.

**Jacob:** I mean, there are options. You could either—you could go to the local sheriff. Or—

**Scales:** Oh, that burly dwarf that we saw.

**Jacob:** Or you could go all the way—you could make the longer trip down to Wolfsburg to seek an audience with Baron Emile Von Bogenhofen.

**Scales:** Well, I know what sounds more fun to me!

**Tanzer:** [laughs] He's also a family friend, so he'll just do—he'll—surely he'll do what I ask.

[pause]

**Lucian:** Um...

**Scales:** No.

**Tanzer:** Our families are—are—go back a long way.

**Scales:** We don't want to—

**Lucian:** [crosstalk] to Wolfhaven or whatever on the barge? [laughs quietly]

**Stuart:** Yeah, you could take—it's downriver.

**Elliott:** Now, is there—I don't want Tapwell to get away. Like, if he catches wind of what's going on. Clearly Archie has to stay here, but he doesn't care. He's eating cheese and apples like nobody's business.

**Zhubin:** True. [laughs quietly] He'll be spending his days in the cellar eating and his nights on the toilet, so I think he'll be taken care of for a while.

[all laugh]

**Elliott:** Uh, yeah. I think let's take the barge down to—what was it called, Wolfhaven?

**Dan:** Wolfsburg.

**Stuart:** [simultaneously] Wolfsburg.

**Elliott:** Wolfburg. Oh yeah, like—it's where they're all wolves. Wolftails.

**Dan:** Like Duckburg.

**Stuart:** It's Wolf—it's Wolf—it's Wolf Mountain.

**Elliott:** Oh, okay.

**Dan:** It's like Duckburg. There are a bunch of anthropomorphic wolves that live there, I assume.

**Stuart:** [laughs] Yep! That's gonna be super fun!

**Dan:** It's a Wolfblur.

[all laugh]

**Zhubin:** But we have the deed though, right?

**Elliott:** We're gonna have to take it with us.

**Stuart:** Yes.

**Zhubin:** We better take it with us.

**Stuart:** And you also will have to take one of the Redcheek halflings with you.

**Zhubin:** God! It's always some... [crosstalk]

**Stuart:** To verify! It's not like you can take a deed and be like, "See? This guy told us!"

**Elliott:** Now, can we take the daughter with us, or should we take...

**Stuart:** Oh no. There's only one—they only brought daughter with them. You could take one of the young boys.

**Elliott:** Uh... that's not really...

**Dan:** [crosstalk]

**Zhubin:** Can we take the—can we take the one who's not dumb? Is there—can we take the smartest one?

**Stuart:** Yes! Of course there's ones that are not dumb.

**Zhubin:** Okay.

**Elliott:** No, it's only the Tapwells are dumb. The Redcheeks—

**Zhubin:** I think it's only Archie was the—we had—we messed up with Archie. We got the dumb kid.

**Elliott:** I assume both of them were dumb.

**Zhubin:** That's true. That's probably fair.

**Elliott:** Maybe the other Tapwell twin was brilliant. Maybe he got all the smarts in the womb of Mrs. Tapwell.

**Zhubin:** It just seems like Tapwell was pretty—well no, he actually—he... he based the decision on an eating contest, so I guess he didn't really care which of his sons went, now that I think about it.

**Elliott:** [laughs] Here's the thing. Let's take the whole trunk with us, because as much as I believe Tapwell should be brought to dusti—justice, my artist's heart is touched by his devotion to his fair departed wife, and I would hate to see these artifacts, as unjust as his treatment of the bones of your ancestors has been, I'd hate to see them tossed to the winds or defiled in some way.

**Zhubin:** And I think we could probably sell 'em in a pawn shop for some sweet cash, so let's... let's take—let's take—[crosstalk]

**Elliott:** [simultaneously] Let's take the whole trunk with us.

**Dan:** Sweet, sweet cash. You could give that cameo to a woman that you just met.

**Zhubin:** Hell yeah! [laughs]

**Elliott:** [laughs] Thanks for the silhouette of somebody else?

**Zhubin:** [laughs]

**Stuart:** Dude, I mean... they're not—they're not that discerning about silhouettes.

**Elliott:** [laughs] I guess so. So yeah, let's take one of the—one of the Redcheek boys.

**Stuart:** Okay. Let's say you take, uh... Me—no. Pasha Redcheek.

**Elliott:** Pasha?

**Zhubin:** Pasha Redcheek?

**Stuart:** Pasha, yeah.

**Elliott:** Okay.

**Zhubin:** Alright.

**Stuart:** It's sort for Alexander.

**Elliott:** But he doesn't have to—oh, he's Russian, I see.

**Stuart:** Sure.

**Elliott:** But he—he doesn't have to keep dressed up like a fake goblin anymore, right?



**Stuart:** No, of course not. He puts on the finery befitting a halfling commoner.

**Elliott:** [laughs] Okay. So let's get on that boat, boys!

**Stuart:** He also brings his grandfather's... signet ring of the Redcheek family.

**Elliott:** [laughs] It has a—it has a—

**Stuart:** To prove that he's a Redcheek halfling.

**Elliott:** —small symbol of it on the two red cheeks.

**Stuart:** It also helps that he has very red cheeks.

**Zhubin:** [laughs] Well, you'd need a signet ring.

**Elliott:** Now, what time is it? Do we—should we just make haste and go overnight in the barge? 'Cause it's nighttime, right? Or should we sleep?

**Stuart:** You should probably rest overnight. Otherwise...

**Elliott:** Okay. We've used none of our spells. Uh, let's—

**Dan:** And none of our hit points.

**Elliott:** Let's rest though, yeah.

**Zhubin:** I want to go to the halfling daughter and, uh, chat her up.

**Stuart:** [wheeze-laughs] Sure.

**Zhubin:** [through laughter] Four, five—

**Stuart:** This does not go well.

**Zhubin:** Five.

**Stuart:** What do you say to her?

**Zhubin:** I don't know if you heard back there...

**Halfling:** Sure.

**Tanzer:** But, uh, I'm Tanzer Silverview? So, here's the... uh, key to Archie's room, where I'll be staying at.

[all laugh]

**Zhubin:** Halfway through I realize that my hotel key doesn't—doesn't apply here. So I just kind of mumble out that, uh...

**Tanzer:** Archie's—[clears throat]—uh, key to his—or the hole, if you want, you know? Like, either—

**Elliott:** [laughs] Oh... so you have conversation in order to have sex with her in the grave of her ancestors.

**Stuart:** She slaps you.

**Zhubin:** Alright, that's fair.

**Elliott:** Now it's Scales' time to shine, like Scales' in the sun. I say...

**Scales:** Watch this, Tanzer.

**Elliott:** And I make a play.

[all laugh]

**Stuart:** Okay.

**Zhubin:** [laughs]

**Dan:** [simultaneously] Roll your die.

**Stuart:** Roll your die.

**Elliott:** I—okay. Can I say what my—what my, uh—

**Stuart:** Yeah. Give me—

**Elliott:** —my line is? I invite her to come with me to the woods and hear some songs in the moonlight.

**Stuart:** Oh wow, that's pretty good.

**Zhubin:** Oh, yeah.

[dice roll]

**Elliott:** 14 plus... my charisma?

**Stuart:** Yep.

**Elliott:** 17!

**Stuart:** Oh, she's up for it. She comes with you and listens to songs in the moonlight, but she's saving herself for marriage.

