

The Adventure Zone: Balance – The Suffering Game: Chapter Three

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Griffin: Previously, on The Adventure Zone...

They are beautiful elves, one female, one male. And they are dressed in these tight-fitting, high-fashion garments of gold, and green and violet.

Male Elf: You made it! Welcome to Wonderland!

Taako: Fine, I'll go. Yeah, I got skull.

Female Elf: All skull means is that at some point in the future you will face... some pretty bad luck.

Griffin: You put your hand on the trust button and you push it down, and then you see their decision. And in bright red letters, the word 'forsake' appears.

Male Elf: Welcome to the Monster Factory.

Griffin: Falling down through that hatch is a cube of slime that is about 15 feet tall. And then right behind it, with a pair of beautiful, beautiful angelic wings is a humongous dire bear, with bolts of crackling electricity sort of wrapping around its body. Let's roll Initiative.

Announcer: Sounds like our boys are having the slime of their lives! I can *bearly* contain my excitement. It's The Adventure Zone!

[“Déjà Vu” by Mort Garson plays]

Griffin: Roll those bones, I want to hear those dice hit the table! And then I want you to add your fuckin' initiative modifier to it. And then we're gonna come up with an orderly order for this fight.

[sound of dice thrown]

Justin: Oh, we're fighting, that's right!

Travis: Oh, yeah!

Clint: Yeah!

Justin: Who are we fighting again?

[sound of dice thrown]

Griffin: You're fighting a multiplying electrified flying dire bear and a multiplying regenerating poisonous slime.

Travis: Bad news, bad news kiddies! Magnus got himself a critical fail.

Clint: All right...

Justin: That's initiative though, that's fine.

Travis: Well, yeah, but it's still a, let's see, one, a plus two, a three!

Justin: 18 for the kid.

[sound of dice thrown]

Griffin: Damn.

Clint: I got 10, plus one, so that's 11.

Justin: That's my good roll.

Travis: I'll tell you guys what, something—this is just a fun—this is—You know, as you know everyone here on The Adventure Zone, we routinely like to you know, take a step out of the moment, to like give out helpful tips and tricks, to people playing roleplaying games at home.

Griffin: No, we've never, never, never, never, never done this.

Travis: And so, here's a helpful tip and trick; look back over past character sheets to find out all the magical items and weapons you had, that you promptly forgot about as soon as you got them.

Clint: [chuckles]

Travis: Super great.

Griffin: Yeah, you guys are essentially fucking demigods right now. You guys are like Benicio Del Toro's character in the fuckin' Marvel movies, and you don't even realize it.

Travis: Like dad, do you remember you have that special item that lets you like change spells, like by one letter or some shit?

Clint: Oh yeah, I remembered.

Travis: I forgot about that, I forgot about my magnetic charge. I forgot about the tarantula's bracelet...

Griffin: No, I mean you guys are dummies. That's... yes. Justin, Taako, you are top of the order. You have... you're in this room where there's a bunch of sort of factory equipment hanging from the ceiling, that just produced these two monsters. A multiplying regenerating poisonous slime that kind of splorched down onto the ground.

It's about... this thing is huge, it's about 15 feet, I wanna say, in diameter. And it's just this bubbling, green sentient slime. And then flying around in the air about 20 feet up is a dire bear with long, beautiful wings, that is sort of pulsating with electricity. And you're up.

Justin: Well, you know what? I'm not gonna fuck around.

Griffin: Yeah, I was hoping. It's been a month, I was hoping you maybe had a course of action.

Justin: Yeah, I—Here's what I'm gonna do; I'm gonna cast some magical spell.

Griffin: Okay?

Justin: On the Poisonous Slime.

Griffin: Excellent.

Justin: This spell is called Flesh to Stone.

Griffin: Mm... I mean, it's slime. I wouldn't—It definitely doesn't have flesh.

Justin: In what reality is that not made of flesh?

Clint: [chuckles]

Justin: Its flesh is... It is flesh.

Travis: Griffin, if the spell were called Surface to Stone, would that be better for you? Is that where you want to draw a line in the sand?

Griffin: Yeah, of course it would, but this isn't... If this thing had flesh, then it would be a bag of skin full of fuckin' goo. It would be like a—

Justin: What's holding it together then, Griffin? Surface tension?

Griffin: Yeah?

Travis: What do you call it—Griffin, what do you call it when like a pudding gets that film at the top? Is that not called a 'skin' that develops?

Griffin: Well, a crème brûlée. Justin—

Travis: No, you're talking—Hold on, hold on—

Griffin: Justin read the description of the spell, because if it says 'flesh' in the spell description, I gotta cut you off.

Justin: It has flesh! Its flesh is made of goo?

Griffin: Hm, definitely I don't think so!

Clint: [chuckles]

Griffin: 'Cause if we're doing that, then you could be like, "Hm, the ocean, I'm gonna turn all of it to stone with this spell, because the surface of the ocean is like flesh."

Travis: If the ocean were a sentient being, Griffin, moving around attacking people, then yes, I would say he would have a leg to stand on in that argument.

Justin: Okay...

Clint: I think we have to go with what the DM says, boys—

Griffin: I can't believe it's been a month and we're having an argument about whether or not slime is flesh.

Clint: [laughs]

Justin: It's like, the body, you know? Like the spirit is willing, but the flesh is weak.

Griffin: [laughs] The spirit is willing, but the slime is weak.

Travis: [laughs]

Griffin: But the slime is flesh.

Justin: I'm just not gonna... I'm just not gonna cast anything, then.

Griffin: Oh?

Clint: Oh...

Travis: Justin...

Clint: Come on...

Griffin: Come on, take a turn.

Travis: Don't let Griffin wear you down.

Justin: Okay, fine. Fine!

Clint: By the way, I'd just like to point out it is no fun when somebody won't let you do the spell you want to do.

Justin: Well, mine made sense though.

Travis: Your spells are dumb, dad.

Justin: Your spells are so bad.

Griffin: I would actually—

Clint: Wait 'til later this episode, my friend.

Griffin: I would actually say this clip is currently being played in a top five least appropriate spell usage compilation video on YouTube right now. And it's probably ranking at number two, maybe one.

Justin: All right, I'm gonna cast a different spell on this stupid ass slime, it's called Disintegrate.

Griffin: Oh shit?

Justin: [chuckles] Fuck you. It... There's this thin, green ray that springs from my pointing finger. But I'm gonna have it come out of my butt, 'cause that's how I do.

Travis: Nice.

Griffin: Oh, interesting?

Justin: Yeah, it's a different thing, so it looks like a laser fart. And the target... Well, listen, it's gotta make a Dexterity saving throw.

Griffin: That's not this thing's jam. I do wanna ask, you're using your butt and not the Umbra Staff right? Because if you use the Umbra Staff, then you get the spell bonus.

Justin: I'm holding the Umbra Staff with my butt.

Griffin: Channeling it. [laughs]

Travis: [laughs]

Clint: It's like a fraternity hazing!

Travis: I loved when they recast Taako as Adam Sandler. I really appreciated that, it was good.

Clint: [laughs]

Justin: And everybody's busting up, that's the other thing about it, is like everybody's smiling.

Travis: Even the bear loves it!

Justin: [laughs] They're loving it!

Griffin: That's a big seven.

Justin: Okay, that's not gonna pass.

Griffin: Okay?

Justin: So, now you're gonna take 10 D6 damage.

Griffin: Oh my god?

Travis: Whoa?

Clint: [laughs] That's the one with six.

Justin: Thanks, papa. I don't have a six in there.

Griffin: How do you not have a six, it comes with every board game.

Justin: My daughter...

Griffin: Eats them for power?

Justin: Here, I got it, got it.

[sound of dice thrown]

Justin: Let's see, five... Dad, count this for me—

Travis: You say it, I got it.

[sound of dice thrown]

Justin: One.

[sound of dice thrown]

Travis: Six.

Justin: Five.

Travis: 11.

[sound of dice thrown]

Justin: Four.

Travis: 15.

[sound of dice thrown]

Justin: Five—No, sorry, one. Sorry, one, Trav.

Travis: Oh? 16.

[sound of dice thrown]

Justin: Another one, damn.

[sound of dice thrown]

Travis: 17.

Justin: Two.

Travis: 19.

Justin: How many is that, dad?

Clint: Six, I think.

Travis: It's seven. You've done seven and it was 19.

[sound of dice thrown]

Justin: Three.

Travis: That's 22.

[sound of dice thrown]

Justin: Four.

Travis: 26.

[sound of dice thrown]

Justin: One.

Travis: 27.

Griffin: All right, wow, that was a huge, huge hit on this thing.

Justin: And then I add—sorry, then I add 40 to that.

Griffin: What?

Justin: Yeah!

Griffin: No, no, no is it 10 D6, plus four?

