

## The Adventure Zone: Abnimals Ep. 3: Training Day!

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[*Abnimals* theme song plays]

**Travis:** So, you've just entered what you now know is The Carvery. The doors slam shut behind you.

[door closing sound effect plays]

**Travis:** You saw Carver across the way, sitting at his desk. He is so excited to see you guys, he flipped on the lights. The Carvery whirred into life.

**Griffin:** Mm.

[ambient machine noise plays]

**Travis:** It's quite loud. Let's just say like *American Ninja Warrior* levels of production this ain't.

**Griffin:** Yes.

**Travis:** A lot of like generators going, and chains and conveyor belts, and that kinda thing. But laid out before you is what can only be described as like a gauntlet obstacle course training ground kind of deal, in an oblong shape in the middle. And then in the corners, anywhere where there's not training ground, you are standing on like graded floor.

Now Roger, you are still in shadow, there's pools of light coming from overhead lights, but there's also a catwalk around the perimeter of the room, on what would be the second floor. And that is providing some shadows, which you are still hidden in, but you Lyle and you Navy are both in plain view of Carver.

**Griffin:** Is this a situation— Is the vibe in here like wealthy retiree with nothin' to do? Like has— this is his— his post-retirement sort of hobby?

**Travis:** Yeah, I don't know about wealthy. Everything has kind of a DIY feel for it to be that, so much as it is I would say resourceful retiree with nothing to do.

**Griffin:** Okay, great.

**Travis:** Yeah.

**Griffin:** That vibe's— That's vibe's great, okay.

**Navy Seal:** So what's the... Sorry, I—

**Carver:** What?

**Navy Seal:** This is crazy. Sorry, you're so far away.

**Carver:** Yeah, are you gonna get started?

**Navy Seal:** What do we— Is there a flag or a buzzer?

**Carver:** Well no, it's just— It's just training, so like you get— you come over to me and then we'll turn off the switch.

**Navy Seal:** Okay, so there's a but— There's a— There is a button.

**Carver:** Yeah, there's a button over here.

**Navy Seal:** [mutters] There's a button.

**Carver:** And you should get moving, it's kind of— I wouldn't say it's "timed" but—

**Travis:** And roll like a check for Listening.

**Griffin:** A look around?

**Justin:** I mean we're—

**Travis:** Yeah, a look around, an observing and check.

[sounds of dice rolling]

**Griffin:** I got one success.

**Justin:** Ey.

**Griffin:** One, one, five.

**Travis:** Okay Justin, you give me a check as well.

**Justin:** What kinda check?

**Travis:** Just like a lookin' around check, that's 2d8s for you.

**Justin:** Well, is it dark?

**Griffin:** Is— It is— It's gotta be pretty dark in here.

**Justin:** It's gotta be fairly dark.

**Travis:** Yeah, yeah, I'd say it's pretty dark.

**Griffin:** It's the inside of a warehouse.

**Justin:** Then I get 3d8s.

**Griffin:** Famously dark.

[sounds of dice rolling]

**Griffin:** Wow that's— Wow. You fail a lot.

**Justin:** I don't have the tab open, so I'm just kinda judgin' by your guys' reaction.

**Travis:** Yeah, no, Justin.

**Griffin:** Okay, it's three failures.

**Justin:** [snorts]

**Travis:** Yeah no, there failures. So Justin, go ahead and make sure you're adding an experience point.

**Justin:** Oh, well that sounds like a silver lining if I ever heard one.

**Travis:** Yeah, there's you go. Griffin, with your mixed success, you hear like a building kind of buzz.

[mechanical buzzing sound grows louder]

**Travis:** From beneath you.

**Griffin:** Okay.

**Travis:** And it should be noted—

**Navy Seal:** There—

**Travis:** You're standing on a metal grated floor.

**Griffin:** Okay.

**Justin:** It's only now that I've tabbed back over that I can appreciate what an absolute failure that was.

**Travis:** Yeah.

**Griffin:** Huge bummer, yeah.

**Justin:** Wow.

**Navy Seal:** I think there's a trap, and I'm gonna blast off now. Are you good?

[pause]

**Axe-O-Lyle:** Well I'm— I think I'm as good as I'm gonna get over here, man.

**Navy Seal:** Yeah. If there is some sort of trap, it seems like stuff like physical harm doesn't actually bother you all that much.

**Axe-O-Lyle:** Well, I'm more of a spiritual guy.

**Carver:** Yeah, you guys don't have to— Everything's like not pleasant, but you're not gonna get hurt. That's not the goal, you're— you will be fine.

**Justin:** Would I understand, like just by looking at it, I see the overhead map that you've so kindly provided for us.

**Travis:** Thank you.

**Justin:** To what extent am I aware of this around me, or is there more of a fog of training around our—

**Griffin:** [chuckles]

**Travis:** No, I mean you can look. Basically the only complication as far as that goes is like the obstruction of view because there's a lot of stuff.

**Griffin:** A lot of obstacles, yeah.

**Travis:** Yeah, between you guys.

**Justin:** So where do we start, Jigsaw?

**Griffin:** We're down at the bottom right.

**Justin:** Jesu— Okay, there we go. Alright.

**Griffin:** Okay, I'm just gonna charge up my splash pack, and just do the biggest, gnarliest jump, just skipping over as much of this as I—

**Travis:** Well, so—

**Griffin:** As I can, just leaping into the fray.

**Travis:** It—

**Griffin:** Or is there a roof?

**Travis:** There's not a roof so much as there's kind of a gridded system over it, which a lot of stuff is hung from.

**Griffin:** Okay, okay.

**Travis:** Right? So there's definitely some clearance you can make, but it's not like open to jump over.

**Griffin:** You know what, I don't wanna skip— He worked a long time on this. I wanna make this feel good for Carver. I want him to— I don't wanna blow through his whole training routine. So I'll— I will— I'll start with the moving dummies with swords. [chuckles] Which seems so dangerous to have in your home gym.

**Travis:** They're like rubber swords, you know what I mean? Like these are foam swords. This is training.

**Griffin:** Yeah, sure.

**Travis:** He's not trying to kill you, yeah.

**Griffin:** Yeah, then I'm just gonna sort of turn my splash pack to fire forwards, and just sort of shoot a column of water between these guys to try and knock them over and clear a path for me and Lyle.

[splashing water pack sound effect plays]

**Travis:** Okay, great. Wait, hold on, before you do that, what are you doing, Roger? You are still cloaked in shadow, but you are standing on the same metal grated floor that they are.

**Clint:** Okay, yeah, I'm not up on the second floor on the catwalk, right?

**Travis:** You're not on the catwalk, but you do have— You could see in the bottom left corner, there is a ladder to the catwalk level, and you do have some shadowy cover to get over there, if that is your goal.

**Clint:** Yeah, I think I'm gonna make my way to the stairs and go up to the catwalk.

**Travis:** Okay yeah, give me a 2d8 sneak roll.

[sounds of dice rolling]

**Clint:** Eight and a three.

**Travis:** Eight!

**Carver:** Where's that— Where's the cat— What's his name? Dustin Hoofman, was that it? What was it?

**Navy Seal:** Uh, it— He doesn't— He's actually kind of weird about us giving his name out. [chuckles] It's a thing we need to sort of talk about as a team. But he's gone, he didn't come with us. He was sick.

**Carver:** Aw, bummer man! Okay! Well.

**Navy Seal:** Cow— It was Cow-vid.

**Carver:** Cowvin?

**Navy Seal:** He got Cow-vid.

**Carver:** Cow-vid, okay.

**Griffin:** [chuckles]

**Navy Seal:** He got—

**Justin:** They're shaking their heads no, I'm sorry Griffin. [chuckles]

**Navy Seal:** He got Cow-vid 19.

**Justin:** No, they're saying—

**Griffin:** It's not a joke, it's a real thing, you guys were so wrapped up in the human experience of the—

**Justin:** They're calling up their lawyers, Griffin, and I don't know what to tell yah, man. It's out of my hands

**Griffin:** You didn't even think about the bovine experience, it was rough for them too man.

**Travis:** So Roger, you're able to make it up to the catwalk, and luckily with the whirring of all the machines and everything, your hoofsteps on the grated floor are covered, but you're not able to make it all the way to the ladder. But you're like there, you know what I mean?

**Clint:** Okay.

**Travis:** You're ready to scale the ladder.

**Griffin:** Can I blast these freakin' dummies yet?

**Travis:** Of course you can. Give me an attack with your blaster.

**Griffin:** Okay, that's 3d8?

**Travis:** Correct.

**Griffin:** With my signature item.

**Travis:** Correct.

**Griffin:** Cool. Big money, no whammies.

[sounds of dice rolling]

**Griffin:** Double success, kowabunga, seven seven.

[guitar chord plays]

**Travis:** Aw yeah. You do this, they go flying. So they start spinning, as you spray `em.

[guitar music imitating spraying water plays]

**Travis:** And they're arms kinda spread as you spray `em, and they end up like kind of knocking each other over.



**Griffin:** Yeah. I have to brace myself, I feel like, when I do it this gnar— Like I feel like Bulky Boy comes into play a bit here.

**Travis:** Yeah.

**Griffin:** Where when I combine my two powerful jets of water into one incredibly column of water, there is a recoil effect [wheezes] that would take down the average Abnimal.

**Travis:** Now are you... headed towards the left or the right? The right side you have kind of angled steppingstones, as one might see in—

**Griffin:** Yeah, I'll—

**Travis:** — *Ninja Warrior*, where if you wanna leap—

**Griffin:** I'll see where Lyle goes next. I feel like I don't wanna hog all the glory here, I've just sort of neutralized this first trap to make a path for us.