**Elliott:** Oh god, I wasted my songs!

[all laugh]

**Zhubin:** Even win you lose, Scales!

**Stuart:** [laughs]

**Elliott:** How far do I get? Do I get to, like, second base? [unintelligible]

**Stuart:** Uh, no. You get to—wait, what's second base?

**Elliott:** I don't know in this fantasy world!

**Zhubin:** [laughs] You know movies of human world but you don't know the fantasy [crosstalk].

**Elliott:** Let's say—let's say she gives him a handy.

**Dan:** [laughs]

**Stuart:** No, that's not—

**Elliott:** That too much?

**Stuart:** Uh, yeah, no, she's up for that. She's a halfling.

[sirens in the background]

**Elliott:** Okay, come on, yeah.

**Zhubin:** Out in the woods, or in the room we're all sleeping?

**Elliott:** In the woods!

**Stuart:** In the woods.

**Zhubin:** Okay.

**Elliott:** Come on.

**Stuart:** His little dragon... love missile that he has.

**Elliott:** [wheezes]

**Dan:** Okay.

**Elliott:** Why is it smaller for a dragon?

**Zhubin:** [laughs]

[sirens end]

**Dan:** Let's bustle ourselves to sleep.

[all laugh]

**Elliott:** Oh, I'm sleeping well tonight.

**Zhubin:** [laughs]

**Stuart:** Crack of dawn, the cock crows and wakes you all. You travel by barge down the stream.

**Elliott:** And I go...

**Scales:** Don't tell your dad about this.

**Zhubin:** [laughs]

**Stuart:** Uh, until you reach where the stream connects with the wandering river, and continue going south... past Hogsbottom and its dirty, tannery, uh, awful-filled waters. Uh, you skirt the edges of the town, continue south until you reach the by, uh... I would say by midday you reach the port at the bottom of Wolfsburg, the Wolf's Mountain seat and vastness of the Bogenhofen family, the baron of the local area. After parking and stowing your boat, you make your way up to the fortress itself, which is basically a small town. Basically, uh, to make matters fast so we don't seduce everybody—

**Zhubin:** [crosstalk]

**Stuart:** —in this town, we, uh—you request an audience with the baron. And after waiting an interminably long time...

**Zhubin:** What?! [wheezes] Our families know each other!

**Dan:** [laughs]

**Stuart:** Uh, actually yeah, you are able to grease the wheels a little bit with your name. You are pushed to the front of the queue, all on the Silverview name.

**Zhubin:** Yes.

**Stuart:** And, uh, after you—the three—you are announced as...

**Steward:** Lord Silverview, two adventurers, and... [pause] Alexander Redcheek, representing the Redcheek halflings' claim on the Tapwell orchard.

**Stuart:** And he reads out—he offers for you to make your case as to what is going on. The baron is sitting there next to the steward who made the announcement. The baron is an older man who has to lean forward to hear you guys speak, and occasionally whispers to his steward things.

**Scales:** Uh, elf, you wanna... you wanna give the—you sound trustworthy. You wanna give the—

**Stuart:** Alexander is way too nervous to speak to the baron.

**Elliott:** Yeah. Yeah, Alexander, do you wanna—" [scared noises]" Okay, then. [unintelligible]

**Stuart:** He drank too much on the ride down with you guys.

**Lucian:** Uh, yeah.

**Tanzer:** I'm a family friend, but already, let's let the elf, uh...

**Scales:** [simultaneously] That's true. Uh, Silverview—

**Dan:** I summarize what happened, but it's—I do it *North by Northwest* style where we just walk in front of some propellers and no one hears it. So I'm not—

**Elliott:** The characters hear it but the audience doesn't.

**Dan:** So as not to bore the audience by recapping everything that we've just done.

**Stuart:** All the great things that happened in the adventure so far?

**Dan:** Yeah.

**Stuart:** Okay. So you're listening to *The Adventure Zone*, guys.

**Elliott:** I got handjobed. We tell him about that?

**Dan:** Sure. [laughs quietly]

**Elliott:** Probably not. [through laughter] Probably not in front of her brother.

**Zhubin:** [laughs]

**Dan:** [laughs]

**Zhubin:** [through laughter] The story [crosstalk] include a handjob.

**Stuart:** [simultaneously] It would come to blows at that point.

**Elliott:** [laughs]

**Stuart:** Uh, so... um, after—the room is quiet after your tale, Lucian.

**Dan:** Mm-hmm.

**Stuart:** And the baron leans over and whispers something to his steward, who says...

**Steward:** Your tale has moved the baron Emile Von Bogenhofen. [pause] And he offers to—he sees your claim to the land, and offers to help you... bring Ambrose Tapwell, the blackguard, to justice.

[pause]

**Lucian:** So, in real terms, that means, uh... fighters to go with us?

**Steward:** We will send a detachment of soldiers with you... to bring him back here to Wolfsburg to face retribution!

**Lucian:** Sounds good.

**Scales:** Sounds [crosstalk]

**Tanzer:** Great. Are we—is this a dead or alive thing here that we can... we can bring him back?

**Scales:** Let's try to bring him back alive.

**Tanzer:** I'm just saying, like, do we have to?

**Dan:** [laughs]

**Elliott:** [laughs]

**Steward:** If possible.

**Tanzer:** Alright.

**Elliott:** Uh, and I am overjoyed at the baron's mercy, and I...

**Stuart:** Alexander turns to you and he goes...

**Alexander:** We did it, guys! We did it!

**Scales:** We're not out of the woods yet, but we are far enough through the woods to sing a song.

**Tanzer:** [groans]

**Lucian:** Oh.

**Stuart:** His face falls when you start to talk to him.



**Scales:** [singing] Baron...

**Stuart:** 'Cause he remembers seeing his sister walk out in the woods with you!

[all laugh]

**Scales:** We were just talking about how much she loves her family!

**Alexander:** Hmm...

**Tanzer:** You—you seemed so relaxed when you guys were leaving, though. I don't understand.

**Elliott:** [laughs] Like almost sleepy!

**Zhubin:** I completely blow his cover.

[all laugh]

**Stuart:** Uh, so.

**Elliott:** You really rushed to the woods, but then when you walked back you were really taking your time!

**Zhubin:** Just sauntering almost. A satisfied saunter.

**Stuart:** Unfortunately—

**Elliott:** And you kept going, "You hear me, Silverview?"

**Dan:** [holding back laughter] To orga—[wheezes]—to organize these soldiers and set forth, you have to spend the night in Wolfsburg in a haunted mansion!

**Elliott:** Oh!

**Zhubin:** What?!

**Stuart:** No, I'm just joking.

**Dan:** [laughs]

**Elliott:** That sounds great, though.

**Stuart:** You have to spend the night in a local tavern.

**Zhubin:** Sounds great.

**Elliott:** A haunted tavern?

**Stuart:** It's not a haunted tavern.

**Elliott:** Aww...

**Stuart:** Unless it's haunted by the cries of joy from all your friends!

**Zhubin:** Yeah!

**Stuart:** Uh, you wake up at the crack of dawn the next day.

**Elliott:** [laughs] We're waking up so early [crosstalk].

**Stuart:** You are hustled out of bed.

**Elliott:** [laughs]

**Scales:** Let me get dressed!

**Zhubin:** [laughs]

**Tanzer:** You're hurting me!

**Stuart:** A detachment of soldiers, led by a stern female sergeant...

**Scales:** Hello!

**Zhubin:** Uh-oh. Hmm.

**Stuart:** ... is waiting—waiting for you at your—

**Elliott:** Looks like the Silverview Fangbattle feud is at it again.

[all laugh]

**Elliott:** A rivalry, let's say.

**Dan:** I have, of course, evolved past such... carnal needs.

**Zhubin:** [crosstalk] Buttwatcher.

**Stuart:** Base desires.

**Elliott:** What's her—what's her name?

[pause]

**Elliott:** [wheezes]

**Stuart:** [wheezes] Her name is Ursa Von Gearsburgen.

**Elliott:** Wow, that sounds tough.

**Stuart:** And she does not like adventurers.

**Zhubin:** Just as we walk, I make sure I walk alongside her to let her know that I'm a nobleman like her.

[pause]

**Ursa:** Nobleman. What has a nobleman ever done that's noble?

**Stuart:** She scoffs at you. [laughs quietly]

**Zhubin:** I set my horse back two paces and just—I just—

**Stuart:** You also don't have a horse. [wheezes]

[all laugh]

**Zhubin:** I remember Clopper—Clopsalot for a minute. I—I walk back for a couple of steps and just give a very long wink to Scales.