Justin: No, sir. No, sir, that's 10 D6, plus 40 damage.

Griffin: Wait. Really?

Justin: Yeah, yeah, yeah, yeah.

Travis: It's called Disintegrate, Griffin?

Justin: It's called Disintegrate, it's not called like Loving Caress from a New Lover?

Travis: Though it is now.

Griffin: Jesus...

Justin: Oh, if it kills it, it disintegrates, and I'm gonna need to hear that.

Griffin: So, you didn't quite—Jesus, you really swept the legs out from— That's a sixth level spell, right? Like, you're burning the big gun right now.

Justin: Yeah, I burned a sixth level spell, I wasn't gonna fuck around.

Griffin: Okay, yeah. You... you... Okay, here's what this did. Because this is a multiplying regenerating poisonous slime, you... I swear, you almost took it

completely down with this one attack. But you blasted it with the ray, and some of it did get disintegrated off. Like some of its slime just sort of evaporated into the air. And right when that happened, it split in two, and became two smaller slimes.

But the beam, I guess also hit one of those smaller slimes and disintegrated it as well. And it kept refracting like that around the room, hitting different smaller parts of the slime as it splits off. And so, the only things that's left now are three like pretty small, like up to your knee sized, poisonous regenerating slimes.

Justin: Great. Fantastic.

Griffin: Yeah. And next up in the order is the multiplying flying electrified dire bear. And what they are going to do is... Hm... The bear's gonna fly down at Magnus.

Travis: Cool?

Griffin: Before it does, a sort of wave of electricity comes off of it, and then it sort of flies to the side of this flying bear. And then immediately right to next is another Flying Electrified Dire Bear, but this one's body isn't made of like bear stuff, like the dire bear's is. This one is just like a projection made out of electricity. So, now there's two of these things, one made of bear, and one just completely made out of electricity. And both of them are going to fly down and do attacks on Magnus.

Travis: Super cool.

Griffin: Just sort of swiping down, paws first from the sky.

[sound of dice thrown]

Griffin: The first one, the bear one, rolls a 21.

Travis: Against what?

Griffin: AC.

Travis: Yeah, I think that's fine.

Griffin: Okay?

Travis: Yeah, yeah, yeah, no, that's good. Wait, how big is it?

Griffin: It's... I mean, it's a Dire Bear, so it's probably like 10 feet.

Travis: Is it big enough that I can use my ring?

Griffin: Yeah, you definitely get your ring bonus.

Travis: And does the tie go to the runner in that circumstance?

Griffin: No, I think tie goes to the hitter.

Travis: Oh... Then it ties, it ties me.

Griffin: Okay. And the electric one...

[sound of dice thrown]

Griffin: Only rolls a 14.

Travis: That's not good enough. That's not good enough, Griffin! You failed!

Griffin: So, the electricity bear comes down and swipes, and you dodge out of the way. But while you're dodging, you're sort of oblivious to the bear-meat bear, who hits you for...

[sound of dice thrown]

Griffin: 21 damage.

Travis: Whew!

Griffin: And I also need you to make a Constitution saving throw.

Travis: Cool, cool. I'm not bad at that.

Griffin: Well, we'll see, won't we?

[sound of dice thrown]

Travis: That's a 17.

Griffin: Okay. As it swipes its claw into you, you feel like a charge of electricity kind of course through you, but you shake it off.

Travis: So, what you said—Sorry, just to confirm, 21 points of damage that's imperial, 21 imperial points of damage? Not metric?

Griffin: What the fuck are you talking about?

Clint: [chuckles]

Travis: 21 is just a lot in one hit, it's one fifth of my life...

Griffin: Yeah. I mean, we're... we're at the—we're in the endgame, I don't know what to tell you.

Travis: Okay...

Griffin: And with that, both bears sort of pull back, and start flying back up a bit closer to the ceiling.

Travis: So, one bear, just so I'm picturing this correctly, is entirely like—

Griffin: Made of electricity.

Travis: Like Superman in the late '90s?

Griffin: How fuckin'—how fucking rock and roll is that?

Justin: It's pretty rock and roll.

Travis: And then the other bear just has like a mild electrical charge, like someone rubbed a balloon on his head?

Griffin: Correct.

Travis: Got it.

Griffin: The three slimes, which are about knee high, before they do anything, they regenerate. And the three slimes which were about knee level boost themselves back up and... Boy, this is gonna get complicated quick... Now, they're all about waist high. And two of them are gonna go for Taako, who disintegrated their bigger form, and one of them is gonna go for Merle.

Taako, make two Dexterity saving—actually, no, I'm just gonna roll attacks, 'cause they're small now. I came up with all these great mechanics for the slime, like different attacks that it did when it was in its big form, and different attacks when it was in its small form. But you kind of disintegrated its big form.

[sound of dice thrown]

Justin: I made it more annoying, apparently, only.

Griffin: Yeah. 15 versus AC?

Justin: Yeah.

Griffin: That's a hit?

Justin: That's a hit, yeah.

Griffin: Okay.

[sound of dice thrown]

Griffin: And 19 versus AC?

Justin: [laughs] That one doesn't actually, weirdly.

Griffin: [laughs] Weird, that's crazy how that works!

Clint: [laughs]

Griffin: They hit you for...

[sound of dice thrown]

Clint: Wait, I thought one was hitting me?

Griffin: Oh, no, I'm gonna do you in a second. Those two hit you for 17 points of poison damage.

Travis: Is that just a melee attack, Ditto?

Griffin: Yeah, I have the attack listed as Pound.

Travis: Okay. Right, I am a protection fighter.

Griffin: Okay, yeah what are you doing?

Travis: Disadvantage on the attack.

Griffin: You use your reaction for that, right?

Travis: Yeah, so, because—

Griffin: So, you can only—you can only do it once, 'cause you only get one reaction per round.

Travis: Yeah, I can't do it—I can't do it for both attacks.

Griffin: Sure. Okay, we'll do it for the second—the higher one, the 19.

[sound of dice thrown]

Griffin: Oh, yeah, that's a 10. So... That gets blocked, right?

Justin: Oh yeah. 10? Yeah.

Griffin: Okay. Then you actually only get hit for... 11 points of damage.

Justin: Groovy. Thanks, Trav.

Griffin: The other one's gonna come for you, Merle.

[sound of dice thrown]

Clint: Bring it, hoss!

Griffin: That is a 19 versus AC.

Clint: Oh?

Justin: It's been broughten.

Travis: [laughs]

Clint: It done—it done got brought.

Travis: It sounds broughten right there.

Griffin: It's gonna hit you...oh, just for nine points of damage, poison damage.

Clint: Ah, okay.

Griffin: Which, you may be resistant to, actually?

Travis: Yeah?

Clint: I do have a resistance to poison. So what does that mean? [chuckles]

Griffin: I don't know. Yeah, you have resistance against poison damage. So, you only take five points of damage.

Justin: Nice!

Griffin: Okay?

Clint: All right.

Griffin: Wow, this fight was supposed to be really hard. I wish you hadn't disintegrated this big slime, Taako.

Justin: [chuckles] Well, if you had let me fuckin' turn it to stone, I wouldn't have!

Griffin: Merle, you are up next.

Clint: All right, where are the three slimes?

Griffin: Two of them are kind of on Taako, and one of them's on you. Not on you, they're not like consuming you or anything like that.

Clint: How far away from each other?

Griffin: I mean, the three of you didn't... you didn't specify that you like moved around when you came into this room. So, I'm assuming the three of you are within like five feet of each other. So, they are within five feet of each other.

Clint: Okay, then at a point... 10 feet away from us...

Griffin: Sure?

Clint: And yet encompassing—

Griffin: Encompassing, I gotcha.

Clint: Encompassing them. I'm casting Flame Strike.

Griffin: Holy shit.

Justin: Nice.

Clint: It is a 10-foot radius, 40-foot-high cylinder-

Griffin: Hey bud, I got news for you, that's gonna hit those fuckin' bears too.

Clint: And each creature takes four D6 fire damage, and four D6 radiant damage.

Griffin: Okay?

Clint: They have to make a Dexterity saving throw.

Griffin: Ooh boy. You guys really playing to these slimes' weaknesses, huh?

Justin: [laughs]

[sound of dice thrown]

Clint: Hey, this ain't our first day on the beach.

Griffin: Slime one fails.

[sound of dice thrown]

Griffin: Slime two passes. What was it? What was the Dexterity saving throw? It's eight, plus your spell casting modifier.

Clint: Eight plus... why do I never remember my spellcasting modifier.

Griffin: I don't know, dude. Write it in a—buy a red marker and write it down—

Clint: I got it on this screen you gave me.

Griffin: Okay.

Travis: This magic screen!

Clint: Plus eight.

Griffin: Okay. So, 16.