**Travis:** Okay yeah, Lyle, which way do you wanna head? [pause] You have swinging chains on the left, a spinning log in the middle, and the angled steppingstones on the right, all three of which are over, you know, the grated floor is kind of across the whole thing.

**Justin:** Okay. So I am... But I'm still— Okay, so help me understand. This is like a level above the actual training ground? Or have I jumped down?

**Griffin:** This is like a cutout, what I am standing on.

**Justin:** Got it, okay.

**Griffin:** It's like the same level as us, it's just it's been—

**Travis:** Yeah yeah yeah. I was just kind of highlighting the things. There's only two layers, there's the training ground and the catwalk above.

**Justin:** Okay, got it. I am... I think I'm gonna head... Man, neither one of these is really playing to my strengths. I'll use my... camouflage abilities to get past the dummies.

**Griffin:** [snorts]

**Justin:** Like for—

**Griffin:** I already did that man, those dummies are gone.

**Justin:** Oh, so we don't have to individually challenge them? Is this a—  
like a—

**Travis:** Well no, on his kowabunga, he's taken out the ones on the right.

**Justin:** Okay.

**Travis:** Towards the steppingstones. If you wanna go for like the swinging chains, or the spinning log, right? You can head through the left or over the steppingstones in the middle.

**Justin:** Um... Yeah, I— Let me try the steppingstones. I feel like that would be a really good fit for me. I— That feels like a good match for my skillset in extreme firefighting.

**Griffin:** There's stunting in the bog.

**Justin:** Well, as an extreme firefighter, getting through environments that are challenging is really up my alley.

**Travis:** Yeah, okay, so if you're picturing these they're kind of rounded mushroom top kind of steppingstones, right? So it's not just like boop boop boop, it's a little bit of like having to balance and jump across them.

**Justin:** Okay, well I will... sit down. And take off my shoes.

**Travis:** Okay.

**Justin:** Okay. This will be easier.

**Travis:** Is that you— Sorry, is that— Is Lyle doing that?

**Justin:** Lyle.

**Travis:** Or is Justin?

**Justin:** Lyle's doing that, yeah. And my socks.

**Travis:** Okay, great great great.

**Justin:** And my other socks, I have to wear two socks 'cause of the oozing.

**Travis:** Of course.

**Clint:** [chuckles]

**Axe-O-Lyle:** Alright, should be no problem now, man. I'm at full— my stickiest, most sticky potential here.

**Travis:** Okay.

**Justin:** Right, and I will just glide across the steppingstones without a care in the world.

**Travis:** Now this is a new thing that you've just invented for yourself of having—

**Griffin:** Extremely sticky feet. It makes sense though, right?

**Justin:** It's not a superpower, Trav, it's just color, alright? [chuckles]

**Travis:** Okay, alright.

**Justin:** It's just color, I'm not tryin' to pull a fast one, I'm just tryin' to add a lit— a few colorful threads to your tapestry, okay?

**Griffin:** [chuckles]

**Travis:** I didn't— Justin, I didn't assume a fast one, I was just trying to play in the space with you.

**Justin:** You, well. I mean that was your first mistake.

**Griffin:** You keep playing with Travis thinking—

**Travis:** Alright Justin.

**Clint:** [laughs]

**Travis:** Give me 2d8 roll I'm gonna say in Animal, with your oozy feet.

**Justin:** Okay.

[sounds of dice rolling]

**Griffin:** Oozy feet sounds like something that wouldn't be as helpful as it actually is.

**Justin:** Yeah man, two successes.

**Travis:** Oh that's a double success baby, yeah.

**Justin:** Double success.

**Travis:** As you're going, you're stepping across, this is as easy as not falling off a log for Lyle. He does this maybe even doing it kind of one foot at a time, like boop boop badoop badoop, right. This is like what Lyle, as an axolotl of course, was born to do. Crossing across kind of slippery stones across a river.

**Griffin:** Mm.

**Travis:** You make it look easy.

**Navy Seal:** Just like the babbling brooks of your youth, ey?

**Axe-O-Lyle:** Hey. Aw man. Navy. Navy.

**Navy Seal:** I don't actually know your biome, like where you grow up, if it's a babbling brook.

**Axe-O-Lyle:** Hey Navy, I left my—

**Navy Seal:** Yeah?

**Axe-O-Lyle:** Aw, I left my dang shoes, man.

**Navy Seal:** Oh, I gotcha.

**Axe-O-Lyle:** Do you mind? Sorry.

**Griffin:** I'll just walk to the shoes—

**Axe-O-Lyle:** Crap, I should've set them up.

**Navy Seal:** No, no problem, yeah.

**Travis:** Okay. Hey, give me— As you walk back across, give me another like Perception check, a lookin' around check.

**Griffin:** This is me doing this?

**Travis:** Yeah.

[sounds of dice rolling]

**Griffin:** That's three failures. Three failures, read that.

**Travis:** Okay, yeah you reach to grab the shoes, and when you do, you get a pretty significant shock from the electrified grate on the ground.

**Griffin:** Oh okay.

**Travis:** And it—

**Navy Seal:** [garbled from being electrocuted] The grate electrified.

**Travis:** Yeah, it doesn't—

**Justin:** Did he have— Sorry, did he have my shoes— Are my shoes okay?

**Griffin:** I do have your shoes, I'm definitely not letting go of those.

**Travis:** He does have your shoes.

**Griffin:** Okay.

**Travis:** Well you wouldn't be able to, your fingers kinda lock up.

**Griffin:** Don't take this from me.

**Travis:** It doesn't cause any damage, but it's mi— it's wildly unpleasant.

**Griffin:** Okay, I wanna just sort of reflexively maybe get off the ground, and maybe get up onto the steppingstones.

**Travis:** The platform with the dummies is cool.

**Griffin:** Oh okay, well then I back—

**Travis:** Yeah.

**Griffin:** I hop on the platform with the dummies, no problem.

**Travis:** And Roger, you're at the ladder. Now Roger, your teammates know where you are. Do you wanna try to communicate with them in some fashion as to what you're planning?

**Clint:** I don't know if I can without...

**Travis:** Now we have established a rudimentary hand signal communication system.

**Justin:** Ver— It puts the "rude" in "rudimentary." [wheezes]

**Griffin:** It's extremely advanced and it's not my fault that you guys don't get—

**Justin:** It is rude. [wheezes]

**Griffin:** Can't lock it in.

**Travis:** Yeah.

**Griffin:** It is— There are some rude gestures, yeah.

**Clint:** No, I don't think I can. I don't think I would.

**Justin:** I don't think I'll try.

**Clint:** For one thing, I don't think they can see me.

**Travis:** Correct. Alright Roger, you're at the ladder, what are you up to?

**Clint:** I'm going to try to access the catwalk, so I can sneak as close as I can get to maybe find a way to assist my teammates in getting past these obstacles.

**Travis:** Excellent. You're able to make it up the catwalk. The ladder's not a problem, but tell me about Roger's footwear situation. What's he rockin' down below?

**Griffin:** I got some shoes if you... need 'em.

**Clint:** No. [chuckles]

**Justin:** Aw, come on man.

**Clint:** No, Roger wears dance shoes because— And they're extra padded because of course hooves.

**Travis:** Yeah.

**Clint:** I think we all know that.

**Griffin:** [smugly] I think we all figured that out.

**Clint:** Yeah. And so they're dance shoes, they're not exactly like ballet shoes, they're not that soft stuff, they're kind of a black leather. They could pass for something—

**Griffin:** That's messed up.

**Clint:** — looking pretty dressy, but they're not.

**Griffin:** If I—

**Travis:** Yeah, wait.

**Griffin:** If I find out Roger's wearing any leather, I'll be hugely upset.

**Travis:** Yeah.

**Justin:** Yeah.

**Griffin:** By that.

**Clint:** It has to be fleather.

**Travis:** Yeah, it's faux.

**Clint:** It's pleather.

**Travis:** Okay.

**Justin:** Trav—

**Griffin:** Alright.

**Justin:** — where did I stop my— my motion? Where did I like end up?

**Griffin:** At the end of the steppingstones, right?

**Travis:** You have made it across the steppingstones, right? So then you have the option of heading across the swinging chains, and—

**Justin:** But am Is there a safe spot that I am at, or— Okay.

**Travis:** Yeah yeah yeah yeah yeah.

**Justin:** Okay.

**Travis:** There's like little platforms.

**Justin:** Okay.

**Travis:** Roger, with those dance shoes, I'm gonna say this is a pretty easy but not a [groans] shoe in roll, so give me a 3d8 roll to get up that metal ladder without makin' too many clunk clunk clunk noises.



**Clint:** Very well.

[sounds of dice rolling]

**Clint:** Three failures.

**Griffin:** [scoffs] That's us. That's us on this freaking obstacle course.

**Justin:** No Dad, he didn't ask the name of our podcast, he's—

**Griffin:** Yeah.

**Clint:** [chuckles]

**Justin:** He asked what you rolled.

**Clint:** [laughs]

**Travis:** So you are able to make it up the thing, go ahead and take yourself an advancement point, an experience point there, but now Carver clocks you up there and is like—

**Carver:** Oh! Okay, you were able to make it!

**Griffin:** Ha ha...

**Carver:** Are you feelin' better, man?

**Roger Mooer:** I— Yes, but I— Whoo, I have a reverse... height issues. When I'm down on the ground, when I'm down on the lower level—

**Carver:** Oh, okay.

**Roger Mooer:** — I get sick.

**Carver:** I thought—

**Roger Mooer:** I had to get up here. [inhales deeply] Get a little air. [sighs heavily]

**Carver:** Okay. Okay, cool man.

**Axe-O-Lyle:** Are you sayin' that you're only—

**Justin:** [chuckles]

**Axe-O-Lyle:** Sorry. If I could just ask a quick follow up, man. Are you sayin' that you're only comfortable at higher elevations?