**Scales:** [angry noise]

**Stuart:** You guys are—the four of you guys are riding in the back of a cart.

[all laugh]

**Elliott:** So you just kind of [crosstalk].

**Zhubin:** I scoot back in the cart.

**Dan:** During all this I'm just sitting in the corner meditating.

[all laugh]

**Stuart:** The soldiers are marching behind the cart, and she's riding on a horse next to you.

**Elliott:** [laughs] So you're lookin' pretty cool.

**Stuart:** The three of you—Xander is driving the cart. It's being pulled by an oxen.

**Elliott:** Okay.

**Stuart:** Okay. So... the—

**Zhubin:** Xander?

**Stuart:** Yeah, Alexander. I mean Pasha, sorry.

**Zhubin:** Oh, Pasha, sorry.

**Elliott:** He's got—look, he's—

**Stuart:** He's got a lot of nicknames.

**Elliott:** Yeah, it's Russian. Come on.

**Zhubin:** Sorry, sorry, sorry.

**Stuart:** So they—you travel over land, over mountain, through hill and stream. Uh, til mid—roughly midday when you crest a ridge and see laid out before you the town of Hogsbottom. And—

**Elliott:** Did we just leave our boat at Wolfsburg?

**Stuart:** Yeah, you can get it later.

**Elliott:** Okay.

**Stuart:** Uh, I mean, yeah. I mean, you paid for—

**Dan:** It's in the marina.

**Stuart:** —you paid for a week at the marina.

**Elliott:** [laughs]

**Dan:** I mean, the thing is, it's just a money suck, 'cause we have to pay for it being housed at the marina.

**Elliott:** That's true, but it's so great to be able to [crosstalk].

**Zhubin:** [crosstalk]

**Stuart:** [simultaneously] Yeah, you don't wanna—those docking fees are gonna be a real pain.

**Elliott:** Oh, man.

**Dan:** It's the biggest mistake we ever made.

**Zhubin:** It's never worth it, yeah.

[all laugh]

**Zhubin:** We got insurance payments, yeah.

**Elliott:** It just looks amazing, though.

**Stuart:** And you really just want to tell people, "Do you wanna go out on the boat for the weekend?"

**Elliott:** Yeah.

**Dan:** We painted a thing on the side that said "The Phandalin Flier."

**Zhubin:** [laughs]

**Dan:** In memory of Phandalin.

**Elliott:** Oh, I was gonna call it the Songwater. But I guess we can go—  
[laughs]

**Dan:** [through laughter] Songwater?

**Zhubin:** We can call it both. Each side has its own name on it.

**Dan:** Yeah, each side has warring names.

**Stuart:** [laughs] So as you crest a ridge you see Hogsbottom laid out before you. Uh, the town is, uh, maybe about half a mile down the hill.

**Elliott:** Great. Almost there.

**Stuart:** However, you see the town is in turmoil.

**Elliott:** Uh-oh.

**Zhubin:** Hmm.

**Stuart:** Streams of smoke rise from the town, and you can see a—it looks like the town is being attacked by a small army of goblins.

**Elliott:** No!

**Zhubin:** What?!

**Stuart:** No doubt led by infamous local warlord Klarg.

**Elliott:** Wait, are these real goblins?

**Stuart:** They appear to be real goblins this time. And seeing them—you're not up close, but seeing them, you can—you're super irritated with yourself that you ever confused them in the first place.

[all laugh]

**Elliott:** They don't even look alike at all!

**Stuart:** Now, streaming away from the town over across the river, you can see whatever people—whatever refugees had managed to gather their things are trying to run away from these goblins and are thwarting the river in various places to do so. Uh, the town guard is fighting a battle against the goblins, but it is still close.

Now, also, a little bit closer to you at a part of the river that is a little bit more easily forded, you see a covered wagon laden with goods and personal effects, and sitted—seated on this wagon is one Ambrose Tapwell and his son, Augustus. And kind of trying to drive the oxen pulling this cart forward,

you see a short, dour dwarf character who clearly seems to be in cahoots with Tapwell as he is running away from his town in its time of need!

**Elliott:** Yeah, this is when the sheriff is needed most.

**Stuart:** Uh, clearly... it's time for some adventurers. The sergeant says...

**Ursa:** The soldiers and I can take care of the goblins. You stop Tapwell.

**Dan:** [laughs quietly]

**Tanzer:** Oh, that's much easier! Yeah, let's do that!

**Elliott:** [wheezes]

**Lucian:** That's what I was gonna suggest anyway.

**Tanzer:** That's a great idea, yes.

**Elliott:** Scales is a little relieved and also a little irritated that there's not a—the song is worse if it's "[singing] There—uh—the goblins sacked the town that day, but we went off the other way!"

[all laugh]

**Elliott:** "[singing] To stop a man named Tapwell."

**Zhubin:** You don't have to mention what could've happened in the song. You can just mention the stuff we did.

**Elliott:** I'm just following my muse, dude.

**Zhubin:** Uh, alright. So let's—so we, uh—

**Stuart:** The soldiers go marching away quickly.

**Elliott:** But once we stop Tapwell, we can go fight some goblins, maybe?



**Stuart:** Sure, maybe. We'll see if we have enough time.

**Zhubin:** See [crosstalk].

**Elliott:** [simultaneously] Okay.

**Stuart:** Uh, yeah. We'll see if the listeners want to keep listening to us fight goblins.

**Elliott:** [wheezes] Probably not.

**Zhubin:** Are they—is Tapwell in the middle of the river?

**Dan:** What are they gonna do? [crosstalk]

**Zhubin:** Is he mid-ford? [laughs]

**Stuart:** Yeah, they're crossing.

**Elliott:** [unintelligible]

**Stuart:** It looks like the easiest—you can either try and pull the cart up to the river and you can try and swim after him, or you can cross a bridge a little bit further up, and cut 'em off on the land where he was trying to land.

**Zhubin:** Should we surround him with one on one side and two on the other?

**Elliott:** No.

**Zhubin:** Alright, well, then let's, uh—

**Elliott:** 'Cause, what? Is he gonna turn—run around—he's gonna turn around and go back to goblin town? C'mon!

**Zhubin:** Well, if he just hit the other shore! Alright, sure, yeah. Let's go...

**Elliott:** It feels like if we—if we divide ourselves into parts, then—

**Zhubin:** I don't want to get into a situation where we're all on one side of the river and then he goes the other way, so we have to run all the way back around to the other side of the river, he goes away, and just kind of run back and forth like this.

**Elliott:** And what, he's just fording the river back and forth? [crosstalk]

**Zhubin:** Yeah! Like, we'll get tired first!

**Elliott:** That's not how rivers work!

**Dan:** Haven't you played Oregon Trail? It's very hard to ford a river.

**Elliott:** [laughs] He's not gonna just turn around and do it again.

**Zhubin:** No, I haven't played Oregon Trail.

**Stuart:** He actually five sons. Three of them have already died in this river.

**Elliott:** [laughs]

**Zhubin:** Oh! [laughs] He's got so few—oh, he's got so few [crosstalk].

**Elliott:** [simultaneously] I mean, now I feel bad for him.

**Stuart:** It's a great tragedy at this point.

[all laugh]

**Zhubin:** Let's just—so we'll—we'll—let's go around the ridge and approach and—

**Elliott:** [simultaneously] Let's go around to the bridge and cut 'em off at the pass.

**Zhubin:** Yeah, we'll cut 'em off at the pass. We'll stand on the shoreline as he's trying to get to it.

**Stuart:** Alexander Redcheek takes his orders, nods to you, and snaps the reins on this oxen, which plods its way down the hill!

**Scales:** [through laughter] Is there any way we can make this ox go any faster?

**Stuart:** It crosses the bridge. All the while, you can see Tapwell and Bartok Rocksplitter trying to urge their cart up on the shore.