Clint: So then, plus—Okay?

Griffin: So, the first one failed, the second one passed.

[sound of dice thrown]

Griffin: The third slime failed. Jesus. The meat bear...

[sound of dice thrown]

Griffin: Crits. The electricity bear...

[sound of dice thrown]

Griffin: Does not crit. Okay, so you're gonna hit two of the slimes and the electricity bear with this.

Clint: Right. So, I'm rolling four fire damage-

Griffin: Four D6, yeah.

[sound of dice thrown]

Clint: Oh, I thought you said 46. Are you counting for me?

Justin: Yeah.

Clint: Four.

[sound of dice thrown]

Clint: Four.

[sound of dice thrown]

Clint: Five.

[sound of dice thrown]

Clint: Three.

Justin: So, it's–

Clint: Four, four, five, three.

Travis: 16.

Justin: 16.

Clint: 16.

Justin: Fire damage.

Clint: And here's the radiant damage.

[sound of dice thrown]

Clint: Two.

[sound of dice thrown]

Clint: Four.

[sound of dice thrown]

Justin: Dropped it on the floor.

Clint: Six! I swear to god!

Justin: It's a six, he says. He swears to god. He's not Travis, so we can probably believe it.

Travis: Fair, fair. Cuts deep, but it's fair.

[sound of dice thrown]

Clint: And one.

Justin: And one. That's how you know it's legit.

Travis: 13.

Clint: Okay.

Griffin: Okay—

Justin: So, 16 fire, 13 radiant, right?

Griffin: You disintegrate the two other slimes.

Clint: Whoo!

Griffin: Also, this does half damage to everything that passes the—

Clint: Exactly.

Griffin: So, what was the total damage?

Travis: 29.

Griffin: The electric bear is gone. That projection disappeared basically as soon as it was hit. So, it's just gone. And 29... So, 16 damage for the dire bear and the other slime. Okay this other slime is not like—

Justin: Wait, wait, wait, half of 29 would not be 16.

Griffin: You're right, it would be 15 rounding up, right? Yes.

Justin: Yeah.

Griffin: Rounding up is 15. Then... Okay, then yeah, you just save this slime a little bit of trouble. This slime, the remaining slime that passed the save, is now like... it's like somebody opened a canister of Gak and upended it on the ground, and is ankle high. The dire bear's still looking pretty fuckin' good, though. Really fucking good.

Clint: Did I just kill three creatures?

Justin: That's great, Dad! Congratulations!

Clint: Yay!

Travis: Yay!

Griffin: Yay!

Justin: Yeah!

Clint: Christmas came early this year!

Justin: 2016, not all bad.

Clint: [chuckles]

Griffin: Please, Taako and Merle, keep track of the spells that you have used.

Clint: Oh—

Justin: Yeah, I got it.

Griffin: 'Cause I mean, you're burning the big guns, and that's cool. And you're trivializing this fight, and that's great and all. But you gotta mark it down.

Travis: I've had a long time to think about what Magnus is gonna do.

Griffin: Good, 'cause it is your turn.

Travis: And it's all gonna hinge on one question, Griffin.

Griffin: Okay?

Travis: We're in a room with a bunch of machinery, right?

Griffin: Mm-hm.

Travis: Are there any like pipes or gears or anything near me?

Griffin: There are, I mean there... there is some like—there's no loose metal—

Travis: No, no, no, attached to the ground, I get that.

Griffin: I mean, yeah. I mean, you could probably—There's probably some machinery lining this circular room, and then hanging from the ceiling is a bunch of some big ass industrial machinery.

Travis: Perfect.

Griffin: So, if you wanted to like—you could probably find yourself a pipe or something.

Travis: I have a complicated plan that I'm gonna do.

Griffin: Oh, Jesus.

Travis: It's been a while since I did a ridiculous maneuver.

Griffin: All right?

Travis: So, here's what I'm gonna do. First, step one, use waterskin on rope, soak rope. Step two—

Griffin: What are you—what is this Quest for Glory fuckin' puzzle? What is this Kings's Quest puzzle?

Travis: This is gonna be—

Justin: Put the rubber chicken on the pulley and then—

Travis: Uh-huh? Step two, tie rope to Chance Lance and grappling hook.

Griffin: Okay, I... Oh man, this is—you gotta... I need you to sympathize with me, Trav, this is so much stuff to take place in six seconds of combat.

Travis: But I've just been standing? No, I've been doing this while Merle and Taako and the dire bear and everybody have been doing everything. I've just been slowly like wetting the rope and tying the rope to—these are all, I would say, all simple actions, Griffin. And plus, at this point, I get like four attacks. So like, you could take like three of my attacks away to make this happen.

Griffin: That's fair. Yeah, if you burn—I'll make you a deal, if you burn your one daily bonus action... Actually, I think you have two and you used one in the woods. If you use your other one for this, I'll say then it's—then you can do all this.

Travis: All right, I'll do that, 'cause Taako used a level six spell and I wanna do something cool too.

Griffin: All right.

Travis: So, I'm gonna hook my grappling hook—since I've already used it in the woods, I can't fire it again. I'm just gonna hook it on a piece of metal and I'm gonna throw the Chance Lance at the electrified dire bear.

Griffin: Okay.

Travis: But first, first I'm gonna say:

Magnus: You've been a bad boy, and you're grounded.

Griffin: Ooh, I see. Okay, make an attack roll.

[sound of dice thrown]

Travis: That is 18, plus nine, 27.

Griffin: So, you basically attached this thing to some machinery, while it was wet. And... okay. And then—right?

Travis: Yup.

Griffin: You are tethering this thing with a wet rope to some machinery on the ground.

Travis: Correct.

Griffin: Okay—

Justin: Can you imagine? Sorry—

Griffin: Yeah, no, it's wet and wild.

Justin: [chuckles] Sorry, but do you imagine wet ropes are conductive?

Travis: More so than dry ropes.

Justin: [laughs] Well, I'll grant you that!

Travis: Thank you.

Griffin: Roll... Roll damage.

Travis: Oh yeah...

Justin: I hope he just kills it. [laughs] Nothing would make me happier!

Travis: Let's see, that's one D8.

[sound of dice thrown]

Travis: That's three, plus five, so that's eight damage.

Griffin: Okay, yeah, I like that it's actually not very much. Because what this does is you see like straight up Benjamin Franklin flying a fuckin' kite, you see this bear's charge of electricity shoot down the rope. And you actually narrowly like avoid it as it travels down the rope, and it hits this ring of machinery on the ground of this circular room.

And simultaneously, these interconnected machines just shoot a shower of sparks up into the sky, and it looks fuckin' badass. And this bear, its wings, they kind of burn off, and there's a horrible smell in the air. And it comes crashing down to the ground, but it lands on all fours, and it roars at you menacingly. But you have grounded the electrified multiplying dire bear.

Travis: Okay, now I'm gonna use my second attack.

Griffin: Okay?

Travis: To attack it, you know, with... with the Railsplitter.

Griffin: Okay?

[sound of dice thrown]

Travis: Oh, nope, nope, that's a crit one.

Griffin: Yeah, that does not—

Travis: Goodbye, this D20! [laughs]

Griffin: Okay, you, you—

Travis: That's two crit ones with you.

Griffin: You do some badass shit and send this dire bear crashing to the ground, and as you approach it to attack it with your axe, it looks at you with a sense of respect. But then you like whiff, so bad.

Travis: So hard.

Griffin: And the bear's like, "Hm?"

Travis: [laughs]

Griffin: Okay so, back to the top of the order, we still have a very small slime, and we have the grounded dire bear. Taako, before you do anything, you... I want you to make a Dexterity saving throw, and you're gonna have some disadvantage on it.

Justin: Okay?

Griffin: So, you're gonna roll twice and take the lower of two results.

[sound of dice thrown]

Justin: Okay.

[sound of dice thrown]

Griffin: What was that first one?

Justin: Four. Second one's a 10.

Griffin: Okay. I wasn't sure if you should have disadvantage on that, but regardless, both of those fail... Something... Something unlucky happens.

Justin: Hachi machi, oh no. Oh no, ah beans.

Travis: [laughs] Oh, dang.

Griffin: You feel something tap your shoulder. And you hear clink-clink-clink-clink. And you look down and there is a bolt, like a nuts-and-bolt bolt

laying on the ground. And not a second after you see that bolt on the ground, one of these giant pieces of—like a washing machine sized piece of industrial machinery falls from the ring on the ceiling, and lands on you.

Justin: You're gonna kill America's favorite wizard.

Clint: [chuckles]

Travis: As played by Adam Sandler.

Griffin: Oh my god.

[sound of dice thrown]

Griffin: Hey, how much—

Clint: Use your butt power!

Griffin: Hey, how much health does Taako have?