**Roger Mooer:** Oh yes.

**Axe-O-Lyle:** You get like dizzy and freaked out if you're not elevated, man.

**Travis:** You have in-vertigo.

**Justin:** [cackles]

**Griffin:** [chuckles] That's very good.

**Roger Mooer:** Obviously, I have invertigo. Bad invertigo.

**Navy Seal:** Sorry, but wouldn't that make— And I'm sorry to put the— Can you pause the electrified floor just for a second?

**Carver:** Oh sure.

**Navy Seal:** Just so we can have a—

**Carver:** Oh yeah yeah yeah.

**Travis:** And he lowers the switch to about halfway.

**Navy Seal:** Awesome, thank you so much for that. So like, it seems like dance would be a bad profession to choose if one suffered from invertigo.

**Roger Mooer:** Um...

**Clint:** And so I use a hand signal to show them that I'm lying.

**Justin:** [snorts]

**Griffin:** [chuckles]

**Justin:** [laughs]

**Griffin:** Alright, cool.

**Navy Seal:** Oh, I got it. Ha ha. Cool. So—

**Roger Mooer:** It's subterfuge. It's what I'm supposed to be doing.

**Griffin:** I got you.

**Justin:** It's the Dave Coulier, "Cut it out." [wheezes]

**Travis:** Yeah.

**Griffin:** [chuckles] Yeah.

**Travis:** Yeah.

**Clint:** Yeah. Yeah.

**Navy Seal:** Okay, we're good, you can electrify the floor again.

**Carver:** Oh, I love that guy! I wrote a whole song about him back in the '90s!

**Justin:** [laughs]

**Navy Seal:** Okay, so actually lower the switch again. Are you saying that you wrote "You Oughta—" Did you ghostwrite "You Oughta Know" for Alannis Morissette?

**Carver:** No, it's— it just happened to be in one of those like strangely, you know, like parallel kinda things.

**Navy Seal:** Ohhh yeah.

**Carver:** Where I wrote "Do You Know You Should?"

**Navy Seal:** Okay. Dave Coulier hurt a lot of people. Let's get back into the training now.

**Carver:** Oh no, mine was about facts that I didn't think he knew.

**Navy Seal:** Oh.

**Carver:** He didn't hurt me. It was just like, "Here's a random fact that Dave Coulier should know about. Do you know about this? You should."

**Navy Seal:** Okay. Cool.

**Carver:** Yeah, it was a— It was a chart-topper in Lithuania. [pause] Okay, back to the thing!

**Griffin:** [chuckles]

**Travis:** And he cranks back up the switch.

**Carver:** Oh, but now that you're up there, that's great! I can try these out.

**Travis:** And you see the— basically the different panels of the catwalk start kind of flipping in sequence, so kind of one, then the next one, then the next one, then the next one.

**Griffin:** Ooo.

**Travis:** Each panel's about four feet long and then they reset.

**Clint:** Mmm... Well.

**Griffin:** Got a— He's got a balance obstacle, in the *American Ninja Warrior* parlance.

**Clint:** Now this catwalk runs along the edge... of the building? Or is it over— is it the grid over the whole top?

**Travis:** This is about two feet above the grid. So you can see where the grid is secured to the catwalk.

**Clint:** Mm-hmm.

**Travis:** But it's like a separate structure, so it's like wired in and kinda like tension wired to hold it in place. But it was not structurally part of the building, the grid over the obstacle course. So you could reach the grid over the obstacle course, but it would not be maybe as stable, per say, as the catwalk end.

**Clint:** Gotcha. Okay.

**Griffin:** I would like to— Looks like spinning log is in front of us at this point.

**Travis:** Yes. Correct.

**Griffin:** I would like to, standing on the platform, try and brace myself as firmly as I can, and just sort of sumo grab the spinning log to try to stop it spinning.

**Travis:** Oh Griffin, I love this so much.

**Griffin:** To make it easier—

**Travis:** Thank you so—

**Griffin:** — easier to cross.

**Travis:** Thank you for this gift.

**Griffin:** Yeah, of course.

**Travis:** Okay, roll me a Bulky Boy check.

**Griffin:** Okay. [groans with effort]

[sound of dice rolling]

**Griffin:** Oh, double eights, baby. Double success, kowabunga.

[guitar riff plays]

**Travis:** Oh yeah yeah yeah.

**Griffin:** I am tearing Carver's whole world apart right now.

**Travis:** So you brace your feet on the platform, right? And like then grab the wheel, and you hear like a grind grind grind grind ca-clunk.

[mechanical dislodging sound effect plays]

**Travis:** So not only do you stop it from moving temporarily.

**Griffin:** Yeah.

**Travis:** You've just like worn the gears out.

**Griffin:** I look up at Carver to see if... if senpai notices me. [wheezes] If senpai notices me, in this moment.

**Travis:** Yeah, you know what? On a double eight kowabunga, he's like—

**Carver:** Mmm, nice.

**Griffin:** Oh god.

**Travis:** He starts stroking what would be a beard if he had a beard, but he's a tortoise.

**Griffin:** Amazing.

**Carver:** Mm.

**Griffin:** This is the greatest moment.

**Travis:** But then you also see him clock— He goes—

**Carver:** Aw man!

**Griffin:** [chuckles]

**Carver:** Aw, I'm gonna have to get new gears for my giant log. Do you know how hard it is to find giant gears for a giant spinning log? It's okay, it's okay, you're doin' exactly what I told you to do, man. Kowabunga.

**Griffin:** This is the greatest moment of Navy Seal's life.

**Axe-O-Lyle:** Aw man. Now listen that was killer, but... Look ahead. I think those are smushing paddles.

**Griffin:** [laughs]

**Axe-O-Lyle:** I saw some of those man in so many places, they're one of the hardest things to get past, and if you get stuck between the panels, you're gonna get smushed brother.

**Travis:** That's right. They're rubber paddles with like—

**Axe-O-Lyle:** Carver, what's wrong with you?

**Justin:** [wheezes]

**Griffin:** [giggles]

**Axe-O-Lyle:** What's wrong with you, you sicko?

**Carver:** It's just—

**Axe-O-Lyle:** These are smushing paddles!

**Carver:** It's just the—

**Axe-O-Lyle:** The government outlawed these, man!

**Carver:** They're just thick foam, man, it's gonna be okay dude.

**Axe-O-Lyle:** I'm not gettin' smushed for anybody, man.

**Travis:** Well you could go through the spinning thick jump ropes. You could head towards the climbing wall.

**Justin:** 'Cause when I look at an axolotl, I think "I bet that dude loves jumping rope."

**Griffin:** Yeah, I look at Axe-O-Lyle, I say—

**Navy Seal:** I feel like given your sort of... gummy, tacky nature, being smushed would not be as fatal to you as it would be to a crunchier—

**Axe-O-Lyle:** I don't know, man. I've never experienced it. It always just looked so smushy.

**Carver:** [shouting from afar] Just reminder, man. It's just thick foam, bud. It's not—

**Navy Seal:** It's just fun.

**Carver:** There's no fatal about it.

**Axe-O-Lyle:** Can you just turn 'em off, please? And I'll keep goin'.

**Justin:** [wheezes]

**Carver:** No?

**Griffin:** [chuckles] I think he should be able to ask for the obstacles to kindly be turned off.

**Axe-O-Lyle:** Oh just— I think— Here's what I'm sayin' right. It shouldn't ever impact our work together as heroes that I got smushimaphobia, right man?

**Carver:** That's true, man. Okay, here's what I'll do.

**Travis:** And he turns a dial so now they're moving at alternate times. So they might— Now they're pushing paddles.

**Griffin:** Oh, I see.

**Travis:** And they push you off the conveyer belt.

**Axe-O-Lyle:** I'm fine with pushing, man. That's fine.



**Griffin:** But they won't ever come together.

**Carver:** You're okay being pushed?

**Axe-O-Lyle:** Let's get stuff.

**Carver:** Okay. I don't want you to get smushed if you're not comfortable with it.

**Justin:** Alright, and I just—

**Navy Seal:** Will you turn 'em back up for me when I cross though?

**Carver:** You—

**Navy Seal:** I want—

**Carver:** So smushing—

**Navy Seal:** I want more—

**Travis:** And he writes down on— He has a consent checks list.

**Griffin:** Yeah yeah.

**Travis:** And he's like—

**Carver:** Okay, cool.

**Navy Seal:** Yup.

**Carver:** Smushing. Okay.

**Navy Seal:** More smushing for the pushing for me, thank you so much.

**Carver:** No, okay. Now that's confusing, do you want it to be the pushing paddles or the smushing paddles?

**Navy Seal:** Maximum smushing, baby.

**Carver:** Maximum smush, got it man, okay.

**Griffin:** Alright, puttin' a dollar in the baby jar.

**Justin:** Alright, I hit the conveyer belt as hard as I can with my ax.

**Travis:** Alright, you head towards the pushing paddles.

**Justin:** Yeah.

**Travis:** And so this is the conveyer belt that you're running across is running back towards you, right? So this is going to be a combination of speed and dodge.