**Elliott:** [through laughter] I forgot his name was Bartok. [laughs]

**Stuart:** Uh... you're able—Xander pulls on—Alexander Redcheek, of course—pulls on the reins to bring the cart to a halt on the gravel trail that is right opposite the bank as the—as the enemy cart is slowly being pushed up onto the shore. Uh, Bartok Rocksplitter is coming around with water lapping at his boots, and you can see that there's a second—a second guard in a Tapwell doublet comes climbing out as well, so it's Tapwell's son, Tapwell, some guard, and Bartok Rocksplitter.

**Elliott:** Mm-hmm.

**Zhubin:** I shout to him.

**Stuart:** You have just enough time to get set up and make something cool—decide what cool thing you're gonna say to them.

**Zhubin:** Oh. Uh...

**Stuart:** So you guys are gonna stay in the cart? Or are you gonna climb down out of the cart?

**Elliott:** Let's get outta this cart. Come on.

**Zhubin:** Let's get out of the cart. [laughs] For sure.

**Elliott:** Let's get out of the cart and go meet 'em on the—

**Zhubin:** [laughs] Looks like we're going for, like a Sunday trip hike.

**Elliott:** Now, how many of us have distance weapons? I have a shortbow.

**Zhubin:** I have a whip.

**Dan:** I also have a shortbow.

**Zhubin:** I have a longbow too, sorry.

**Elliott:** Let's get out of the cart, but it's not like we need to run up to 'em and give 'em a face to face, you know. But we wanna get out of the cart so we can fight these dudes.

**Zhubin:** We should tell 'em that we have a verbal warrant for his arrest, though.

**Elliott:** Yeah. Yeah, that's a good idea.

**Zhubin:** Yeah.

**Elliott:** Why don't you say it?

**Stuart:** [laughs]

**Zhubin:** Why don't I.

**Elliott:** So that he'll be like, "Oh, the law! Then I better stop."

**Tanzer:** Halt, Tapwell! [pause] It's me, Tanzer Silverview of the Silverviews!

**Elliott:** [laughs]

**Dan:** [laughs]

**Tanzer:** We have a verbal warrant for your arrest!

**Ambrose:** What are you talking about?! Did you—did you find my documents?

**Scales:** Oh, we found quite a bit. We found that you're—you stole this land from the Redcheeks. And now the baron has given us leave—leave? Permission?

**Tanzer:** Permission? Warrant?

**Scales:** Whatever. The baron has given us a warrant for your arrest to take you back to Wolfburg.

**Zhubin:** [laughs]

**Scales:** I know that life's a blur there. It's like a hurricane.

[all laugh]

**Scales:** But let's go. We're gonna take—

**Tanzer:** How knows? You might be arrested, you might solve a mystery. All sorts of things could happen.

**Scales:** Could change history. Let's just—but let's—we'll take you back there. So, what do you say? Your time is done. It's either go back to the goblins with no sheriff to protect you—'cause look at him, come on, look at that pudge.

**Tanzer:** He's nothing.

**Scales:** Or—he's running away. Come with us, and we'll take you to the baron and we'll say that you gave yourself up and throw you on the baron's mercy. Or we can fight you and possibly killify you.

**Tanzer:** Those are your choices.

**Stuart:** He says...

**Ambrose:** I always knew you'd betray me, lizardman!

[all laugh]

**Scales:** Racist.

**Ambrose:** What are you doing, waiting? Kill them!

**Stuart:** And now we're going to roll initiative, dudes.

**Elliott:** Uh-oh! Battlin' time!

**Stuart:** Okay. So at this point, guys, when I ask you to roll initiative, roll the 20-sided die—

**Elliott:** [simultaneously] [singing]

**Stuart:** —add your initiative bonus.

**Elliott:** I kind of wish I'd just fired an arrow from the wagon at one of those guys. But...

**Zhubin:** [laughs]

**Stuart:** That's always what you wish, but it's way cooler to talk shit.

**Elliott:** I agree, yeah.

[dice roll]

**Dan:** Wait, where's my initiative bonus?

**Stuart:** It's next to your armor class.

**Elliott:** Whoa! Okay.

**Stuart:** It should be right there.

**Elliott:** I got a 22!

**Zhubin:** Nice.

**Dan:** Wow.

**Zhubin:** I got 18.

**Dan:** Mine's 11.

**Stuart:** Okay.

**Elliott:** That's less than ours.

**Dan:** Yes. [crosstalk]

**Stuart:** And here's mine.

[dice roll]

**Stuart:** Okay. What'd you roll, Lucian?

**Dan:** 11.

**Stuart:** 11. Okay. So, you guys have the drop on them. They're still soggy with river water.

**Elliott:** [laughs]

**Zhubin:** [laughs]

**Elliott:** Every time they move it goes [squishing noises].

**Zhubin:** They're just trying to wring out their clothes. [crosstalk]

**Stuart:** [simultaneously] So you get—

**Zhubin:** They're like, "Ugh. Ugh."

**Elliott:** Shaking their legs.

**Stuart:** Scales gets to go first.

**Elliott:** Oh yeah! Uh, now I wanna save...

**Stuart:** You're about 30 feet away from these guys.

**Elliott:** Okay. What's the range of my shortbow?

**Stuart:** Uh, you're totally within range.

**Elliott:** Okay. I'm gonna fire a shortbow bolt at the sheriff, because frankly I'm disgusted at how he would run from his duty to these people.

**Stuart:** He certainly looks like the toughest dude, and he's also carrying a crossbow.

**Elliott:** Okay. So yeah, let's—I'm gonna fire a shortbow bolt at him.

**Stuart:** Okay. Uh—

**Elliott:** Or arrow.

**Stuart:** What, you're not gonna breathe lightning all over his face?

**Elliott:** Uh, I kind of want to save that in case I need it.

**Stuart:** Okay.

**Elliott:** Or maybe I should just use it. I don't know.

**Zhubin:** That's—that's your thing!

**Elliott:** How far away is he?

**Stuart:** Uh, he's within 30 feet.



**Elliott:** Okay, so that's lightning range, right?

**Stuart:** It's within lightning range.

**Scales:** Guys, should I just shoot him with some lightning breath?

**Tanzer:** Get some lightning, man!

**Stuart:** Why did we give your guy lightning?

**Zhubin:** Yeah!

**Elliott:** Okay, that's a good point. Okay.

**Stuart:** And he's dripping wet, so he'll take a penalty [crosstalk].

**Zhubin:** [laughs]

**Elliott:** Oh yeah! [laughs] He'll be electrocuted! Okay.

**Zhubin:** This is [crosstalk].

**Stuart:** [pained sound]

**Elliott:** Give me some lightning breath on the sheriff, yeah.

**Stuart:** Okay. So you blast at him. He's gotta make—

**Elliott:** I forgot for a moment that I was a dragon man.

**Stuart:** He's gonna try and dodge out of the way as your mouth erupts in crackling lightning!

**Elliott:** [imitates sound of lightning]

**Stuart:** Ohh, he jumps out of the way at the last minute.

**Elliott:** Nooo!

**Stuart:** So he takes... but he still takes some damage, as lightning licks around his feet. So, roll a six-sided die.

[dice roll]

**Elliott:** Two.

**Stuart:** Okay. So his beard is totes singed.

**Zhubin:** [laughs]

**Elliott:** Guys, I wasted my lightning breath!

**Dan:** [laughs]

**Stuart:** Do you have a move? Do you want to stay out in the open or do you want to go run and hide behind the cart?

**Elliott:** Uhh... 'cause I can move, right? Why don't I take cover behind the cart, 'cause he's got a crossbow.

**Dan:** Okay. So next is Tanzer Silverview.

**Zhubin:** Uh, my whip is not in range. My longbow is in range, right?

**Stuart:** Uh, your longbow is within range. You can also move up and attack him.

**Zhubin:** Um, who—I—there's—there—there's a sheriff, there's...

**Stuart:** Maybe you could wait for them to come to you.

**Elliott:** I can't believe I wasted my lightning breath.

**Zhubin:** It'll take an action on their part to come to me, right? So I might as well—

**Stuart:** Uh, no. They can move, and you can move and take an action in your turn.

**Zhubin:** Well, in that case I will... my rapier is the strongest weapon, right?

**Stuart:** Yep.

**Zhubin:** Okay. Then I will approach.

**Stuart:** It's not as sassy as a whip, but it's more powerful.

**Zhubin:** It's not as sassy.

**Elliott:** [laughs]

**Zhubin:** I'll save it for—I save it for Ambrose.

**Elliott:** [crosstalk] That's true.

**Zhubin:** When we've got him down. I will approach and rapier the sheriff.

**Stuart:** Okay. Yep.

**Zhubin:** I'll roll for—and I'll roll.

[dice roll]

**Stuart:** So you come running on the heels of this lightning attack.

**Zhubin:** Singed.

**Stuart:** Oh man, you do an amazing strike! So you run up and stab him right in the chest, and you roll... a... this. And add five to it.