Justin: I'm not gonna tell you.

[sound of dice thrown]

Griffin: Oh, tell me! [chuckles]

Justin: No, I'm not gonna tell you.

Griffin: How's... what's... what's 39 points of damage do for you?

Justin: Nah, I'm good.

Griffin: Okay. You are also pinned under this heavy piece of machinery.

Justin: I'm not good, hold on! [laughs]

Clint: He's not happy!

Justin: I don't wanna give you the wrong impression, shit is whack.

Griffin: You're pinned. You're prone and you're pinned under this huge piece of heavy machinery. Let's say it's like... it like... hit you at the waist. And so, you are pinned under this thing and you're like—you're fuckin'—like, we don't really get into this, like we always talk about sort of in the abstract damage. But you're like hurt. A fuckin' washing machine just like fell 10 feet and landed on you. So, that's where you're at, and it is now your turn.

Justin: That was pretty unlucky... It's my turn to do something, huh?

Griffin: Mm-hm.

Justin: Hm... What does prone mean, exactly?

Griffin: You can't move and if you make like a melee attack on something that isn't prone, you have disadvantage. There's a few sort of effects.

Justin: Okay...

Griffin: Usually, getting up from prone takes your entire move action, but you have a washing machine on you, so you would need to deal with that before you can stand up obviously.

Justin: Okay...

Clint: So, is it an actual washing machine? I mean, are we at an Ollie's?

Griffin: No, that's just what it looks like. It's a piece of... it's a piece of like... like assembly line machinery that you can't really identify. It's just that's the size of it.

Justin: I'm gonna cast Blink.

Griffin: Okay?

Justin: It's verbal, ooh!

[sound of dice thrown]

Justin: All right, and I vanish into the ethereal plane.

Griffin: Okay. Oh man... Okay, so you vanish into the ethereal plane. Other boys, you hear a ca-chunk, as the machinery falls the rest of the way, now that it's not being held up by Taako's legs. What do you see? Fuck, I want you to see something cool in the ethereal plane.

Travis: He sees Rogue One, two days before it comes out.

Clint: [chuckles]

Griffin: Yeah, it's great. You see it and it's surprisingly—it's pretty good!

Justin: Loving it.

Griffin: Loving it.

Justin: Wasn't psyched about a side story, but mm-hm, really well made.

Griffin: In the ethereal plane... Oh okay, I think I know what you see. Hey, it's been a while since you've Blinked, hadn't it?

Justin: Yeah.

Griffin: It's been a few story arcs. The last time you blinked was I believe in the lobby of the Goldcliff trust, the bank. And you saw some creatures, small creatures with these bright, white eyes that were kind of looking at you, kind of watching you. And there were like a few in that ethereal version of the lobby. You see them again in the ethereal version of this room, but Taako, they are lining the walls. There are hundreds of them, all looking at you. And as soon as you appear and as soon as you see them, they just sort of scurry back through the walls and blink out of existence. But for a second, you—

Justin: What did they look like?

Griffin: They look like...

Travis: Compare them to a Muppet.

Griffin: Hm, that's a tough one. They look vaguely humanoid, they have sort of long featureless arms and legs. And then sort of almost kind of cute, I guess—

Travis: So, like Salacious Crumb?

Griffin: I don't—Yes, sure. But their defining feature are their like big old white eyes. And their bodies are white too, and made of sort an ethereal—I mean, everything in the ethereal plane is made up of this kind of like wispy, white material. And so yeah, these little like one-foot-tall humanoid, vaguely humanoid beings were kind of spying on you. And they disappear as soon as you Blink.

Justin: Great, great.

Griffin: But you are now freed from the machinery, and you can stand up. But I believe that's your move and your actions. So, I think you're done.

Justin: Sounds good.

Griffin: Okay. Next in the order is the dire bear. Who's, I mean... The first thing that the dire bear does is roar, and another wave of electricity comes off of him. And now there is another electrified dire bear. Well, just one, 'cause Merle destroyed the other one. And the two dire bears are both gonna come at Magnus again 'cause he keeps stepping.

Travis: I keep poking the bear.

Griffin: You keep poking the bear.

Travis: With my Chance Lance.

Clint: [chuckles]

Griffin: Actually, only the electric bear is gonna come in for that swipe attack. The electric bear...

[sound of dice thrown]

Griffin: Rolls an 18.

Travis: That is a miss!

Griffin: That's a miss, okay. You nimbly dodge out of the way of the electric bear's swipe. The bear-bear is going to charge up a beam of electricity, that he shoots at the ground in your direction, and it kind of makes a small explosion. And actually, I'm gonna need... Oh, Taako, you're in a different plane. But Merle and Magnus, make a Dexterity saving throw to get out of the way of this explosion.

Clint: Okay.

Justin: I'm laughing my ass off.

[sound of dice thrown]

Travis: 18, plus two, that's a 20.

Clint: 17, plus one, that's 18.

Griffin: Fuck me, danger squad!

Travis: Well, I switched to my good D8—or my good D20.

Griffin: Yeah, I guess.

Justin: [chuckles] Well, I... Don't go crazy. I got—[chuckles] Somebody dropped a washing machine on me, and I got squished into a ghost. So it's like, not—

Clint: [chuckles]

Justin: It's not foolproof.

Travis: [laughs] We're not firing on all cylinders.

Griffin: Everybody dodges out of the way of both bears' electric attacks. Next in the order is the little slime that regenerates... it regenerates, and now it's not so little anymore. In fact, it's about back up to knee height. And it is gonna take a swing at... I think it saw that its brethren didn't really make much headway hitting Merle, so it's gonna hit Magnus.

[sound of dice thrown]

Griffin: 22 versus AC.

Travis: That hits.

Griffin: And you definitely don't get your ring, this thing is adorable.

Travis: No, yeah, no, I get it. I just got bit by Ditto, I know what's up.

[sound of dice thrown]

Griffin: That is 15 points of poison damage.

Travis: Yup! Mm-hm.

Griffin: Okay.

Travis: Yup, that sounds about right.

Griffin: Merle, you're up next.

Clint: Update me, Magnus.

Travis: Oh, I'm fine, that takes me—you said 15, Ditto?

Griffin: Yeah, yeah, yeah.

Travis: I'm at 75, I'm fine.

Clint: Ah...

Griffin: You got this slime that keeps regenerating and you have a bear that is still looking pretty healthy, and an electric clone of that bear.

Clint: If... I cast healing I can't heal Taako, correct?

Griffin: No, he is not in the same plane as you.

Clint: I cast Wind Wall.

Griffin: Okay?

Travis: Ooh!

Clint: Wind Wall, "A wall of strong wind rises from the ground at a point you choose within range, you can make the wall up to 50 feet long, 15 feet high and one foot thick. You shape the wall in any way you choose, as long as it makes one continuous path across the ground. When the wall appears, each creature within its area must make a Strength saving throw. A creature takes three D8 bludgeoning damage on a failed save."

Griffin: Or half as much on a successful save.

Clint: Or half as much on a successful one.

Griffin: Interesting. Also, it keeps fog, smoke and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Wow, this is a cool little spell! Okay, so—

Clint: Thank you, Jeremy!

Griffin: Thanks, Jeremy! So, I'm gonna say that you could probably get these three remaining enemies in a line and get the wall under them, which I'm assuming you're doing.

Clint: Yes. It's exactly what I'm doing.

Griffin: Okay. The dire bear, meat-bear is gonna go first for a strength saving throw, which this thing is actually pretty good at.

[sound of dice thrown]

Griffin: Yeah, that's a 21. The electric bear...

[sound of dice thrown]

Griffin: Did not save. And the slime...

[sound of dice thrown]

Griffin: Also did not save. Okay, so the small slime and the electric bear didn't save, the meat bear did.

Clint: All right, so three D8.

[sound of dice thrown]

Clint: Eight.

Justin: Nice.

[sound of dice thrown]

Clint: Two.

Travis: 10.

Justin: Thanks, Trav.

[sound of dice thrown]

Clint: Six.

Travis: 16.

Griffin: Okay. The Wind Wall as soon as it like touches the electric bear, it just disappears. The slime gets blown upward into one of those pieces of machinery in the ceiling and just splats, and is gone. The slime has been vanquished. The dire bear gets blown backwards a little bit, and takes eight damage, and is only just now starting to show some signs of wear and tear.

Clint: Oh, crap.

Griffin: Yup. Next in the order is—

Justin: I never thought I would say this out loud, but thank God for Merle.

Clint: Yes! [chuckles]

Travis: Yeah!

Clint: [sings] Thank God for Merle!

Travis: Only one person's doing any damage. Well, aside from Taako disintegrating the slime, which, still, nice.

Clint: That helped me. That helped me in my campaign.

Griffin: Magnus?