**Justin:** Yeah, I'm going to hit the conveyer belt as hard—

**Griffin:** Oh, I give you back your shoes, for sure.

**Justin:** Okay, thank you.

**Griffin:** I don't know how sticky you wanna be—

**Justin:** Thank you.

**Griffin:** — for the rest of this.

**Justin:** I hit the conveyer belt as hard as I can with... the Hatchet Man.

**Travis:** Okay.

**Griffin:** Incredible.

**Justin:** That's how I'll stop it. [chuckles]

**Griffin:** It should do that.

**Justin:** It'll just stop, and then I'll walk normal.

**Travis:** Okay yeah, give me a roll with your signature item, so that's 3d8.

**Justin:** I feel like Carver wants to see our ingenuity as well.

[sound of dice rolling]

**Griffin:** Absolutely.

**Justin:** That's two failures.

**Griffin:** And our ninja-nuity.

**Travis:** Mm-hmm.

**Justin:** Our ninja-nuity, thank you. That is one success.

**Travis:** And so your goal was to hit the conveyer belt in such a way that it stopped in place?

**Justin:** To just bury the ax in it, just to pin it in place so I could get across safely.

**Travis:** Okay. So—

**Justin:** And then summon my ax back to my hand.

**Travis:** Ah.

**Griffin:** [chuckles]

**Travis:** So with a mixed success, it pins it in place.

[mechanical halting sound effect plays]

**Travis:** But it pins it in place by, when it reaches the end like the platform you're standing on, it like wedges it there with the ax handle on the platform and the ax head in the conveyer belt. So if you were to like pick the ax back up right now, it would... move again.

**Griffin:** Mm.

**Travis:** So right now it's held in place as long as the ax is pinning it there.

**Justin:** Okay, I walk— I run across the conveyer belt.

**Travis:** Okay.

**Justin:** Like I'm not messing around. [chuckles]

**Travis:** So, give me a 2d8, and we're gonna see how your timing with the pushing paddles does.

[sound of dice rolling]

**Justin:** Okay that's seven and an eight.

**Travis:** That is a double success, my man. These paddles ain't got nothing on you. You are the wind. They're going boom, boom, boom.

[paddle moving sound effects play]

**Travis:** And you've got the rhythm down. You're like moving in perfect concert with them.

**Justin:** And I'm like—

**Travis:** So that they—

**Justin:** I raise my hand at the end of the platform like—

**Axe-O-Lyle:** Hatchet Man, to me. Ah, man.

**Clint:** [chuckles]

**Navy Seal:** Do you need me to get your hatchet?

**Axe-O-Lyle:** Would you get my hatchet, man?

**Navy Seal:** For you? Yeah, I gue— Yeah. Yeah, no problem.

**Axe-O-Lyle:** Thank you.

**Navy Seal:** Guess so. It— When we're in the field, if you could keep better track of your own personal belongings, I feel like things would go a little bit—

**Axe-O-Lyle:** Hey, listen. I stopped the conveyer belt. You should be thankin' me.

**Navy Seal:** Okay, I am going to—

**Roger Mooer:** But so far the shoes, the ax.

**Axe-O-Lyle:** Yeah.

**Roger Mooer:** You know, it is starting to look like a trend.

**Navy Seal:** I found your wallet back here. Did you mean to set that down also, or?

**Clint:** [snorts]

**Axe-O-Lyle:** Shoot. Hey. Hey.

**Roger Mooer:** Whose pants are these?

**Axe-O-Lyle:** I know how many punches my Pita Pit card had. Let's just— Just saying.

**Clint:** [laughs]

**Axe-O-Lyle:** You swap it out with a different one, man, I'm keepin' track.

**Navy Seal:** You got me.

**Axe-O-Lyle:** I'm almost—

**Navy Seal:** Got me red-handed.

**Axe-O-Lyle:** I'm two off a free gorgonzola.

**Griffin:** [chuckles]

**Carver:** A free what? Oh, sorry.

**Travis:** And he lowers the switch back to half.

**Carver:** A free what?

**Axe-O-Lyle:** A pita gorgonzola, it's my favorite thing at Pita Pit.

**Carver:** It's just a pita full of gorgonzola? Is that what you said?

**Axe-O-Lyle:** Yeah, but they fry it in the banana pepper oil man, it's outrageous.

**Roger Mooer:** Oh, gosh.

**Carver:** Oh, that does sound pretty radical dude, actually yeah. Okay.

**Navy Seal:** I heard a boy named Griffin McElroy ate one and he died.

**Justin & Clint:** [laugh]

**Navy Seal:** From his stomach.

**Carver:** Yeah, that makes sense man. Okay!

**Travis:** And he cranks the switch back up. Roger, what are you doing? You've got these flipping panels in the catwalk.

**Justin:** These flippin' panels! [chuckles]

**Travis:** These flippin' panels, man. Aw flip.

**Clint:** I—

**Griffin:** Takin' our jobs.

**Justin & Travis:** [laugh]

**Clint:** Roger's goin' to—

**Travis:** [cackles] Aw, these panels.

**Justin:** [snorts]

**Travis:** Agh.

[panel flipping sound effect plays]

**Clint:** Roger is going to use the... All the machinery noise, you said there was a lot of noise.

**Travis:** Yes, correct.

**Clint:** Which would be working in a regular pattern, which provides a techno beat, so he can do Night Foxtrot.

**Griffin:** Unbelievable.

**Travis:** Heck yeah it does. Heck yeah it does.

**Clint:** To get past the panels. To get past the panels.

**Griffin:** Would you say, Dad, that this is industrial techno?

**Clint:** Whatever— Well yeah.

**Griffin:** Never mind, don't worry about it.

**Clint:** As I know, yeah. Just like some of those— Like Korn, you mean? The band Korn?

**Griffin:** Just like Korn, Dad.

**Travis:** Just like Korn.

**Clint:** Okay. Yeah.

**Griffin:** Just like Korn.

**Travis:** Just like Korn. Dad, give me 4d8s, this is your time to shine here.

**Clint:** Okay.

[sound of dice rolling]

**Griffin:** That—

**Clint:** And I failed miserably.

**Travis:** Jesus Christ.

**Griffin:** Four, one, one, three, four, incredible Dad.

**Clint:** Wow.

**Travis:** So, take another point of advancement.

**Clint:** And where do I put that?

**Travis:** Under "Practice Makes Perfect," dude.

**Clint:** Okay, dude.

**Griffin:** It's at the bottom.

**Clint:** Got it.

**Griffin:** I love you trying to recreate the breakdance scene from *Ocean's 12*.

**Clint:** I know.

**Griffin:** And just immediately falling in the first hole.

**Clint:** It'll happen someday. It'll happen someday.

**Travis:** Okay yeah, give me— So basically you step on the first panel, it starts to flip. Now you have the option to either drop down into the obstacle course, or try to hang onto the panel.

**Clint:** Um... Well, I gotta try to hang onto the panel.

**Travis:** Okay. Do you wanna use your prehensile tail to do that?



**Clint:** Yes?

**Griffin:** The kindness that he has just offered you.

**Clint:** Okay, yes, I—

**Travis:** Give me a 3d8 Prehensile Power check.

[sound of dice rolling]

**Griffin:** Wow, Dad.

**Clint:** Wait a minute, 3d8?

**Griffin:** That's a three, three, two.

**Travis:** Yeah.

**Clint:** Was it?

**Travis:** That was three, three, two.

**Clint:** So I guess I fall.

**Travis:** Yeah, you try to hold on with that there tail, and you just whiff it. Just for a lack of a better term, and I'm sorry to use this, you beef it.

**Clint:** Yeah.

**Travis:** So you're gonna drop down.

[trumpet sound plays]

**Travis:** And now you are in the left side with the dummies and their rubber foam swords, but you are prone on the ground so the swords are like spinning around you, like above you.

**Clint:** Okay.

**Travis:** So you are currently safe, kind of— Oh my god, cowered underneath the spinning swords.

**Griffin:** Gosh, that's good. There's gonna be a lot of those.

**Travis:** Yeah.

**Griffin:** "Cow" is in a lot of words, I'm realizing.

**Travis:** Yeah, I can't— I'm not doing it purpose.

**Clint:** I know.

**Travis:** Now you gotta hurry, you gotta hoof it.

**Griffin:** Okay.

**Justin:** Hmm.

**Clint:** Let's not use 'em all up, okay? It's only the second episode.

**Travis:** Yeah, I don't wanna milk it, you're right.

**Clint:** Yeah. Oh ho ho ho.

**Griffin:** I see that Roger has fallen, I am going to try and defend him.

**Travis:** [chuckles] That's my favorite Gerard Butler movie.

**Griffin:** [chuckles] *Roger Has*— The President's in danger.

**Travis:** *Roger Has Fallen*.

**Griffin:** I'm gonna sort of focus the apertures of my splash pack into sort of a pressure wash sort of nozzle, and try to just kinda cut across the dummies, to just sort of lathe them in half.

**Travis:** I love that.

**Griffin:** To disarm them I guess. Since he's prone on the ground, I figured the odds of this going very poorly are low.

**Travis:** Yeah, yeah. It would have to go real bad to hit him.

**Griffin:** Okay.

[sound of dice rolling]

**Griffin:** That is two successes. A six and a seven.

**Travis:** Yeah, on two successes, you're able to like carve straight through them, and Carver once again—

[splashing water sound effect plays]

**Travis:** — appreciates the maneuver.

**Griffin:** Yeah.

**Travis:** Carved straight through `em, love it.

**Griffin:** I bet he does.

**Travis:** He does once again get mad that he's gonna have to replace those dummies.

**Navy Seal:** I mean let us know, man. If you want us to be less destructive on the course, I just thought it was an anything goes situation.

**Carver:** No no, you're doing great. This is my own— I didn't— You know, I should've had more back up parts.

**Navy Seal:** You could take some dummies from the right side and put `em over here on the left.

**Carver:** Okay, yeah. Reduce, reuse, I love it.

**Travis:** Lyle, you are up, you've made it across the conveyer belt. I'll move you back over here. So now you have a greasy, oily, slippery floor to your left.

**Griffin:** Oh god.

**Travis:** You have like balance teeter totters steppingstones to get across, or like an overhead netting to swing across.