**Zhubin:** Nine.

**Stuart:** So he takes nine piercing damage.

**Elliott:** Who is this?

**Stuart:** The sheriff.

**Elliott:** Yeah, well, but I softened him up for you. And I singed his beard.

**Zhubin:** Oh yeah. Yeah, that beard had—there was no more beard to protect him against my sword blade anymore. It was—it was all you.

**Elliott:** Yeah. Yeah, there you go!

**Stuart:** Okay. So he is bleeding, and he coughs blood into his black, bristly beard.

**Zhubin:** Oh...

**Elliott:** But there's not much of the beard.

**Stuart:** Shot through with gray.

**Zhubin:** [laughs]

**Elliott:** [through laughter] 'Cause it was so singed.

**Zhubin:** [through laughter] What remains of his beard.

**Stuart:** Lucian.

**Dan:** So, who do we have left? Is there, like, an angry dwarf or something?

**Stuart:** There is a dwarf that's currently engaged—

**Elliott:** [simultaneously] [through laughter] Coughing up blood.

**Stuart:** —who is dropping his crossbow and pulling out his axes to make short work of this one. And you also have a thug who is going to gang up on

Tanzer Silverview. And then Tapwell's son is loosening his sword from his sword belt.

**Dan:** I think I'm gonna target—

**Stuart:** Ready to get vengeance for his brother.

**Dan:** I'm gonna target the thug, since he has taken no damage at this point.

**Stuart:** Mm-hmm.

**Dan:** Um, and I'm gonna use poison spray.

**Stuart:** Okay.

[all laugh]

**Dan:** Which, uh...

**Zhubin:** It's a can of Raid that you shake up. [laughs]

**Dan:** The creature must succeed on a constitution saving throw or take 1d12 poison damage.

**Stuart:** Okay. Do you say anything before you poison spray him?

**Dan:** Uh...

**Stuart:** Do you go, "Hey, asshole!"

**Elliott:** [laughs] Yeah, 'cause he's Jason.

**Zhubin:** [laughs]

**Dan:** Uh, yeah. I just say...

**Lucian:** Suck on this!

**Zhubin:** [laughs]

**Elliott:** [laughs]

**Thug:** Suck on wha—ohh! Oh no!

**Stuart:** So he takes how much?

**Dan:** 1d12 poison damage.

**Stuart:** Okay. So you roll that 12-sided die.

[dice roll]

**Dan:** Uh, five.

**Stuart:** Okay. That poison splashes in his face and he goes...

**Thug:** Ahhh!

**Stuart:** But he doesn't seem to be quite down, but you have certainly distracted him.

**Elliott:** It's a total Wayne Knight in *Jurassic Park* moment.

**Stuart:** [laughs] Yep. He goes...

**Thug:** Agh, clever girl!

**Elliott:** No, that's not—that was Muldoon's line!

**Zhubin:** [laughs]

**Stuart:** Okay. On that note—

**Dan:** I can't believe you know the character name of that guy.

**Elliott:** [laughs] I think I [crosstalk].

**Stuart:** Bartok Rockspitter spits out blood and he goes...

**Bartok:** Okay, it's time for you to die!

**Stuart:** And he rushes you with an axe.

**Zhubin:** I stabbed him in the chest!

**Stuart:** Uh, his first axe strike is easily parried with your rapier. But his second one, uh, misses as well, but he is pushes you back up onto the beach. He is no longer standing in the water.

**Zhubin:** Mmm. Okay.

**Stuart:** And he is trying to fight his way toward—

**Elliott:** Was—he was standing in the water before?

**Stuart:** Yep.

**Elliott:** When I hit him with lightning, did the electricity go into the water and hurt anybody else?

**Stuart:** No, they weren't in the water.

**Elliott:** Oh, man. Okay.

**Stuart:** Okay. Uh, but nice thinking, I like that.

**Elliott:** [wheezes]

**Stuart:** Speaking of that, what are you gonna do?

**Zhubin:** You killed a lot of—there's a lot of fish, like, bubbling to the—

**Stuart:** Oh, wait, no. I got two more guys to go.

**Elliott:** You got two more guys. You have the thug and the Tapwell.

**Stuart:** The thug—the thug who's got—who wipes the acid off his face, and he starts moving toward you slowly. And his action's going to be to wipe acid out of his face. But his son—

**Elliott:** Tapwell Jr.

**Stuart:** Augustus Tapwell, Jr. goes rushing toward you.

**Elliott:** I'm behind the cart at the moment.

**Stuart:** So he's gonna go rushing toward the cart. And he's gonna have to dash, then. So he is like...

**Augustus:** C—come outta there!

**Stuart:** He's, like, trying to convince you to come out from around the cart.

**Elliott:** Okay.

**Stuart:** Okay. Speaking of which, it's your turn.

**Elliott:** So, I'm going to poke my head out from behind the cart and I'm gonna use vicious mockery on him.

**Stuart:** Oh no!

**Elliott:** Oh Augustus Tapwell.

**Zhubin:** [through laughter] What?

**Elliott:** Now, this is—this is a spell in which I unleash a string of insults—

**Dan:** [laughs] This is spell that you're very familiar with.

[all laugh]



**Elliott:** Laced with subtle enchantments at a creature within my seeing range, and you must succeed on a wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll for the enemy's next turn.

[dice roll]

**Stuart:** Okay. He does not resist that very well. He goes...

**Augustus:** Bwuh? Guh? I'm sorry, dad! I'm trying the best I can!  
[exaggerated sobbing]

[all laugh]

**Stuart:** So roll a four-sided die.

**Elliott:** Uh, one. I guess that wasn't so great.

**Stuart:** Hmm, only one, but it's going to make him less good at beating you up in a second.

**Elliott:** Okay, that's great!

**Stuart:** Okay. And you stay behind the cart, or do you rush around?

**Elliott:** Uhh, I'll stay behind there for the moment.

**Stuart:** Okay. Now we got Tanzer Silverview.

**Zhubin:** So I'm—in front of me is still this... blood-coughing guy who's swinging double axes.

**Stuart:** [simultaneously] Yeah, you're fighting the sheriff of the town.

**Zhubin:** Right.

**Stuart:** He's no joke and you're a first level character.

**Zhubin:** Right.

**Stuart:** So he's tough.

**Zhubin:** Uh, I... oh. Well...

**Stuart:** Time for you to make a name for yourself.

**Zhubin:** Yeah!

**Stuart:** Killing sheriffs.

**Elliott:** [laughs]

**Zhubin:** I'm gonna—I'm gonna—I'm gonna do that whip. Can I—is there a—is—at this range, the rapier's the best bet, right? There's no—

**Stuart:** Yeah, yeah.

**Zhubin:** Okay. So I—

**Stuart:** And it looks way cooler.

**Zhubin:** It does, it does.

**Dan:** But it's not as sassy as you.

**Stuart:** It's not as sassy.

**Zhubin:** It's not as sassy.

**Elliott:** [simultaneously] Not as sassy.

**Zhubin:** But I can be sassy with the lesser characters. With this character, I take fighting position stance one.

**Stuart:** Okay? [laughs]

**Zhubin:** Footwork excellent, and I strike! 12 plus, uh... five. So that's 17?

**Stuart:** You totally hit him again.

**Zhubin:** Yeah.

**Stuart:** And you do another eight-sided die plus five.

[dice roll]

**Stuart:** Another nine damage, wow. So you... your, uh—

**Elliott:** Make short work of this sheriff.

**Zhubin:** Yeah. Right back in the gut. More blood. I wanna see more blood!

**Elliott:** [wheezes]

**Stuart:** So your—uh, your rapier strike... like, goes clean through his left shoulder, and he is—he's slumped over slightly, and you can see a look in his eyes like maybe he underestimated you.