Clint: Thank Pan, I'm sorry, thank Pan.

Griffin: Magnus, you are up.

Travis: Okay. I'm gonna reach into my pocket and pull out a handful of jerky. And I'm gonna kind of wave it in front of the bear. Try some like horse whisperer shit.

Griffin: Oh, my sweet boy, my sweet boy...

Travis: Try to mesmerize it with jerky. Is it having any effect?

Griffin: No!

Travis: Okay.

Griffin: This thing only eats one thing and its batteries.

Travis: Then I'm gonna take a bite of the jerky and flip him off real hard.

Griffin: And that's your turn?

Travis: And say—No, no, no! Those are all free actions.

Griffin: That's flavor.

Travis: Flipping him off is a free action, I think.

Griffin: Oh, okay, that's how D&D works, you just tell me—

Clint: Wait, let me just tell my guide.

Griffin: You just tell me what free actions are.

Clint: It is.

Travis: Yeah.

Clint: Flipping off is free action.

Travis: I'm going to switch to—I put my shield away, to switch to two handed Railsplitter and attack.

Griffin: Oh, okay. This old chestnut.

Travis: Mm-hmm.

[sound of dice thrown]

Travis: That's 17, plus nine, 26.

Griffin: Yeah, that's a hit.

Travis: And it's a... D10. Can I—Oh yeah, so then eight points of damage again.

Griffin: Okay.

Travis: I'm also going to, you know what? I'm also going to go ahead and use Goaded Attack.

Griffin: Okay.

Travis: When attack lands—

Griffin: Yeah, it has to attack you, or else—Well, it has to roll a save right?

Travis: Yeah.

[sound of dice thrown]

Travis: So, you gotta beat a 16.

[sound of dice thrown]

Griffin: I did not, I rolled an 11.

Travis: Yeah, okay. So, it either needs to attack me or have disadvantage.

[sound of dog barking]

Griffin: Is that the sound of—Is that the dire bear like making—

Travis: Yeah, that's the dire bear getting so pissed. Yeah, so the dire bear either needs to attack me or have disadvantage.

Griffin: Okay.

Travis: And then I'm gonna attack again with a two-handed axe, for my second attack.

[sound of dice thrown]

Travis: Well, that's probably not gonna hit. seven, plus nine, 16 versus AC?

Griffin: Yeah, that's a hit.

Travis: Oh, really?

Griffin: Yeah, do you want to help your dog?

Travis: Teresa's got her.

Clint: Sounds like she's doing pretty good.

Travis: Yeah. We've had—

Griffin: That's a healthy sounding pup.

Travis: We've had a lot of packages delivered to the house because it's the holiday season, and Buttercup fuckin' hates it!

Griffin: Yeah, sure.

Clint: [chuckles]

Griffin: Okay, roll damage.

Travis: That's D10...

[sound of dice thrown]

Travis: Six, plus nine, 15.

Griffin: Okay.

Travis: Oh no, sorry, plus five... 11. So, 19 points of damage total.

Griffin: Cool. All right, this thing's starting to look pretty bad.

Travis: And then I'm gonna use Cunning Action—

Griffin: To get away?

Travis: Yeah.

Griffin: Okay.

Travis: To disengage, but just like back 10 feet.

Griffin: Sure. Okay next, in the order is Taako. Taako, you are in the ethereal plane. You can move around and pop out and take an action at will.

Justin: Yeah, I actually... I automatically pop out at the beginning of my turn, I realize.

Griffin: Oh, okay?

Justin: Yeah...

Griffin: Where did you move to while you were in the... Well, you just stood up that's right, okay.

Justin: Yeah, I basically just stood up.

Griffin: So, you're basically back in the real... the material plane and you're standing in front of that piece of machinery.

Justin: I'm near my body, but—or I'm near where the thing fell.

Griffin: Yeah, I gotcha.

Justin: But I'm farther—as far as I could get away from the bear. How's the bear looking?

Griffin: It's bloodied. It's... yeah. Actually, while you don't see blood coming out of it, you see sparks.

Clint: Ah!

Justin: Cool.

Travis: Wait—

Clint: Oh, this is that big ass bear from the Dark Tower series!

Travis: Mm-hmm.

Griffin: Oh shit.

Travis: Also, Mor'du from Brave. There's a lot of big bears in pop culture.

Clint: Yeah, the big polar bear from The Golden Compass.

Travis: The dad from the Berenstain Bears.

Griffin: How do you remember any—Yeah, the dad from Berenstain Bears, famous mechanical bear.

Travis: [chuckles]

Griffin: [spoofing Papa Berenstain] "I don't even know how I had you kids. I'm all cyber parts."

Clint: Paddington at the very end, when the magic spell hits him and he turns into a 50-foot-high bear, goes crazy.

Griffin: Mm-hm, yeah. Hey Taako—

Travis: Corduroy.

Griffin: What's the magical plan, Taako?

Justin: [sighs]

Clint: We talk about cinematic bears?

Travis: We can talk about bears some more, do you guys remember Corduroy?

Griffin: Oh, I just really don't want this episode to be this whole fight. I would like to do other stuff as well.

Justin: So, what—So, he's... Is he still tethered by the thing?

Griffin: Yeah, you know what? He is, but the machinery is kind of... it's deactivated. But he is still—Yeah, he's still—I mean, Magnus, you didn't retrieve the Chance Lance, right?

Travis: Correct.

Griffin: Which you can do magically and at will. So yeah, it's still in him and the rope has still got him. It's like through one of his legs and there's a lot of sparks coming out of that leg.

Clint: Aw...

Travis: Dad, no pity for the bear.

Clint: Sorry.

Justin: Yeah, I don't feel bad for the bear. I just don't... I was trying to think of something fun to do, but I feel like maybe I should just attack it.
[chuckles]

Travis: Mm-hmm.

Clint: Well, that can be fun?

Justin: That could be fun, it's fun in its own way.

Clint: Yeah.

Justin: Okay, I... you know what? I'm just gonna cast... I'm just gonna cast Ice Storm.

Griffin: Oh, fuck?

Justin: Been using a lot of elements. Fuck this guy, I'm done. He has got to make a Dexterity saving throw.

Griffin: Okay.

[sound of dice thrown]

Griffin: Seven.

Justin: So, not great. Just a 40-foot-high cylinder of rock-hard ice is just pounding into the ground—

Griffin: Okay.

Travis: Just super aroused ice.

Clint: [chuckles]

Justin: Yeah, he's near the edge of the cylinder, so we're not taking any damage. I know what I'm doing there.

Griffin: Yeah, the room's bigger than a 20-foot radius, so you can position this further away.

Justin: Yeah. So, we're gonna get two D8 bludgeoning damage—

Travis: Does this include the slimes? Are there still slimes?

[sound of dice thrown]

Justin: That's five... No, slimes are gone.

Griffin: No, slimes are dead.

Travis: Okay.

Justin: 11 bludgeoning damage and...

[sound of dice thrown]

Justin: One.

[sound of dice thrown]

Justin: Four.

[sound of dice thrown]

Justin: Seven.

[sound of dice thrown]

Justin: Eight. Eight cold damage.

Griffin: So, how much total?

Clint: 19?

Justin: 19.

Griffin: Okay. You create this column of frost that is so thick that you kind of can't see through it. And the bear starts to charge you to try to escape from this column of frost, but he doesn't clear the frost. And as the column dissipates, you see this bear is frozen solid and defeated.

Travis: Are we out of combat?

Griffin: Yeah.

Travis: I whack him with my ice! Or with my axe! Hit him with my axe, I wanna shatter him!

Griffin: It sounded like Merle also wanted to do that.

Travis: Oh, okay.

Griffin: I think it's a race to the finish.

Justin: I kick it over.

Travis: [laughs]

Clint: No, I was gonna use my spell, Speak with Animals, to say, "Screw you, bear!"

Griffin: Okay.

Travis: Then I hit him! Then I hit him with the axe!

Justin: Good spell slot usage.

Griffin: So, everybody kind of teabags this bear and—

Travis: [chuckles]

Clint: [chuckles]

Justin: Oh, and then Taako falls over and starts vomiting blood.

Travis: [chuckles]

Clint: Ew?

Justin: Yeah. It's really bad. He's hurt very badly. [chuckles] He's injured really badly.

Travis: Meanwhile, Merle is just screaming at a bear while Magnus just kicks it on the ground.

Clint: Can I cast Mass Cure Wounds?

Griffin: Sure.

Travis: Yes.

Clint: I cast Mass Cure Wounds.

Griffin: Okay.

Clint: Three D8, plus my spell modifier.

[sound of dice thrown]

Clint: So, it's great, one...

[sound of dice thrown]

Clint: Eight.

[sound of dice thrown]

Clint: Two, that's 11—

Justin: Jesus, you just went and got me a Coca-Cola.