**Justin:** I gotta go with the slippery floor. I think that's my best bet.

**Travis:** So do you remove your shoes once more?

**Justin:** I think I'm gonna have to.

**Axe-O-Lyle:** Hey I'm sorry about this. But I have to remove one of my shoes.

**Navy Seal:** Just set 'em down.

**Axe-O-Lyle:** To keep balance between the stickiness and the slipperiness. The problem is anything to be slippery, 'cause ice is that. And it's not a problem for it to be sticky, 'cause you know earth is sticky. But if I have one sticky foot and one [chuckles] slippery foot.

**Travis:** Whoa, slow down, Hank Green. I can't keep up with the science.

**Axe-O-Lyle:** If I have one slippery foot and one, you know, sticky foot, I won't have any problems.

**Navy Seal:** That makes sense to me,

**Axe-O-Lyle:** But I get— You gotta get my shoe, please.

**Travis:** So you hand your shoe.

**Navy Seal:** Yeah, no, I picked up on that. Just leave it near the ax if you can.

**Axe-O-Lyle:** No you haven't picked up on it yet, I just set it down.

**Navy Seal:** Okay.

**Travis:** Give me a roll there.

**Justin:** I don't wanna roll. I'm gonna try to stay upright.

[pause]

**Travis:** Okay.

**Justin:** [wheezes]

**Travis:** Roll 2d8. Ugh, boy.

[sound of dice rolling]

**Justin:** Oh man. Oh man, God punished me.,

**Clint:** [sighs]

**Justin:** With a two and a three.

**Clint:** [laughs]

**Griffin:** That doesn't make sense though, you had one sticky foot—

**Justin:** [wheezes]

**Griffin:** — and one slippery foot. Everything is—

**Travis:** The science—

**Justin:** The science works!

**Travis:** The science was there!

**Griffin:** Everything was in place for that to work. I—

**Justin:** Thanks for nothing, Gary Gygax.

**Clint:** [laughs]

**Griffin:** I don't think Gary was involved in the creation— I think this was all—

**Justin:** He's watching over all of us.

**Griffin:** This was Travié Trytrax.

**Justin:** [chuckles]

**Travis:** That's true. How did you know about my rap name?

**Justin:** [chuckles]

**Travis:** Okay, you spin out Lyle. You are now kind of—

[splashing, flailing sound effects play]

**Travis:** — doing a little bit of impromptu breakdancing, here on the slippery floor, and you go to prone.

**Roger Mooer:** Yes, but you're doing it very well for a novice.

**Axe-O-Lyle:** Well, better than an Australian, right?

**Travis:** Yeah, you can— Zing.

**Griffin:** That's not nice.

**Travis:** You're— It also won't be topical by the time this comes out.

**Justin:** [snorts] Perfect.

**Griffin:** No way.

**Travis:** Roger, you're up. Well, you're down, you're prone, but it's your turn. Reminder, the spinning log is completely defunct, so that would be an easy way to cross. The spinning bad guys dummies have been cut in half, so they are no longer a threat.

**Clint:** No, I think I'm going to grab the chains, and try to swing across. I'm going to try to do two maneuvers in one.

**Griffin:** I love it.

**Travis:** Love that, yeah yeah yeah.

**Clint:** He's going to swing across the chains. And then use the momentum from that swing... to dodge the spinning thick jump ropes.

**Griffin:** Now be careful Dad, these jump ropes are so thick.

**Clint:** I know. I know.

**Griffin:** Travis didn't specify, each one is two and a half feet thick.

**Travis:** [laughs]

**Griffin:** They make a terrible noise every time they thwump on the ground.

**Travis:** Yeah, they're more like a jump— they're jump mats. Okay. Give me— No, these are like, you know, like you would see at a CrossFit, you know?

**Clint:** Right.

**Travis:** Where people are whippin' those ropes around.

**Griffin:** Yeah.

**Travis:** Doing what? We're not sure.

**Griffin:** Exercise.

**Travis:** Some— Well, I don't know.

**Griffin:** Cardio.

**Travis:** 'Cause it just looks like they're kinda makin' giant spaghetti.

**Griffin:** Yeah. It's confusing.

**Travis:** Okay, Roger, I'm loving this. Give me— I would say with the use of your tail and hands, you have an advantage on the swinging chains, so give me 3d8s using your Prehensile Power.

**Clint:** Here we go.

[sound of dice rolling]

**Clint:** A one, a three, and an eight!

**Travis:** Yes, so with that eight, you are able to make your way across.

[light chain rattling sound effects play]

**Travis:** It's a little let's say less than graceful, but you are able to land. But heading into the spinning thick ropes, you're a little off balance, so this one is going to be a little more challenging. In order to make it through, you're gonna need at least two successes.

[whipping rope sound effects play]

**Travis:** So give me a 2d8 roll to make it through the spinning ropes.

**Griffin:** You got this.

[sound of dice rolling]

**Griffin:** It's an eight and a three.

**Clint:** Eight and a three.

**Travis:** Okay, with an eight and a three, you're able to make it about halfway before one of the ropes trips you up. And then it just kinda keeps whapping you as you're laying on the ground in the middle of the ropes.

**Roger Mooer:** Ow.

**Travis:** Once again, no—

**Roger Mooer:** Ow. Ow.

**Travis:** No damage.

**Roger Mooer:** Ow.



**Travis:** But wildly unpleasant.

**Roger Mooer:** Ow. Ow. Ow.

**Travis:** Navy, you are at the end of the currently paused conveyer belt, which is being held in place by the wedged ax.

**Griffin:** Slippery floor.

**Travis:** Cool.

**Griffin:** Okay, so he's no longer on the conveyer belt.

**Travis:** So he's spinning around on the slippery floor.

**Griffin:** Yeah.

**Travis:** And Roger is getting spanked by the spinning ropes.

**Griffin:** No problem. I'm going to grab the ax, and I would like to throw it at the rope that is currently beating up Roger.

**Roger Mooer:** [from a distance] Ow. Ow. Ow.

**Travis:** Excellent.

**Navy Seal:** I have to protect my teammates.

**Travis:** Okay yeah, give me a 2d8 for throwing the ax.

**Griffin:** Yeah, this is not my signature item.

[sound of dice rolling]

**Griffin:** One success, eight and a two.

**Travis:** Yes, with a mixed success, you absolutely stop the rope that's hitting him.

**Griffin:** Yeah.

**Travis:** But the ropes on either side of him are still going.

**Griffin:** Okay, that's fine.

**Clint:** [laughs]

**Travis:** Justin, are you having some fun spinning your token in place?

**Justin:** [giggles]

**Griffin:** Seems like— He's really slippery, and so Axe-O-Lyle's kind of—

**Travis:** I'm just—

**Griffin:** — rotating.

**Travis:** I'm just loving Justin having his own little in world fun, spinning his— Okay.

**Justin:** It's just the closest I've ever gotten to playing video games while I do this dumb thing, you know what I mean?

**Travis:** I love that.

**Justin:** I'm having the time of my life over here. I thought it'd be good for you, that was just for your all's benefit, and you're complaining to me about it.

**Travis:** I love it. No, it made me— I wasn't complaining Justin, it made me so happy I wanted to tell everyone.

**Justin:** I couldn't tell if you guys could see it as I was moving it or if it was just for my own benefit, that was the really scary part.

**Travis:** I love it. Now, what's happening here? Oh, it says, "Cool."

**Justin:** Someone just wrote "Cool" right on the map.

**Griffin:** [chuckles]

**Travis:** “Cool.”

**Justin:** [sighs]

**Travis:** I didn’t know— I need to take that ability away from you guys later.

**Clint:** [laughs]

**Travis:** But I do know it’s Griffin—

**Justin:** You’re—

**Travis:** — ‘cause it’s in his color.

**Justin:** You’re gonna have to take this spinning away from me.

**Travis:** Maybe—

**Griffin:** Oh, I just deleted my character token. [laughs]

**Justin:** [laughs]

**Griffin:** Hold on, how do I undo that?

**Justin:** Suddenly, without warning. [wheezes]

**Griffin:** [laughs]

**Justin:** Navy Seal—

**Griffin:** Just trying to erase “cool,” and I deleted Navy Seal.

**Justin:** We forget ever knowing him. [laughs]

**Griffin:** [laughs]

**Carver:** That— There was a third member, but...

**Justin:** [giggles] Or was there?

**Clint:** Did Carver snap his fingers?

**Justin:** [giggles]

**Griffin:** How did that happen?

**Justin:** [screams]

**Griffin:** Maybe at home—

**Justin:** Now it's giant!

**Griffin:** [laughs] I messed this up so bad.

**Travis:** I got you back.

**Griffin:** Okay.

**Travis:** Now Navy, you spent your last two turns helping your two compatriots, so I'm gonna say you have another action here.

**Griffin:** It's a flaw of mine.

**Travis:** Okay, you care too much? It's your greatest weakness.

**Griffin:** I care a little too much. Yeah. I've now I guess re-enabled the conveyer belt. So I grab the shoe as it comes to me.

**Travis:** Yes.

**Griffin:** Collecting the shoe. I now have the shoe and the ax.

**Travis:** And Carver turns a dial and they're back to smushing paddles.

**Griffin:** Oh yeah, just how I liked it. I'm gonna wait, try to time it out just right, and in the gap between their smushing, I wanna try to just rocket forward with the splash pack.

**Travis:** Alright.

**Griffin:** And try to land on the— one of the teeter totters.

**Travis:** Give me a 3d8 roll with your splash pack.

**Griffin:** Okay...

[sounds of dice rolling]

**Griffin:** Two successes, a six and a five.

**Travis:** Yeah, with two successes you're able to time it out perfectly. So they are moving kind of chunk chunk chunk, right?

**Griffin:** Yeah.

**Travis:** And on the last one you go as they're spreading apart and they're closing behind you, and you are able to make it to the end, no problem.