**Zhubin:** Yeah!

**Tanzer:** I'm a Silverview!

**Zhubin:** I say to him.

**Stuart:** Okay.

**Elliott:** [laughs]

**Stuart:** Now... Lucian... Bottomviewer.

**Dan:** Uh, well... first I'm gonna cast—

**Stuart:** It's Buttviewer, my mistake.

**Elliott:** It's Buttwatcher.

**Stuart:** Buttwatcher. [laughs quietly]

**Dan:** Gonna cast Shillelagh.

**Elliott:** [wheeze-laughs]

**Stuart:** Okay. What do you—what do you do when you—

**Elliott:** [crosstalk]

**Dan:** To turn my quarterstaff into a Shillelagh.

**Stuart:** Into a magical Shillelagh!

**Dan:** As Elliott said, take one piece of wood and make it a slightly thicker piece of wood.

**Elliott:** [laughs]

**Stuart:** It also counts as magic!

**Dan:** Um, and then I'm gonna attack with it.

**Stuart:** Okay.

**Dan:** So... it says the weapon's damage die becomes a d8.

**Stuart:** Yep. So it's gonna make it even better. But before you roll damage you still gotta hit somebody with it.

**Dan:** Oh, I'm going after the guy I attacked before.

**Elliott:** The thug.

**Zhubin:** The poison...

**Stuart:** Okay, so the thug?

**Zhubin:** ... sprayed guy.

**Dan:** Yeah.

**Stuart:** The thug, who is very angry that he got poison in his face. So you roll the—you roll the 20-sided die.

**Elliott:** [simultaneously] [crosstalk] angry when a Shillelagh [crosstalk].

**Stuart:** You gotta make an attack roll.

**Dan:** Okay.

[dice roll]

**Stuart:** And you're gonna add I think four to it.

**Dan:** Ugh. Uh...

**Zhubin:** Go for the crotch! Go for the crotch!

**Stuart:** So you swing at him—

**Dan:** six.

**Stuart:** Oh man, that is not a very good roll. Though he is intimidated by this now thicker quarterstaff.

**Zhubin:** [laughs]

**Elliott:** [laughs] Did you yell "Shillelagh" when you did that?

**Zhubin:** [laughs]

**Dan:** I did.

**Lucian:** Shillelaghhh!

**Stuart:** Uh... now. The sheriff. He's not liking this. He's still fighting you. He swings, and oh, he hits you for a total of...

**Dan:** Hits who?

**Zhubin:** Me.

**Stuart:** Luc—not Lucian, Tanzer.

**Elliott:** Tanzer.

**Dan:** Yeah. Remember this is an audio podcast?

**Stuart:** Sorry, I'm bad at this part. You take two hit points of damage. So you mark those on your sheet.

**Zhubin:** This guy's bleeding out and he hits me two hit points?

**Stuart:** Yeah. You are doing very well.

**Zhubin:** Alright.

**Dan:** You're arguing with the very premise of the game right now.

**Zhubin:** [laughs] I guess that's true. Stands to reason he needs medical attention really quickly!

**Stuart:** The, uh—the thug cautiously, because he doesn't want to get acid in his face, takes a swing at you with his mace. Uh, Lucian.

**Dan:** Sure.

**Stuart:** But he misses. And finally... I got disadvantage on this. Augustus Tapwell is like...

**Augustus:** Dad! I'm doing this for you!

[all laugh]

[dice roll]

**Stuart:** And he misses as well. Okay, so back around. Now you're—uh, now it's up to you. Uh, it's up to Scales over here. You're fighting on the other side of the cart.

**Elliott:** I'm gonna swing back around to the fight side of the cart.

**Stuart:** Okay. So you're gonna try and disengage, or are you gonna try—are you—

**Elliott:** No, to—to—and then I wanna fight the son.

**Stuart:** Okay.

**Elliott:** 'Cause he's not on—he's on the other side of the cart, right?

**Stuart:** He's on your side now.

**Elliott:** Okay. Oh, he's on my side now.

**Stuart:** Yep. He clambered over the oxen and started swinging.

**Elliott:** Oh, then I'll just—I'll fight with him. Okay. Then, uh, I'm gonna—how close is he to me?

**Stuart:** He is right up on you. Let's say melee range.

**Elliott:** Uh, I'm still gonna—I'm gonna use my shortbow, though, instead of my dagger, 'cause I'll do more damage if I can hit him.

**Stuart:** But because he's so close, you have disadvantage on the roll.

**Elliott:** Oh, that's right. Then I'll use my dagger.

**Stuart:** Okay, so make your dagger roll.

**Elliott:** Uh, okay. Which—

**Stuart:** 20-sided die, and you add whatever the attack bonus is for dagger.

[dice roll]

**Elliott:** So that's 19... plus a—

**Stuart:** Man! That is a huge roll!

**Elliott:** —plus a four attack bonus. That's 23.

**Stuart:** Okay. So you totally bl—you totally bury that dagger in his stomach. Roll a—what is it, a d4?

**Elliott:** A d4.

**Stuart:** Roll a four-sided die and add two.

**Elliott:** Uh, three.

**Stuart:** Okay.

**Elliott:** So one plus two is three. I gotta roll better.

**Zhubin:** Man, you're getting a lot of ones, yeah.

**Elliott:** Yeah.

**Stuart:** Okay.

**Elliott:** I'm very weak.

**Stuart:** He is still fighting. He is fighting with you. He's a little shocked that he got stabbed. He didn't think that you were gonna do that to him.



**Elliott:** [laughs] Even though he's been trying to kill me, okay.

**Stuart:** Yep.

**Zhubin:** Is there a concern that we're killing his son? Is that a... should we...

**Elliott:** He attacked me first!

**Zhubin:** I guess that's true, that's true, that's true. I—yeah.

**Elliott:** Why are we concerned that a guy that—

**Stuart:** Don't talk about the morality of adventuring.

**Zhubin:** That's fair. No, I'm wondering more for the sake of—

**Stuart:** [simultaneously] [crosstalk] adventuring lifestyle.

**Zhubin:** —of—of justice. Like, if it's gonna be a problem if we come back.

**Stuart:** He has one son still, this guy does.

**Dan:** Just because you're a lawyer doesn't mean that your fantasy creation has to be so concerned with—

**Zhubin:** I just—I just want to make sure.

**Elliott:** Look, we're in the apprehension of a dangerous fugitive who has killed already. Or his family killed someone. We're in the apprehension of a dangerous fugitive, and his son starts attacking us!

**Zhubin:** Hey, you don't gotta tell me. I'm murdering a sheriff right now.

**Elliott:** [wheezes]

**Zhubin:** I'm stabbing a sheriff to death.

**Elliott:** [laughs]

**Stuart:** Speaking of with, time for you to stab that sheriff again.

**Zhubin:** Yeah. So—alright. So, once again, to deal the fatal death blow.

**Stuart:** Yeah. You're actually not far from killing this guy. Do you say any last thing to him before you try and deal the final blow?

**Elliott:** Something about Silverview.

**Zhubin:** Yeah.

**Stuart:** I'm trying to do the jinxie right now.

**Elliott:** [laughs]

**Zhubin:** I'm—the entire time, I'm shouting "Silverview" as I'm stabbing. So no, I'm not saying anything different. 11 with five, so 16?