Clint: [chuckles] Plus eight, so 19.

Justin: Merle sheepishly hands me three ibuprofen, and takes one back to save for later.

Griffin: Actually, you cast that spell, the Mass Cure Wounds, and the three of you feel like... you feel some of your wounds closing up. But Merle, something feels off while you're casting this spell. Like, you are channeling Pan's divinity every time you cast one of these divine spells. And it's not... it's not as strong as it usually was. And so, you actually only heal everybody for 11 points of damage.

Justin: [sighs]

Griffin: And then as soon as your wounds kind of get stitched up a little bit and healed, you hear those two voices again. And you see the two people that you saw, the two elves that you saw when you first came into Wonderland. And the male Elf says:

Male Elf: Now...

Griffin: God, I gotta remember Jessie, James. Right, Jessie and James from Pokémon.

Male Elf: Now, hold on just a second, what do you think you're doing?

Griffin: And the female Elf says...

Female Elf: That's cheating! You know the rules, once you sacrifice something here, you don't get it back!

Griffin: And the three of you are each hit for 11 points of necrotic damage. And the wounds that you just had stitched up, they open back up, and you are just as bad off as you were before the heal.

Travis: Wait, hold on, wait—

Griffin: Because in Wonderland, there is no healing.

Clint: What?!

Travis: Well, Snapple.

["Wonderland Round One" by Griffin McElroy plays]

[ad read]

Griffin: This first Jumbotron is about Empire of Imagination. Gary Gygax and the birth of Dungeons and Dragons. It's a new book from Michael Witwer, that is now available in paperback. You can find it in all major bookstores and online. It's got a new forward from Doom creator John Romero. And it's also available in audio book, by Audible, narrated by Being Human star Sam Witwer. It's an Amazon best book of the month winner for October 2015, a geekdad.com best book of 2015 winner.

And here's a review from Booklist which says, "For fans of role-playing games and D&D specifically, this book is required reading." So, it seems like this kind of splits the uprights of our audience. So, if you wanna know more about how D&D got created, check out Michael Witwer's new book, Empire of Imagination, Gary Gygax and the birth of Dungeons and Dragons.

Got another Jumbotron message here. This one is for Laura and it's from Jesus and fam, who says, "Hi, Laura. We are so proud of you. You just finished a wonderful thesis film and graduated. We are about to celebrate our 5th anniversary. And oh yeah, happy birthday! With all these events of these three months, hopefully we'll hit one of them. We love you and wish you the best of luck with your internship, and we know you will have a bright future."

Now, I appreciate the scattershot sort of spread fire approach, hoping to get one of these dates in the three-month window. Now, this message was supposed to go up on June 2nd. So, did wiff—we wiffed it by a bit. We wiffed it by a bit. But Laura, it sounds like you're having a banner year. Congratulations on all your accomplishments and happy birthday, and anniversary. My god.

One last message here, this one's for Rebeca and Wayne, and it's from Kenny and Liz. Who says, "Bics and Olive, congratulations on your engagement, from simpleton half-orc Dennis, and your fumbling DM. Who'd have thought a bookish, possibly gay elf lady and a bumbling, sun-burnt dwarf could make such a great pair? May your lives together be filled with

20s, and may you be strong enough to deal with The Ones when they come. Also, my hands are rats." Congrats! That's either a fun in-joke between two players in the same D&D group, which you know, we get a lot of Jumbotron. Or this is some horrible affliction. And if that's the case, please donate to rat hands today.

[ad read]

["Wonderland Round One" by Griffin McElroy plays]

Justin: If I die, I don't have to still be on the podcast, right?

Clint: [laughs]

Justin: Like, I can go play Final Fantasy or something and just get a chill going. Like, Dad can be in here—

Clint: But you have to keep listening, you have to keep listening.

Justin: Ugh, I don't feel like I do. I'll do the... I'll download it.

Travis: I think if you die, you have to move over to the loser's couch to be interviewed by Penn Jillette.

Justin: [chuckles]

Clint: So, you were kidding about the not healing.

Griffin: No, so after—

Travis: What's Merle gonna do if he's not able to heal everyone all the time?

Griffin: [chuckles]

Clint: [laughs]

Justin: It's the whole character.

Griffin: After these two sort of fantastic looking, sort of pseudo-spectral elves reveal to you one of the core rules of Wonderland, they kind of grin. And the male elf says:

Male Elf: Great job! Now, smile and show your opponents how well you did!

Griffin: And then the two of them disappear, and one of the segments of the exterior circular wall of this room turns into almost like a huge LCD screen. And on that screen, standing in a room that kind of looks like your own, except it's basically empty, and kind of all lit up, you see two just nasty looking halflings. And they're dressed up in adventuring gear. And they look up at your screen almost like they can see you just as just as well as you can see them. And the two voices say:

Elves: These two travelers are making great progress through Wonderland, they chose 'forsake' when you chose 'trust.' So, you have them to thank for that extra difficult challenge you just faced.

Magnus: Ah!

Travis: I take an action surge to flip them off real hard, is that what you want Griffin?

Griffin: As you do, you realize both of them are flipping you four birds combined.

Travis: I like look at Taako and Merle while I'm still holding up both middle fingers like:

Magnus: Come on, guys. Come on, guys, help me out.

Merle: You're gonna make that mist come out of your mouth.

Travis: Ooh...

Griffin: Yeah, actually, as you—thank you, Merle. As you flip them the bird, a little bit of that black mist comes out of your mouth, Magnus.

Clint: Sorry, sorry.

Travis: Instead, okay, I remember they—As soon as the—and turn it into like a wave and a thumbs up.

Griffin: They just flip you even harder. They like, “Argh!” They like flex, “Argh!” They like flex to get those fingers going.

Justin: [chuckles]

Travis: I give them like a—you know, I point to my eye, I make a heart over my heart, and I point at them.

Clint: This is like Johnny Cash on stage double flip, wow.

Griffin: Yeah, so—

Justin: I puke some blood.

Griffin: These two are just—[chuckles] You see these just two nasty looking shitheads, and the screen flips off. Well, after—as they’re flipping-as everybody’s flipping each other off.

Clint: As they flip off.

Griffin: The screen flips off. And from somewhere in the room, you hear another voice. And it’s not the voice of these two elves, it is another voice. And I’m gonna come up with it right now, just sort of using my patented technique.

Justin: [chuckles]

Griffin: By which I mean I’m gonna take a drink of water. You hear this voice from somewhere in the room say—Guys, who should I do? Give me an idea for a voice, please! It can be anything.

Clint: Do something husky! You haven’t done something husky in a while.

Travis: Andy Rooney! Andy Rooney!

Clint: [in silly voice] Have you ever wondered why you roll dice?

Griffin: Okay, that can be good.

Cam: Wow, you guys got boned that round, huh? Why didn't you pick 'forsake?' Y'all need to study some game theory!

Justin: So, it's Guy Fieri?

Clint: [laughs]

Travis: Is it Twitter?

Justin: [laughs]

Griffin: You hear this voice coming from the room, and it's not like the elves' voice, which is just coming from like an omnipresent everywhere. Like, it is coming from it sounds like to your right and below you. And it almost actually sounds like it's coming from one of the pieces of machinery on the exterior wall.

Magnus: Hello?

Clint: So, is it coming from one of the pieces of machinery on the exterior wall?

Griffin: I mean, it's coming from that direction.

Clint: Okay.

Magnus: Who... who goes there? Hello? Hail, and well met!

Cam: Come hither, and I will reveal to you my dark secret!

Magnus: Eh... I don't know... Okay!

Travis: I move over to see his dark secret.

Cam: Get a little hotter, getting hotter!

Griffin: He says, as you approach the machine. You realize the voice is coming from below this machine.

Travis: Okay, I look under the machine.

Griffin: You see a severed human head.

Taako: Ah!

Griffin: And the head is just laying there, 'cause it's a head. And then its eyes open and it goes...

Cam: Blah!

Travis: Magnus does not react.

Griffin: He says...

Cam: I'm just kidding.

Magnus: No, that's fine. I've seen worse. I just fought a flying bear. Why would someone's head bother me?

Cam: Would you actually mind fishing me out of here for a bit? I've been—

Magnus: Oh yeah, of course!

Cam: I've been chilling under here for a while, but I think we're good for now.

Magnus: Okay, cool.

Travis: Yeah, I grab the head in the most comfortable way possible. I figure grabbing it by the hair is probably gonna hurt.

Griffin: Yeah, okay.

Clint: Well, and this is so consistent because once again, Magnus moves ahead.

Justin: [chuckles]

Griffin: That's kind of how the saying goes.

Travis: I guess that's the catchphrase I've been using for two years.