**Griffin:** Amazing.

**Travis:** Okay, spinning Lyle, you are up.

**Griffin:** For the listener at home, we have almost completed this room. We're on the north side where Carver's— I imagine his desk is at the end of the obstacles we are currently on.

**Travis:** Correct.

**Griffin:** Okay.

**Justin:** Okay, I have to— Aw man. [pause]

**Axe-O-Lyle:** I'm too slippery, man! I can't stop. Ah! Ah!

**Navy Seal:** Do you want your other—

**Axe-O-Lyle:** Oh!

**Navy Seal:** Is this a situation where you could remove or add a shoe?

**Axe-O-Lyle:** Oh... I'll try anything at this point, man, can you toss my— me mine?

**Griffin:** Yeah, toss him his shoe. He's pretty close.

**Travis:** I'm gonna say that the shoe toss from Navy isn't tough, but the fact that you are currently spinning and slipping, I'm gonna need a roll from you to catch your shoe effectively. So give me a 2d8 roll.

[sounds of dice rolling]

**Griffin:** [exhales]

**Travis:** Oh yeah, double successes. You catch it on your foot.

**Griffin:** [chuckles]

**Clint:** [laughs]

**Griffin:** It ties itself, the laces wrap.

**Travis:** And on your foot.

**Justin:** And I stop myself with it? 'Cause it's—

**Travis:** Yeah, with two successes, yeah yeah yeah. Put the shoe on your foot, you're at a halt now, you're back, you have control of yourself once more.

**Justin:** [clicks tongue in thought] So, okay. I'm at the end of the— what I can see as the obstacles, right?

**Travis:** Correct.

**Justin:** And where I'm at, am I... Oh, I should be able to just like leap on top of Carver's desk from here.

**Travis:** Yeah, I think it's gonna be a little bit tricky because you are still on the slippery floor, but you are close enough to make that jump.

**Justin:** Okay, I make the jump and then I raise my hand up in the air, and I say—

**Axe-O-Lyle:** Hatchet Man, do me!

**Travis:** Well we'll see if you make the jump. Hold on.

**Justin:** [giggles]

**Clint:** [laughs]

**Travis:** You—

**Justin:** I thought if I kind of did a combo.

**Travis:** You can— Yeah, you can make the jump.

**Justin:** Okay, let me try to make the jump first.

**Travis:** That doesn't mean you will.

**Justin:** Yeah, it's a collection, yeah. It's— We have a pot pourri.

[sounds of dice rolling]

**Clint:** Whoa.

**Travis:** Oh, double successes, eight and a five, nice. Yeah, you make that jump. It was tricky to get your feet underneath you, but with both shoes. And you know, these are extreme firefighter shoes, you know what I mean?

**Justin:** Yeah.

**Travis:** These aren't basic firefighter shoes.

**Justin:** Yeah.

**Griffin:** No.

**Travis:** So you make that jump, you land on his desk, you raise your hand.

**Justin:** And say—

**Axe-O-Lyle:** Hatchet Man, to me!

**Travis:** Now.

**Navy Seal:** Do you want me to bring it to you? 'Cause I'm hold— I—

**Travis:** Well no, you threw it.

**Justin:** Come on Griff, you can do this.

**Griffin:** Oh, that's right, I did throw it.

**Justin:** Wait, you already threw it? Where is it now?

**Griffin:** Yeah, I used it to cut the ropes.

**Justin:** Oh. Where is it now?

**Navy Seal:** I hope that's okay.

**Travis:** Well Ro— It's lying next to Roger.

**Axe-O-Lyle:** What'd you—

**Travis:** On the ground.

**Axe-O-Lyle:** Hatchet Man, to me!

**Navy Seal:** Sorry, Roger, he keeps dropping all of his stuff.

**Roger Mooer:** [grumbles]

**Navy Seal:** And I think it's going to be sort of an ongoing thing that you and me are gonna be needing to—

**Axe-O-Lyle:** [whispers] Just play along, man. He's gonna be so impressed if he thinks I can do this.

**Roger Mooer:** [whispers] Sure, I need to?



**Axe-O-Lyle:** [whispers] Yes.

**Roger Mooer:** [whispers] Okay, okay.

**Navy Seal:** [whispers] Okay, make it—

**Roger Mooer:** [whispers] I will do it.

**Axe-O-Lyle:** [whispers] Just please just throw it really good.

**Roger Mooer:** [whispers] Well, alright.

**Clint:** I'm gonna use my tail to throw it.

**Justin:** Perfect, yeah.

**Clint:** I think I have more accuracy, yeah.

**Justin:** Perfect. I didn't even know cows could use their tails to throw things.

**Travis:** It's prehensile for some reason.

**Justin:** I'm not a botanist.

**Griffin:** [chuckles]

**Clint:** Welcome to the *Abnimals* universe.

**Travis:** Give me a 3d8 roll, Roger.

**Clint:** [chuckles]

**Travis:** To launch that ax with your tail.

**Clint:** Okay.

**Travis:** At—

**Clint:** 3d8 roll.

**Travis:** At Lyle.

**Clint:** Here it comes. Okay.

[sounds of dice rolling]

**Griffin:** Ooo yeah.

**Clint:** Wow, double success.

**Travis:** Oh that was a kowabunga.

[guitar riff plays]

**Clint:** Eight, eight, three.

**Travis:** Okay. So yeah. It goes perfectly. This is 100% like Mjolnir level like fwoomp! Directly to your hand. And Carver clocks it not just as like a checkmark for you Lyle, but also for you Roger, and he's like, "Mm," stroking his invisible beard once more.

**Axe-O-Lyle:** My hand—

**Navy Seal:** We're doing it, guys!

**Axe-O-Lyle:** Let me reintroduce myself. I'm—

**Carver:** Okay.

**Axe-O-Lyle:** I'm Axolotl.

**Carver:** Your name's Axolotl?

**Axe-O-Lyle:** I'm— No, listen, I've got— You're not listening. Let me finish.

**Carver:** Okay.

**Griffin:** [snorts]

**Axe-O-Lyle:** My name's Axe-O-Lyle, and these are the little Lyle's.

[guitar dramatically cuts out]

**Axe-O-Lyle:** And we're here to see if you wanna join our team.

**Carver:** Wait, so the name of your team is Axe-O-Lyle and the Little Lyles?

**Axe-O-Lyle:** We're tryin' it out.

**Clint:** [wheezes]

**Navy Seal:** Would that make you wanna join? I'm not a fan, but if you like it.

**Justin:** [wheezes]

**Carver:** It seems limited, it seems, I don't know, reductive?

**Axe-O-Lyle:** Not for me.

**Carver:** Well yeah.

**Navy Seal:** It's huge for him and his personal brand.

**Axe-O-Lyle:** For me that name recognition alone would be massive. No, we don't have a name, but I made it up here first, do I get a medal or a ribbon or a pi— like a pack of gum or anything?

**Carver:** Well you can turn off the switch so that they can just like kinda walk over here if you want.

**Axe-O-Lyle:** Do you wanna save first?

**Carver:** Sorry?

**Clint:** [laughs]

**Axe-O-Lyle:** Well I don't wanna just turn off somebody's Switch if they're in the middle of somethin'.

**Clint:** [wheezes]

**Carver:** Oh, no no no, I'm more of a Steam Deck guy.

**Griffin:** [chuckles] He's playin' *Dangon Rompa* on his—

**Justin:** [cackles quietly]]

**Griffin:** — Switch on his desk.

**Justin:** Alright, I used one— my handle of Hatchet Man to turn the switch off, like a cool dude.

**Travis:** [imitates a powering down sound effect]

[powering down sound effect plays]

**Travis:** Everything powers down. At this point now you guys are free to just like walk over there.

**Griffin:** Yeah.

**Travis:** And Carcer's like—

**Carver:** Hey. Yeah, man, that's— So, as far as the physical challenges go man, passed right by. Now before I decide if I'm gonna, yah know, take on the role as your trainer.

**Axe-O-Lyle:** Spiritual challenge?

**Carver:** No, more of just like an interview segment.

**Axe-O-Lyle:** So I was right.

[pause]

**Carver:** Okay, yeah, let's get to that.

**Travis:** And he puts on some readers and sits down with like a legal pad, and he goes—

**Carver:** [dramatically] Let's do this.

**Travis:** [imitates a guitar stinger]

[guitar stinger plays]

**Travis:** And like a guitar stinger hits.

**Griffin:** For a job interview?

**Travis:** Yeah.

[electric guitar solo plays]

[ad break]

[electric guitar music plays]

**Carver:** This won't take long, most of it was the physical thing, you guys were doing great. I see you've got good bones. You know?

**Griffin:** I look at the house band that was just playing a guitar stinger as he set up this job interview, like—

**Navy Seal:** Are they gonna be here the whole time?

**Carver:** No, I just— I brought 'em in just for this man. You guys are good, you guys can go.

[background music cuts out suddenly]

**Band Member:** Are you sure?

**Carver:** Yeah man. Thank you. They're good, man.

[background music plays]

**Axe-O-Lyle:** Hey partner, I hope you're not bummed about the level of destruction that we brought to your obstacle course there. I don't know if you got— If you have a guy or whatever, but we can help you get it, you know, set back up.

**Carver:** Oh no, quite the opposite man, like that ruled. You got— That was great. I loved kind of the violent aspect to it, that was great.

**Axe-O-Lyle:** Okay, great.

**Carver:** So, first question, and whoever wants to jump in, why did you— Oh here, why did you decide to become an Abnimal hero?

**Roger Mooer:** Um well, I can go first. Where I came from, where I was raised, was... an extremely religious environment.