**Stuart:** 16... that totally hits him. Roll your damage.

**Zhubin:** Yeah! This one?

**Stuart:** Yep, yep. The eight-sided die.

[dice roll]

**Zhubin:** For nine!

**Stuart:** So that's nine more damage. Your rapier goes right through his throat. He falls to his knees, eyes shocked that his life, the life of Bartok Rocksplitter, a life filled with happiness and violence, has been cut short.

**Zhubin:** Oh, do I see that in his eyes?

**Stuart:** [holding back laughter] You s—you s—

**Zhubin:** [through laughter] Do I make a connection with him in the moment of his—of his death?

**Stuart:** [through laughter] For a brief moment.

**Elliott:** And it haunts you forever.

**Stuart:** [laughs] And he collapses face down on the gravel shore. Okay.

**Zhubin:** Alright. I go through his, uh, effects, trying to find a [unintelligible]—I find a [crosstalk].

**Stuart:** We'll get to looting the dead in a second.

**Elliott:** [simultaneously] We're in the middle of a fight!

**Stuart:** Lucian. You have a magical Shillelagh.

**Elliott:** [simultaneously] I just realized I have not been following my character's flaw this whole time.

**Dan:** Yeah. Now, it says that the... the duration is one minute, but then it also says the spell ends if you cast again or if you let go of the weapon.

**Stuart:** You're not gonna—you're probably not gonna let go of the weapon, right?

**Dan:** Okay. So it's still in effect.

**Stuart:** Yeah, for a minute. A combat round is, like, six seconds.

**Dan:** Okay.

**Stuart:** So we have 10 of these before we... we have to worry about that.

**Dan:** Alright. Well, then I, um... first I attack with the Shillelagh again, I guess. With, I guess, the thug.

**Stuart:** Do you shout "Shillelagh" when you do it?

**Elliott:** [wheeze-laughs]

**Dan:** Yeah. I do.

[all laugh]

**Dan:** Wait, am I supposed to? Shillelagh!

**Zhubin:** [laughs]

**Elliott:** No, as your character.

**Lucian:** Shillelagh!

**Elliott:** [laughs]

**Zhubin:** [laughs]

**Stuart:** I like it. Okay. Now you roll the 20-sided die and you add four.

[dice roll]

**Dan:** Jesus Christ! Is this a loaded die? I'm getting the worst rolls of anybody!

**Stuart:** Here, I'm gonna give you advantage on that. You can roll a second die.

**Elliott:** [laughs] It's a pity advantage.

**Zhubin:** [laughs]

**Dan:** Uh...

[dice roll]

**Stuart:** 'Cause...

**Dan:** Alright. [crosstalk]

**Stuart:** Yeah, that's more like it!

**Elliott:** There you go.

**Stuart:** Your shouting of "Shillelagh," the heavens grant you a boon in the form of advantage.

**Elliott:** [laughs]

**Stuart:** So... he turned—he actually—

**Zhubin:** Dan rolled a one die, and now rolled a 16.

**Stuart:** He thinks you're bobbing and weaving, and he bobs at the wrong time, so you are gonna roll the eight-sided die?

**Dan:** Yeah.

[dice roll]

**Dan:** It says four.

**Stuart:** Okay. And you add two. So that's gonna be... one... that's actually enough! He turns to the side, face still blackened from poison, to have a Shillelagh crack against the side of his jaw. Now you have an option, an option I didn't give Zhubin. Do you want to kill this thug, or do you want to just knock him unconscious?

**Dan:** Uh, sure. I feel like I'm a lawful person, so I... [crosstalk].

**Stuart:** You just knock him out.

**Dan:** Uh, I just knock him out.

**Stuart:** Maybe you can convince him to join your team later.

**Elliott:** [wheezes loudly]

**Stuart:** He falls down into the dirt.

**Elliott:** [crosstalk] throw poison in my face.

**Dan:** [laughs] "That poison made me really reconsider my life choices."

**Stuart:** Tapwell's currently trying to—he's shaking the reins and trying to urge the oxen up onto the shore so he can escape, as the cart is slowly moving away.

**Elliott:** You guys should probably deal with that when it's your turn, too.

**Stuart:** And then Tapwell's son, Augustus Tapwell, potentially the last of his line, depending on what happens to his father.

**Elliott:** Archie's still around.

**Zhubin:** [simultaneously] And Archie, yeah, poor Archie in his room right now.

**Stuart:** [laughs quietly] I forgot to mention, after you guys left the halflings killed Archie.

**Zhubin:** Oh no!

**Elliott:** Oh nooo!

[all laugh]

**Elliott:** What happened to justice?

**Stuart:** They were getting justice for their dead family.

**Zhubin:** Oh, poor Archie.

**Dan:** [crosstalk] these people.

**Zhubin:** We didn't know!

**Elliott:** We don't know that they've done that yet. We don't know that they've done that yet.

**Stuart:** Yes. Okay, so... [laughs]

**Elliott:** Unless there's a big—there's a big newspaper stand outside the town with that headline.

[all laugh]

**Stuart:** "Extry, extry!"

**Elliott:** "Archie Tapwell killed by halflings! City mourns!"

[all laugh]

**Elliott:** "He was the smart Tapwell!"

**Stuart:** Oh man. This Tapwell was also the good fighting Tapwell, and his club comes down in a wicked arc, striking you for four hit points of damage.

**Elliott:** Oof! That's a lot.

**Zhubin:** What are you at?

**Elliott:** I mean, I started with eight, so...

**Zhubin:** Oh, okay.

**Stuart:** Okay, your head is a-ringin'.

**Elliott:** Aye-aye-aye-aye-aye.

**Stuart:** Okay, guys. You guys have cleared the field... uh... what do we do? What do we do, Scales?

**Elliott:** Well, I'm still fighting.

**Stuart:** So what are you gonna do?

**Elliott:** I just—I just got hit in the head by, uh, what's his name? Not Archie.

**Stuart:** No, this is Augustus.

**Elliott:** Augustus.

**Stuart:** Do you give him another taste of the old dagger?

**Elliott:** I feel like I've got to, yeah.

**Stuart:** Okay. Now that you've got a taste for blood, you can't say—

**Elliott:** And a ringin' in my ears. Unfortunately that ringing is making it harder for me to think, and so I can't use—I can't cast dissonant whispers, which would be the other thing I would do, or Tash's hideous laughter.

**Dan:** Or Careless Whispers.

**Stuart:** [laughs] The most powerful spell.

**Zhubin:** Passionate Whispers.

**Elliott:** Oh, three.

**Stuart:** Oh, you totally whiff.

**Elliott:** Oh boy. 'Cause I got hit in the head.

**Stuart:** Oh, things are looking grim. Now, we have—

**Elliott:** Is this the end for Scales Fangbattle?



**Stuart:** Tanzer. Tanzer, do you want to go and try to stop Tapwell from running away, or do you want to try and help your friend.

**Zhubin:** Uh... I—well, it's probably better for me to engage in a fight and for Lucian Buttwatcher to run after Tapwell, right? Since I'm a better fighter? So how about I'll go after—

**Stuart:** [simultaneously] You are a little better of a fighter.

**Zhubin:** —I'll go after—

**Dan:** Sure.

**Zhubin:** —the son. I go after Augustus. Alright. So I... I wonder if I can just sassily hit him from my distance right now.

**Elliott:** With the whip?

**Zhubin:** Yeah, with the whip. Will be able to reach him?

**Elliott:** [simultaneously] Go for it.

**Stuart:** Yep.

**Zhubin:** Alright. So I'll go, uh...

**Stuart:** You plant your rapier in the dirt.

**Zhubin:** I [unintelligible], take out the whip.

**Stuart:** Unsheath your whip.

**Zhubin:** Yeah.

**Elliott:** [hums Indiana Jones theme]

**Zhubin:** [laughs] I hum the Indiana Jones theme.

**Stuart:** That's not a knife!

**Dan:** Get ready to be sassed!

[dice roll]

**Zhubin:** And I, uh... ugh!

**Elliott:** [simultaneously] Silverview style.

**Stuart:** Oh boy.

**Elliott:** Ooh.

**Stuart:** But what's your total, what's your total?

**Zhubin:** Um... and then with five it's—so I got 13?

**Stuart:** That's enough! He's not very well armored. Okay, but you only roll a four-sided die.

**Zhubin:** Oh, gotcha, gotcha.

**Stuart:** But you add five. Man, that is a ton. Your whip wraps around his neck. You have the option right now. Do you snap that neck and kill him, or do you knock him out?