Clint: [chuckles]

Griffin: Okay, so Magnus is now holding this head. And a severed head makes it sound like this grisly, bloody thing. It's just sort of like a human dude's head, and it's not leaking, and he seems surprisingly vital for just a head.

Travis: How much neck we talking, Griffin?

Griffin: Very little neck. But he's wearing a little red skull cap. And he introduces himself as you're holding him, and he says:

Cam: Hey guys, my name's Cam! Sorry I can't greet you with a formal handshake, but—

Travis: [laughs] That's good!

Cam: But it seems that I've misplaced my everything.

Travis: I love it!

Cam: What are you guys doing here?

Magnus: Oh, fighting bears.

Travis: Oh, by the way, I recall my Chance Lance. I'm not forgetting that shit.

Griffin: You pull it out. He says...

Cam: That's kind of rude to do that in the middle of a conversation, don't you think?

Justin: [chuckles]

Magnus: Maybe, but would you rather I forget it? You seem like a stickler for rules, Cam.

Cam: How's your trip through Wonderland going?

Magnus: Oh, you know. It's fine. I lost a pinky.

Cam: Oh, that's it?

Magnus: Again, comparatively, I realize—

Cam: You, oh, sorry, sorry, you lost a *pinky*?

Magnus: Listen, I get it, like I'm not gonna sit here and say it's the worst thing. I'm talking to a head, like I get that there's worse. That there's worse.

Merle: And you're standing next to a guy who got his arm chopped off.

Taako: Yeah, he's able to check his privilege.

Merle: Yeah.

Magnus: Yeah, I know what's up, this sucks, but like all things considered, you know, I get it. I know where I'm at.

Griffin: Cam, the disembodied head, starts sniffing. Like a lot, like [sniff-sniff], like a bloodhound. And he says...

Cam: I'd... I'd love to tell you guys a little about me and sort of what I'm bringing to the table. But first, you wouldn't happen to have a certain tasty, spicy treat with you, would you?

Travis: I... well, hm... I felt like maybe that was a setup for taco that I was missing?

Clint: Or jerky?

Travis: I know it's jerky.

Cam: [sniffs] Mm, it smells like—

Clint: Do you know what's gonna—

Cam: It smells preserved and delicious! Mm! What is that?

Travis: [chuckles]

Justin: Yeah, Taako's standing silent, because honestly, fuck this head. He has zero patience for it.

Magnus: I've got some jerky here, my friend!

Cam: Jerky is perfect! I can't swallow but I can just chew on it for a long time and get that spicy taste!

Magnus: Yeah.

Taako: Seems like a waste.

Clint: [chuckles]

Taako: Let's not be so brazen. Hey, let me flash forwards to 30 seconds from now, when we see chewed up jerky glops just sloughing off of this dude's throat, no thank you! No!

Cam: Let me just get a little—let me just get a little of that tasty, spicy meat.

Travis: I give him some, I give him some jerky. I give him a little jerky.

Cam: [munching sounds]

Clint: [chuckles]

Cam: That is good stuff.

Griffin: He actually just spits—he just spits it out.

Clint: That's good.

Travis: Oh, that's way better.

Justin: [laughs] Like a fucking cookie monster eating cookies!

Clint: [laughs]

Justin: [munching sounds]

Griffin: He says:

Cam: I like you guys, you guys seem like nice guys. What brought you to Wonderland?

Merle: Looking for a bell.

Taako: A bell, that's right, yeah.

Cam: Must be a pretty fuckin' good bell.

Merle: Oh, yeah—

Magnus: I mean, honestly, we know very little about the bell! [chuckles]

Merle: It's... it's called the Enema Bell. So, we're not really sure what it does.

Magnus: That's not what you sound like, old man!

Griffin: That was a good joke, though.

Clint: Thanks.

Travis: It was, Dad, it was solid.

Cam: I've been—I been here in Wonderland for—

Justin: I have to move dad's Christopher Lloyd action figure that he keeps—

Merle: To remind me!

Justin: ... Back over. Okay, there we go.

Cam: I assume... I assume things aren't going so great. I was watching you fight and it seems like... Well, I mean, you seem like you're pretty vital. But—

Magnus: Yeah, I mean, hold on! You're in the same room we are, I would say we are collectively doing a little bit better than you, Cam!

Cam: Oh, I mean I been here for a long time, but I got screwed over. But that's not important. Is this just your first room then? After the—you did the wheel once and then you're here? So, there's still—

Magnus: We did the wheel, we did 'forsake.'

Cam: Yeah, oh see, that was a—[chuckles] that was such a mistake.

Magnus: No, yeah we did 'trust.'

Merle: We did 'trust.'

Magnus: Yeah, I know what's up.

Cam: Yeah, that was a bad move. You guys... you guys know you gotta pick forsake every time no matter what, right? Like that's... That's 101. Anyway, it's not important. You guys seem like nice dudes and... I think I could help you out, getting... making progress through Wonderland and facing less gnarly fights like the one you guys just had to get through. Does that sound good? Maybe you can scratch my back and I'll—Well, scratch the back of my hair and I'll scratch your... whatever? With my teeth? Anyway, this is not—

Magnus: Ah...

Taako: Yeah, I'd rather not.

Magnus: Okay, all right, listen. I'm of the mind of you take help where you can get it, rustic hospitality and all that. So yeah, help us get a-head!

Cam: Okay that's—if we're gonna do this, then we can't do that. You gotta—

Merle: Mine was better!

Cam: Yeah. Let's just not do more of those.

Magnus: Okay, can I do one? Can I do one more? Can I do one more, can I do one more?

Cam: You can do exactly one more, and then... but give me some jerky for my discomfort.

Travis: Okay, I give him a piece of jerky.

Cam: [munching sounds]

Magnus: I think you're going to be an excellent teacher and I can't wait to get to the head of the class.

Clint: Hm...

Merle: I think maybe you ought to let me carry him.

Magnus: Nope! [laughs]

Cam: Yeah, that would actually be good.

Travis: I tuck him in my bag.

Cam: Oh! [muffled mumbling]

Griffin: You have a new companion with you named Cam and you spend a little bit of time getting to know Cam. And Cam has explained that he's been in Wonderland for a while now, and alludes to the fact that he got screwed over by somebody that he brought, that he travelled into Wonderland with. But he seems like a pretty knowledgeable source of information about this place. So, do you have any questions for Cam to sort of aid in your journey through this hazardous place?

Clint: I do, I do.

Griffin: Is it going to be a joke about his head?

Clint: No.

Griffin: Okay.

Clint: Damn it...

Travis: Now you gotta think of a real question.

Taako: How many—

Merle: Cam, how come we can't heal?

Cam: Oh, well that would defeat the point of this place, right? Like, you guys understand that this point in the place is just here to make you suffer, right?

Magnus: Yeah.

Merle: We really didn't do our prep on this one. We kind of just got thrown in.

Taako: Yeah.

Magnus: I have two questions for you, Cam.

Cam: Shoot.

Magnus: One, you mentioned the first room? Is this just a cycle, or is this one room and then we do something different and then the next room something different?

Cam: It's kind of like a cycle. It's one of those... what are they called... endless cycles.

Magnus: Well, that sucks!

Cam: Yeah guys, like I... There's no getting out of Wonderland, you're gonna—I don't know—You came here for a bell and that's great and all, but you're... you're gonna die here. And they're gonna make you suffer just as much as possible before you do. It's the only reason why this place exists.

Magnus: Uh-huh, uh-huh?

Taako: Now, okay, okay, all right, all right, listen. Why do people come here if that's the truth?

Magnus: Good question.

Cam: They come here because their—whatever treasure their heart desires is supposedly waiting for them here, but that's... that hasn't been my experience.

Magnus: Okay, so I have my second question. When we suffer or get angry, this like black fog comes out our mouths?

Cam: Yeah.

Magnus: What is that?

Cam: That's... that's suffering, boss.

Magnus: Got it.

Cam: Do you—how much do you guys know about liches?

Magnus: They get stitches, I think?

Taako: Liches get stitches? [chuckles] Let me roll real quick and I'll tell you how much I know.

Griffin: Yeah, roll an arcana check.

Taako: Yeah, I know a 15 out of 20.

Griffin: What'd you get?

[sound of dice thrown]

Justin: Well actually, with my modifier it would be a... Ah! 21.

Travis: I got a 16.

Griffin: Okay. Liches are a pretty like deep magic knowledge thing. Sort of a forbidden thing, think like horcruxes in the Harry Potter `verse. But Taako, with that roll, you definitely, definitely know about liches. A lich is basically when a magic user, like a wizard or a sorcerer or a warlock, merges their like... their soul. Like their very... their life essence with their magical power. Then at the moment of their death, they sort of get a second life in a spectral form composed of just raw, arcane energies.