**Griffin:** [wheezes]

**Carver:** Oh boy, okay.

**Roger Mooer:** It was... We were members of the Methonist Church, and—

**Carver:** Methonist, you said?

**Justin:** I—

**Roger Mooer:** Methonist.

**Carver:** Okay.

**Justin:** They've le— Oh, I went to look at the judges and they've left. Oh my.

**Griffin:** They left.

**Travis:** They loved that.

**Justin:** The left.

**Travis:** Hey, Justin, I'm the judge, jury, and executioner, baby.

**Justin:** They came over to your house, maybe. Maybe they are—

**Travis:** Yeah.

**Clint:** Yes.

**Griffin:** They— A lot of the judges it seems like—

**Justin:** Soooo...

**Griffin:** — thought maybe you were gonna go with “Cow-tholic.”

**Justin:** [laughs]

**Griffin:** And they’re really like— they’re realizing that I could’ve been a lot.

**Clint:** Yeah.

**Justin:** That’s why the judges don’t get on the mic, you know what I mean?

**Travis:** Yeah. Exactly.

**Clint:** They—

**Justin:** They don’t have the expansive mind of Clint McElroy. [chuckles]

**Clint:** They who can’t judge.

**Travis:** Yeah.

**Roger Mooer:** The Methonists are very— It’s a very repressive society.

**Carver:** Uh-huh.

**Roger Mooer:** Very puritanical.

**Justin:** It’s funny, man.

**Griffin:** [wheezes]

**Roger Mooer:** I... I love the dance. I love to dance, it’s a part of my being, and they had banned dancing. So. [sighs] I always have hated

people that are persecuted for what they love, for their passions, for people who are—

**Navy Seal:** You hate the people who are—

**Roger Mooer:** — not allowed to exercise their passions.

**Navy Seal:** Oh, okay.

**Roger Mooer:** So, I—

**Carver:** You hate the people, or you hate the persecution, just to be—

**Roger Mooer:** No no, no I don't hate anyone, but I hated being persecuted. And I left, I... I came here. I decided that I would be hoofless, and I came here to—

**Griffin:** [sighs]

**Roger Mooer:** — to this realm to protect those who've been persecuted for their passions and their beliefs.

**Navy Seal:** And the spy thing.

**Griffin:** [wheezes]

**Roger Mooer:** Well the— This— I have learned—

**Axe-O-Lyle:** We were all wondering.

**Griffin:** [chuckles]

**Roger Mooer:** Yes. Well I mean that's the best way.

**Carver:** To learn dance?

**Navy Seal:** To learn.

**Roger Mooer:** To learn dance. I need to infiltrate and change the way people feel. I plan on learning all these spy skills and then going back to



my planet, and teaching them not only how to dance, but how to be... sneaky.

**Carver:** Okay, cool.

**Roger Mooer:** But I have to be sneaky, I have to infiltrate, and I have to be a spy.

**Griffin:** [chuckles]

**Carver:** Sneaky dancing.

**Griffin:** So you can dance.

**Roger Mooer:** In order to— Yes.

**Carver:** Yeah, okay got it.

**Griffin:** Of course.

**Roger Mooer:** Yes, to do the dancing.

**Carver:** Sneaking dancing, okay, sneaky dancing, got it. What about you? What— Sorry, Blue Seal was it?

**Navy Seal:** Oh, Navy Seal.

**Carver:** Navy Seal. Oh. Oh.

**Navy Seal:** Yes, not an actually active service member of the navy.

**Carver:** Oh.

**Navy Seal:** I— Well it's a family business. Surely you're aware of the Royal Seals.

**Carver:** Yeah, of course.

**Navy Seal:** Well the— us Ross seals, we don't usually leave our sort of Antarctic environ, and so all of the Royal Seals are related, we're something of a family band. So I joined sort of because it was... it was

required of me, as the oldest of the Seal siblings. And it went pretty good for a long time!

[pause]

**Carver:** Okay.

**Navy Seal:** And then it did not.

**Carver:** Oh okay, cool cool cool. And what about you, Axe-O-Lyle?

**Axe-O-Lyle:** Yeah, I was... raised by some Dominican nuns. They help out a lot of the axolotls over there.

**Carver:** Okay.

**Axe-O-Lyle:** Lake Xochimilco, so they— I was raised by nuns, man. They trained me up and they taught me their incredible nun fighting style. They said—

**Carver:** Awesome.

**Axe-O-Lyle:** But they said it's nameless, and there's no names for it. And if anybody tries to come up with a pun-centric name for it, they said that there is no name and they're wrong.

**Carver:** Respectful, okay.

**Axe-O-Lyle:** Yeah, it's very cool. So yeah, they taught me their fighting style and I just wanted just to carry on that incredible gift. They gave me a second chance, you know, I'm trying to do the same for—

**Carver:** And they didn't use nunchucks? Just to check.

[background music cuts out abruptly]

**Navy Seal:** Hugely disrespectful Carver, I'm a big fan, but that was— You just really stepped in it.

**Axe-O-Lyle:** Sorry, I'm gonna be sick.

**Carver:** I'm so sorry, Lyle. Lyle, you have to forgive me.

**Axe-O-Lyle:** Why did you just—

**Roger Mooer:** I sure am glad I didn't say, "smacks-olotl."

**Axe-O-Lyle:** I—

**Roger Mooer:** Would've been the fighting style.

**Carver:** I've spent a lot of time by myself. I'm so sorry.

**Axe-O-Lyle:** It's not enough, man.

**Justin:** [wheezes]

**Axe-O-Lyle:** You need more, you're not ready for— to be around others. That's hu— That was— Woof. You know what? Now, I'm okay.

**Carver:** Okay, great.

**Navy Seal:** I am also religious.

**Griffin:** [wheezes]

**Travis:** [laughs]

**Navy Seal:** I didn't wanna be the only guy without sort of—

**Carver:** Are you religious or spiritual?

**Navy Seal:** More spiritual.

**Justin:** [laughs]

**Carver:** Yeah.

**Navy Seal:** I believe in energies.

**Carver:** Well yeah man, like electricity and stuff.

**Justin:** [sings] "They're the world's religious fighting team!"

**Clint, Griffin & Travis:** [cackle]

**Justin:** [giggles]

**Travis:** "Now watch as we tear this phone book in half."

**Justin:** [sings] "They don't have a Jewish one, but that would be on theme."

**Griffin:** [laughs]

**Carver:** Okay, so you were trained by nuns, cool cool. And so that just kinda naturally... led to being like a cool dude fighter man?

**Axe-O-Lyle:** Well I— Yes, I was, for a long time, an extreme firefighter.

**Carver:** Oh, cool man.

**Axe-O-Lyle:** Yeah, so when the regular firefighters, and we so respect them, but sometimes it's just too dangerous and too extreme.

**Carver:** Yeah.

**Axe-O-Lyle:** And they gotta call in me. For a while I was on another team, the Amphibi-Force would call me in sometimes, if they had like a really extreme fire-centric scenario.

**Carver:** Cool.

**Axe-O-Lyle:** And then we were just like talking and they— I told them that... I didn't go through metamorphosis. You know, axolotls don't. And they got super weird and I haven't heard from 'em since, so whatever. It's not like even a problem.

**Carver:** Ah, okay, cool man. Alright.

**Navy Seal:** I had no idea, this—

**Axe-O-Lyle:** [mumbles] Whatever, it's...

**Navy Seal:** It's terrible.

**Roger Mooer:** What a bunch of stinky pants.

**Axe-O-Lyle:** Can you— Again man, god. This is my family we're talkin' about and you guys are just doin' this stuff with nunchucks and stinky pants.

**Navy Seal:** And it's not me.

**Axe-O-Lyle:** And just like the base decorum, you know what I mean?

**Roger Mooer:** I'm trying to support you.

**Axe-O-Lyle:** Read the room. Alright?

**Griffin:** [snorts]

**Axe-O-Lyle:** Read the room, cowboy, read the room.

**Carver:** Alright man, well listen—

**Axe-O-Lyle:** What about you?

**Carver:** I'm ready— Me?

**Axe-O-Lyle:** What about a little... turt for tat.

**Carver:** Well I'm—

**Justin:** [wheezes] That ruled!

**Griffin:** [chuckles] That was really good, take a moment.

**Travis:** Yeah!

**Justin:** I wanna sit in it, and I want all you guys to bust up. So if there's any kids listening, they'll know that was funny. Here we go.

**Griffin:** [giggles]

**Clint:** Okay, do it again. Let— Take it again, take it again.

**Axe-O-Lyle:** How about a little turt for tat?

**Griffin & Travis:** [laugh loudly and discordantly]

**Justin:** You made it into a clown show, and I'm furious. [wheezes]

**Carver:** Well yeah man. I was one of the Green Back Guardians, like the origi— Okay. And you know, we were trained by Professor Doctor Barth Monroe. Yeah man, we fought Doctor Killdeath and other, you know, bad guys.

**Axe-O-Lyle:** I'm a little more interested in what you've been doin' lately, huh?

**Carver:** Oh yeah. Well, I would say kinda quietly fighting crime whenever I can get away with it and not get caught fighting crime. Building The Carvery, of course.

**Navy Seal:** Amazing work.

**Axe-O-Lyle:** Yeah.

**Navy Seal:** For what you— For a sort of self-professed amateur hobbyist, it is remarkable what you have accomplished.

**Axe-O-Lyle:** Although I gotta say though, in the last 20 minutes man, at least seven different people have come in here trying to buy choice cuts of meat. And you may wanna think about that.

**Carver:** Yeah.

**Axe-O-Lyle:** 'Cause it does sound like an artisanal butcher shop.

**Carver:** I'm gonna take it off Yelp, that's a good call.

**Justin:** [wheezes]

**Carver:** And—

**Clint:** [laughs]

**Carver:** I'll tell yah, man.

**Axe-O-Lyle:** It's a good cover though, man, it's a good cover.

**Carver:** Yeah yeah, thank you thank you, and I'll tell yah Navy, there's so many YouTube videos about building your own warehouse kinda post-apocalyptic like scrap metal gauntlet, you know what I mean?