**Zhubin:** Oh, I kill him.

**Dan:** [laughs]

**Elliott:** [laughs]

**Zhubin:** Oh, I kill him.

**Elliott:** Wow!

**Dan:** You were so concerned.

**Zhubin:** Wait, wait, wait. Should we kill him? He's the son of a Tapwell.

**Elliott:** It's your choice. Only you can make this choice. You've just tasted first blood, perhaps for the first time. Maybe you've got a thirst for the—now you've realized how easy it is to kill a man, you wonder why you were taught not to.

**Zhubin:** But I don't understand why the sheriff's life wasn't worth anything, if Augustus, uh, Tapwell's life is worth anything. If he was a nobleman he'd be different, but I'm learning now that the Tapwells aren't noblemen.

**Elliott:** Well, and you're angry. You feel betrayed that you thought the Tapwells were a noble house, but it turns out their nothing but brigands.

**Zhubin:** [simultaneously] I snap that man's neck.

**Stuart:** [laughs] He goes...

**Augustus:** Father?!

**Stuart:** And then you hear a—you are standing right next to him when you hear a sickening crunch as his neck is snapped and his body goes limp.

**Zhubin:** His body—

**Stuart:** For the last time.

**Elliott:** [laughs]

**Zhubin:** His body falls in front of you, leaving your view clear to see me with the whip.

**Stuart:** So—

**Zhubin:** Standing there proudly.

**Elliott:** Yeah, very heroic. I say...

**Scales:** Thanks, buddy!

**Stuart:** Lucian.

**Zhubin:** [laughs] [crosstalk]

**Stuart:** What do you wanna do, man? Do you want to try and clamber up? Do you wanna try and physically stop the oxen?

**Dan:** Uh, yeah. I—

**Elliott:** [laughs] That would be pretty cool!

**Dan:** I wanna try and—

**Stuart:** Do you have any spells? You wanna shoot a lightning bolt at him?

**Dan:** You know what? I've got animal friendship? No, that means—no, that just means I mean them no harm. I can convince animals that I mean them no harm.

**Stuart:** Yeah, but it'll also follow commands.

**Dan:** Uh, alright. So I'm gonna try and cast animal friendship on the oxen.

**Stuart:** You don't even have to try. You cast it.

**Dan:** Alright.

**Elliott:** [laughs]

**Stuart:** [laughs quietly] It gets a save?

**Zhubin:** Order the—order the oxen to drown!

**Elliott:** [laughs]

**Stuart:** [through laughter] Well...

**Elliott:** "Give your life for justice!"

**Stuart:** The oxen do poorly. The oxen looks at you, doe-eyed, awaiting your commands. And Tapwell's going...

**Ambrose:** No, you stupid animal!

**Dan:** And I yell...

**Lucian:** Stop!

**Dan:** And then I say...

**Lucian:** Tapwell! Enjoy making toilet cider in jail!

[all laugh]

**Ambrose:** Arghh, curses!

**Stuart:** So you guys quickly subdue Tapwell. He is a total wimp. What do you guys do with him?

**Zhubin:** We, uh—

**Elliott:** We tie him up, right?

**Zhubin:** We tie him up.

**Dan:** Tie up all these people.

**Stuart:** Tie him up and toss him in the water? [laughs quietly]

**Elliott:** No, no! [wheezes] We gotta take him to the baron.

**Zhubin:** We tie him up.

**Elliott:** We have some bodies to search and look for their stuff, right?

**Stuart:** Okay. So you find—you're gonna find a bunch of money, and luckily the troops quickly route the goblins, who were not expecting to have organized troops to fall upon their rears. So they flee off to, you know, to wherever. And in the end you guys have won the day.

**Dan, Elliott, and Zhubin:** Yayyy!

**Stuart:** That's what Dungeons & Dragons is!

**Elliott:** Uh, so do we—is that it?

**Stuart:** Yeah, that's the end of the adventure.

**Zhubin:** [crosstalk]

**Dan:** [crosstalk]

**Elliott:** We did!

**Dan:** We bustle our way to the end of the adventure. [crosstalk].

**Zhubin:** We self-bustled our way to—[laughs]

**Elliott:** Yeah! I mean, does the baron give us anything, or...?

**Stuart:** Uh, yeah. The baron—uh, no. He doesn't give you anything. You guys got plenty of money. You did—

**Zhubin:** Do the—do the—

**Stuart:** I'm assuming you're going to loot Tapwell's stuff to get the rest of the money he owes you.

**Elliott:** Oh, for sure.

**Stuart:** Yeah, and Zhubin sleeps with that lady, I would assume.

**Zhubin:** Yeah! Oh, absolutely. The—the—yeah.

**Stuart:** You settle down and get married.

**Zhubin:** Whoa! That's the end of my adventure forever? [laughs]

**Elliott:** [laughs]

**Stuart:** Yeah, this is the last advantage you guys ever had!

**Elliott:** Well, looks like that's the end of the Fiercesome Threesome. It's just me and you now, Buttwatcher.

**Dan:** Oh, god.

**Stuart:** No, you don't go back to the Redcheek farm and marry the, uh—marry the halfling?

**Elliott:** Oh yeah. Perhaps—you know what? I'm—I've realized—

**Zhubin:** You have to make an honest woman out of her [through laughter] after she gave you a handie.

**Elliott:** She just comes to me and she says "My hand is pregnant," and I say "Oh, okay. Alright. We'll get married."

**Dan:** And I roam the world alone, being like...

**Lucian:** Well, that was a waste of time.

**Elliott:** [laughs]

**Zhubin:** [laughs]

**Stuart:** [laughs]

**Lucian:** My vision said that these people would help me find what I was looking for, but apparently not.

**Zhubin:** [laughs]

**Stuart:** Settling down and having a family sometimes can be the greatest mystery of the universe.

**Elliott:** Yeah. It seems like Dan, your character has missed the most important knowledge.

**Dan:** What's that? I mean, I—

**Stuart:** What's in the hole?

**Elliott:** Yeah. [laughs]

**Zhubin:** [laughs]

**Dan:** Yeah. I mostly like holes in the ground, so.

**Stuart:** Okay, guys! Well, thanks for playing Dungeons & Dragons with me, and thanks for you guys for listening to it. And, uh—

**Dan:** Thanks for donating.

**Stuart:** And definitely thanks for donating, and I guess—

**Elliott:** Thanks to *The Adventure Zone* boys for letting us take their stuff for a little bit.

**Dan:** Yeah, giving us a sandbox to play in. And thanks for playing, Zhubin.

**Zhubin:** Oh, thanks for having me!

**Elliott:** And Stuart, thanks for running a great adventure!

**Zhubin:** Thanks, Stuart!



**Stuart:** No worries.

**Elliott:** And Stuart, thanks for taking us on a great adventure after the recording!

**Dan:** Woo!

**Zhubin:** Woo!

**Stuart:** Wait, what?

**Elliott:** Yeah, you paid for our tickets, our rides, everything.

**Stuart:** But my Flash Pass only works for one person!

**Zhubin:** [laughs]

**Elliott:** We'll just all dress like you.

**Dan:** Come back next time...

**Elliott:** On...

**Dan:** *The Adventure Zone!* More—

**Elliott:** Featuring...

**Dan:** More adventure!

**Elliott:** Starring...

**Dan:** Not us anymore.

**Stuart:** Boogens!

[theme music plays]