And because of that, because it's sort of like real dark necromancy stuff, it is super, super taboo. And not only that, most wizards who sort of go for this

procedure and turn themselves into liches when they die, most of those procedures end in catastrophic failure. Because when they sort of combine themselves with just raw magic power, they sort of lose their minds. And they lose their living identity completely and just sort of turn into this mindless being of wanton magical destruction. So that you know is what a lich is.

Travis: Mm-hmm.

Griffin: And so, you relay all that. "I know all this stuff," I guess you say to the severed head.

Taako: Here's some things I know. [mouths silly sounds]

Travis: [mouths silly sounds]

Griffin: He says:

Cam: I don't know if you've guys have figured this out, but this place is run by two pretty powerful liches that aren't just sort of mindless beings. See, if a lich can... can anchor themselves with a powerful enough sort of emotional attachment, then they can sort of maintain their identity and they can maintain their sanity. And I wonder, have you guys ever witnessed like a magic that's kind of more powerful than you could explain? That was kind of born out of a moment of like intense passion or emotion?

Merle: Yeah!

Taako: Yeah, for sure!

Magnus: Wait, we have?

Merle: Oh, yeah when I proposed to my wife, that's exactly what happened!

Griffin: You may not be wrong.

Magnus: There was some shit like that in... what was it, Rapture? What the town we were in?

Griffin: Rapture? Yeah, so in Rapture you remember that Roswell was this like-

Travis: Was that the name of it?

Griffin: No, shit, it wasn't, fuck. It was Refuge-

Clint: Rupture, it was Rupture.

Griffin: It was called Refuge.

Travis: Refuge!

Griffin: Roswell was like an elemental that lived way beyond the person who made it, and like had sentience and identity. And was created by Jack, the former mayor of the town, as he was falling to his death. He created this thing. You also remember like, if you remember back in Petals to the Metal, you remember that when Hurley jumped in and sort of reversed Sloane's transformation, you never really could explain how that happened. So, Cam explains, he says...

Cam: This is gonna sound pretty cornball, but bear with me. There's a school of thought that powerful emotions are a form of energy, just as real as heat or light or magic. So, a particularly strong fear, or joy, or fury, or love, they're not just these cognitive effects, they have real actual power in the world around you. So, using one of those emotional attachments, a lich can anchor themselves to their former identities.

Something like a powerful love, or determination, or pure joy, they can maintain their reason without losing themselves to the magical power that they've bonded themselves to. But somehow, the two liches that run this place are empowering themselves not with their own emotion, but with the emotions of people who came into Wonderland. Specifically, suffering. So, that's why you're here, and that's what they're gonna get out of you, whether you like it or not.

Magnus: Got it. Okay... everybody, step in the pocket workshop real quick.

Cam: What are you talking about?

Clint: [mouths tune]

Magnus: I have a thing, yeah. So, here's what I'm thinking fellows. If Cam's right, and I have no reason to doubt him—

Cam: [strained] I'm right, I'm right!

Griffin: He's in your bag, I guess.

Magnus: I know, I'm including you in this, Cam, I know you're there. Then this is a rigged game, right?

Taako: Yeah.

Magnus: So, the only way to rig—to win a rigged game is to change the game, right?

Taako: Right.

Merle: That's the Captain Kirk philosophy.

Magnus: Right. So, I think... I don't have anything specifically in mind right this second, but we need to keep our eyes open for an opportunity to change this shit around. Because I ain't getting trapped in another endless cycle. We did that in the last one, I'm not doing that again.

Taako: Yeah, I'm with you on that.

Magnus: Cool.

Merle: I have a question.

Cam: Yeah, shoot.

Merle: Is that a new bandsaw? Did you get a new bandsaw?

Magnus: I did, thank you!

Merle: That is nice. Black & Decker?

Magnus: Well, the other one just kept throwing the blade and I got sick of it. It was something—it was a balance issue or something—

Merle: That's nice.

Magnus: So, here's the thing—

Merle: Be careful so you don't lose another finger!

Magnus: Yeah, agreed. Taako?

Taako: Hm?

Magnus: I would like you to pick the word that's gonna be the word to let us all—like, let the four of us know that it's about to happen. That it's time to make our move.

Taako: I'll come—yeah, for sure.

Magnus: Okay. You don't have to tell us now, you can keep it, and say a weird word and we'll know!

Taako: Okay.

Magnus: I guess-

Merle: That is not a good—

Magnus: Is that not how it works?

Merle: No, he'll come up with all kinds of weird words.

Taako: How about 'sway-dom?'

Magnus: Perfect.

Griffin: No, that's only going to be good if you listened to the last MBMBaM.

Clint: [laughs]

Travis: That's called a tie-in, Griffin!

Merle: How about 'banana stand Afghanistan?'

Magnus: I didn't ask you, Merle!

Merle: Right, you didn't!

Justin: Why—Okay, I talk kind of for a living, and I'm being tasked now coming up with like *a word*.

Griffin: A single word.

Justin: Okay, I got it, 'the.'

Griffin: [laughs]

Clint: [laughs]

Travis: Well, hold on.

Justin: Okay, that's not great either. How about 'sautée?'

Magnus: Perfect.

Merle: Ah.

Taako: That's good.

Magnus: Perfect, perfect.

Merle: And it fits the character.

Taako: Sauté, yeah!

Magnus: Perfect, all right. Let's get back out there and let's fuck some shit up!

Cam: Do you think I can come with you guys?

Magnus: Fine, yeah.

Cam: If I join your group, everything's gonna get just a little bit harder for you guys. You're gonna have to sacrifice a bit more if I go with you. You're gonna have to take on my sacrifices, because well, look at me. I don't really have anything else to give. So, if I come with you, it will be a little harder. But I promise I can carry my weight, I can help you out with information and tips and tricks. So—

Magnus: I have an idea.

Cam: Yeah?

Magnus: Right now, here in the pocket workshop, right? We're in a pocket dimension, right?

Cam: Yeah? I don't know how—I don't... You're asking me, I don't know.

Travis: Okay, I set his head down on the potter's wheel and I'm like:

Magnus: You hang out in here, and we'll check in with you when we need you.

Cam: That sounds great to me.

Magnus: Perfect.

Griffin: The potter's wheel turns on and he's like:

Cam: Don't—no, don't do this, don't do this!

Travis: Wee! Meka Leka Hi Meka Hiney Ho!

Clint: [laughs]

Griffin: Okay, you guys moving on?

Travis: Yes.

Justin: Yes.

Griffin: You make your way out of the pocket workshop, and when you exit, the sort of wall of the room that became a screen now just has a big door in front of it, built into it. And this doorway is open, and beyond it you see just more pitch-black darkness. And as you move through that door into the next chamber, it's a familiar sight. Because you see sort of the same boot-up sequence as spotlights on the ceiling and floodlights on the floor cross to point at a roulette wheel in the middle of the room.

And the walls, and the floor, and the ceiling illuminate in these bright neon panels that change with this pulsating music. And just beyond the wheel is another big stone door that is shut until you make your sacrifices on the wheel. But this one has four dim red lights above it. And the female Elf's voice booms through the room and she says:

Female Elf: That's right! You're spinning the wheel again, only she's a bit hungrier this time. The sacrifices demanded will be a little bit brutal. Also, you've added another member to your party, I'm not really sure how you did that, but—

Magnus: Well hold on, no—

Female Elf: You will need to complete four sacrifices if you want to pass on to the next chamber.

Magnus: What—what—hold on, I believe if you'll count, you will find here but three.

Taako: Yeah, do a quick head count!

Clint: [laughs]

Griffin: You hear from another dimension...

Cam: Fucking cut it out!

Taako: Shh, shh, shh.

Magnus: Shh, shh, shh, quiet. What if we say no?

Male Elf: I don't understand?

Magnus: Well, what if we just don't?

Male Elf: Then you would—then you lose?

Magnus: Well, I mean, yes. But I would also like to know the parameters. I'm just wondering, like I get what the win scenario is, what's the lose scenario here?

Male Elf: You don't get your... You just don't get your prize.

Magnus: And you let us go, we leave? That's it?

Male Elf: [laughs] Oh, no, no, no, no, no, no.

Magnus: Cool.

Male Elf: No, once you start through Wonderland, you have to finish!

Taako: We can finish though, right?

Male Elf: Yeah, of course.

Merle: Yeah, you wouldn't just send us into something we couldn't finish?

Griffin: You hear—you hear actually—

Taako: Listen guys, I trust this elf, I don't know.

Griffin: You hear some rustling, like of paper, and he says:

Male Elf: Let's see, let's see, if you finish, you'll end up getting... [chuckles]
So, that's your prize, huh? Hm... Okay, well yeah, you're making good progress, let's see what you can do!

Griffin: And then you actually hear the tinkling of a bell being rung.

[“Déjà Vu” by Mort Garson plays]

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