**Navy Seal:** Yeah.

**Carver:** It's— It was amazing man. I basically learned it all through there. But mostly I've just been preparing all of that, and gettin' ready to find myself kind of a team that I can like take under my wing and like—

**Axe-O-Lyle:** You know, I never thought I could do those kinds of projects, but during Cow-vid I really branched out, you know?

**Navy Seal:** We all had a lot of time.

**Carver:** Yeah man, we all had a lot of free time, couldn't get out there as much.

**Justin:** Lot of YouTube tutorials, yeah.

**Carver:** And—

**Roger Mooer:** I started making my own bread. What— I don't know about you all.

**Axe-O-Lyle:** As long as you're not makin' your own cheese, man, 'cause then you gotta see a doctor.

**Justin:** [wheezes]

**Griffin:** [giggles]

**Travis:** That's one of the symptoms of Cow-vid.

**Axe-O-Lyle:** That's a bad thing for you, I guess.

**Carver:** But you guys are kinda glossin' over the part where I was like, "I'm lookin' for a team to like train," and you know, Doctor— Professor Doctor Barth kinda did that for us.

**Axe-O-Lyle:** Well, to be fair man, I assumed it was something like that, or otherwise this is one heck of a "How do you do?"

**Carver:** Yeah.

**Navy Seal:** So, did we... Did we pass?

**Axe-O-Lyle:** Did you see when I said—

**Carver:** Yeah.

**Axe-O-Lyle:** — Hatchet Man, to me?"

**Carver:** Yeah, that was pretty cool.

**Navy Seal:** Yeah, that was so sick.

**Carver:** I liked that, and hey, excellent toss with your butt there Roger, that was excellent.

**Axe-O-Lyle:** And why—

**Carver:** I've never seen anybody move their tail like that.

**Axe-O-Lyle:** And why would you do it?

**Roger Mooer:** Mm, well.

**Carver:** Yeah, but it worked man.

**Roger Mooer:** You know they say, "Shake your tailfeather," I sort of did.

**Carver:** Yeah. Wait, it's feathers?

**Navy Seal:** Lot of biologically confusing stuff in that.



**Carver:** So yeah, I'm gonna say kind of a trial run, but you guys like I said, good bones, good beginning of a team. Stuff we can work on. Definitely some notes.

**Navy Seal:** Always.

**Carver:** But I think you guys are ready for your first like... mission under my tutelage, you know what I mean? How's that sound, boys?

**Roger Mooer:** Hmm.

**Navy Seal:** It would be an honor.

**Axe-O-Lyle:** For sure.

**Carver:** Okay, amazing. Yeah?

**Axe-O-Lyle:** Sign me up.

**Roger Mooer:** Whatever your mission is, I accept it.

**Carver:** Okay, awesome man. So, time to hack into the computer system and find you guys some crime.

**Axe-O-Lyle:** [chuckles]

**Carver:** I don't know, I'm not normally the guy who does this, but give me a second.

**Travis:** And he opens the laptop, and you see—

**Axe-O-Lyle:** Wait, you're a crime guy?

**Carver:** No, what? No, I'm gonna find you like potential—

**Axe-O-Lyle:** Oh, yeah.

**Carver:** — thing that you could cross off.

**Navy Seal:** Yeah.

**Axe-O-Lyle:** 'Cause I was thinkin'—

**Navy Seal:** That's— Yeah.

**Axe-O-Lyle:** — we did give a really hard agree to whatever, and if you're just like—

**Navy Seal:** Yeah yeah yeah.

**Carver:** It would just be wild if I was like, "Yeah, go rob a bank."

**Axe-O-Lyle:** Yeah, that would've been somethin' else.

**Carver:** No. Here's what we're gonna do. Let me hack into the web.

**Travis:** And you see him like open basically like his computer, and it comes up and it's like—

**Carver:** [mutters] Okay, I gotta put in my password. [normal] Okay, we're in.

**Axe-O-Lyle:** Wow.

**Roger Mooer:** Okay.

**Navy Seal:** Not really hacking.

**Axe-O-Lyle:** Ironclad.

**Travis:** And he goes—

**Carver:** [sighs] Sorry.

**Travis:** And he's just like hunt and pecking, you know? Single—

**Carver:** Ugh, okay.

**Travis:** And he goes to Firstbook, which is of course River City First Book, that is their kind of like all in one like social media platform and browser. He's like—

**Carver:** [mutters] Okay, let's see. Events.

[keyboard typing]

**Griffin:** It's just people trying to sell their old IKEA furniture.

**Carver:** [mutters] Yeah.

**Clint:** [chuckles]

**Carver:** [mutters] Oh, I don't— Oh man, look!

**Navy Seal:** Was that fireworks or gunshots?

**Carver:** No they— Look, they've got— I can buy big ears for my spinning log on here, that's great. Yeah, order.

**Navy Seal:** Awesome.

**Carver:** Get that. Okay, great. Hold on. Oh, here we go man. This is perfect. Okay, looks like tonight. Yeah, okay. At River City First Stadium, it's hostin' like a big kinda gala to celebrate the River City Runner Ups, their 50<sup>th</sup> consecutive second place finish.

**Navy Seal:** Amazing.

**Carver:** Yeah, they're gettin' it—

**Roger Mooer:** One for the Hall of Fame.

**Carver:** Yeah, they're gettin' a big like silver kind of football trophy thing man, that's— Yeah dude, there's been like a rash of like silver theft in town.

**Navy Seal:** Mm,

**Carver:** They're— This is— That's gonna get hit, man.

**Navy Seal:** Your crime senses are tingling.

**Carver:** No, I'm just reading it.

**Navy Seal:** Oh, okay.

**Carver:** It's just here. Yeah.

**Navy Seal:** It's just basic deduction.

**Carver:** No, I looked it up on the internet.

**Navy Seal:** Alright. That sounds like a—

**Travis:** Yeah, it's pretty cool man, the internet's pretty great.

**Navy Seal:** Sounds like a job for...

[guitar stinger plays]

**Navy Seal:** And I really thought that I would just— If I got momentum there it would just kinda come to me. But it did— It did not.

**Roger Mooer:** How's— Try this out, how do you like this? Mooer, Moor, More.

**Navy Seal:** So confusing. I—

**Carver:** Is that like a Tony Tony Tony thing?

**Roger Mooer:** Sort of, I thought of that, yes.

**Carver:** Okay.

**Navy Seal:** What about—

**Carver:** We'll keep workin' on it.

**Navy Seal:** What about—

**Roger Mooer:** Mooer, Moor, More, I think it's got something for it.

**Griffin:** I look at the three of us, I look at the sign that very much makes it sound like this is a high-end butcher shop.

**Navy Seal:** What about Surf `n` Turf? A celebration of our... variety, our diversity. And our fields of expertise.

**Roger Mooer:** I like that.

**Axe-O-Lyle:** Doesn't it kinda sound like, "And also Axe-O-Lyle?"

**Clint:** [wheezes]

**Navy Seal:** But you are the daywalker. You live between the surf and the turf.

**Axe-O-Lyle:** People are gonna— What they're gonna think is I'm your driver.

**Clint:** [laughs]

**Axe-O-Lyle:** They're gonna think I'm the Happy, you know, I'm just gettin' you all from A to B.

**Navy Seal:** You're the `n`.

**Axe-O-Lyle:** Right, but like—

**Justin:** [chuckles]

**Axe-O-Lyle:** Man, I guess what I'm saying it like if you go to see Hall & Oates, and there's a third guy near them.

**Clint:** [wheezes]

**Griffin & Travis:** [laughs]

**Justin:** [wheezes]

**Travis:** [claps]

**Clint:** [laughs]

**Axe-O-Lyle:** You wouldn't immediately assume. [chuckles]

**Clint:** [cackles]

**Navy Seal:** That's the end.

**Justin:** [chuckles]

[theme music fades in]

**Roger Mooer:** That he was another Oates.

**Axe-O-Lyle:** This is a different— Oates, there's— “Yeah, he's both a Hall and an Oates.”

**Navy Seal:** It felt strong to me, but I realize now that it was hugely exclusionary.

**Clint:** [laughs]

**Justin:** [snorts] [giggles]

[*Abnimals* outro theme music plays]

**Spike Splosion:** Hey everybody, it's me, Spike Splosion, your favorite Transportation Secretary of the all unicorn mercenary group, Unicore. I'm here to tell you about buying fireworks, and how bad it is to buy fireworks from an unlicensed dealer. That isn't always a good idea.

Sometimes it can be— It can work out in your favor and everything will be just fine, but one out of 17 times, things go horribly awry, and one of those unlicensed fireworks, well they just might explode your horn off. And you don't want that, let me tell yah, especially if you're part of the Unicore, or if you're just even an average citizen of the unicorn population.

If you lose your horn, well you just immediately become a regular horse, and you lose your ability to speak languages, you run a little bit slower 'cause you're less aerodynamic of course, and you also have a gaping hole in your head.

Also you just start doin' horse stuff, like neighing and being obedient, and allowing saddles to be put on you. You don't want that, nobody wants that, that would be insane. So please, stay away from those unlicensed dealers.

Go to someone with a bonafide license, that's the smartest thing to do. 'Cause they'll have fireworks that won't damage your ability to teach you the proper methods in order to use them appropriately, such that your horn will stay where it belongs, right between your eyes.

Alright everybody, that's been Spike Splosion telling yah this important safety tip, because as you know, knowing is one eighth to one seventeenth the battle.

[ukulele chord]

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