

## The Adventure Zone: Abnimals Ep. 5: Stealing Silver!

Published October 24, 2024

[Listen here on mcelroy.family](https://mcelroy.family)

[Abnimals theme music plays]

**Travis:** At the end of the last session, you had gotten permission from Walter Russell, the walrus, philanthropist, billionaire industrialist, to go check out the trophy room, get a look at that 50<sup>th</sup> consecutive second place trophy. Because silver has been stolen all over the city. But as you put your hand upon the handle to open the door and go past security, the Barnyard All-Stars took the stage and recognized Roger immediately. Called out, "It's Tiny Dancer!" So, your hand is on the handle, you've just been identified. They've called out to you. What do you do?

**Clint:** [chuckles]

**Roger:** I—[laughs] I'm afraid you have mistaken me for someone else, my friend.

**Gridiron:** No, man, it's Tiny Dancer! Come on up here! Get up here. This is a former, hehe, member of Barnyard All-Stars, but let's give him a hand. Come on, everybody, cheer him on! [chants] Tiny Dancer, Tiny Dancer.

**Roger:** Oh... [chuckles] Very well, yes. All right...

**Clint:** And Roger joins them on the stage.

**Gridiron:** Hey, everybody! So excited to all be here tonight, especially with our old friend. Sorry, what was it again? Is it Sean Cownnery? No, sorry, George Grazinby, right?

**Roger:** Roger...

**Griffin:** Oh, god.

**Roger:** Roger Mooer.

**Gridiron:** Roger Mooer—

**Roger:** Although I wish I had thought of Grazinby, that's really good.  
[chuckles]

**Gridiron:** Oh, thanks, man. Listen, I had a whole speech me—you know, the Grand Slam here.

**Travis:** And you see like a ram with big horns, wearing a baseball jersey. He waves. And he says—and you know—Home Stretch. And you see a horse in like a track suit ready for running, and she waves. There's some, you know, Knives on Feet. And you see a swan—

**Griffin:** [chuckles] Knives on Deet!

**Travis:** In like hockey pads. Hockey pads and a hockey stick. And he waves.

**Griffin:** Oh, okay.

**Gridiron:** I'm, you know, Gridiron. I was gonna give a whole speech about like, you know, determination and teamwork. But I'm just so excited to see my old friend—sorry, Roger. Roger, say something to inspire the crowd, man.

**Roger:** Team is an important concept. And there's no X in team. So I guess I've never really left the Barnyard All-Stars. Even though I really wanted to. And just so you know, if you've ever been kicked out of a team or left a team, that doesn't mean you're not a team player. It just means you haven't found the team that deserves you yet.

**Gridiron:** Oh, man—

**Lyle:** That shrimp, over here, man!

**Gridiron:** What, sorry, did you say shrimp?

**Lyle:** Yeah, there's shrimp. Sorry, I don't want to interrupt your thing, man.

**Gridiron:** No, I mean, but if there's shrimp... Well, Roger, that was really beautiful, man. I just wanted to say one more. Tackle drill!

**Travis:** And all four of them go to tackle you, Roger. What do you do?

**Justin:** Oh, heck yeah, dude. Primal instinct. Don't think, act. [titters]

**Clint:** I am going to... dodge them! Of course.

**Justin:** I love this move.

**Clint:** If my—one of my good current teammates could possibly give me a little techno beat?

**Griffin:** Yeah... I, from the other corner of the room see what's happening, and just instinctively like:

**Navy:** Oh, yeah. Unts-unts-unts-unts-unts-unts!

**Roger:** Absolutely. I'm going to show these Mothers of Invention exactly what I'm made of, with my... my ability... which I will be able to remember... Night Foxtrot! I'm gonna use Night Foxtrot, yeah.

**Travis:** Okay, when you hear a techno beat, you can do a fluid, acrobatic, tumbling dance, like the French dude in Ocean's—

**Justin:** I'm irritated!

**Griffin:** Okay.

**Justin:** Because I don't think that dad should be able to say, "Someone make a techno beat, and then I can use my ability." That's—when would we not be able to do that? That's wild.

**Griffin:** It does seem like you will be able to always activate this mondo move.

**Travis:** Here's what I'll say, is right now, there is a... the band is still kind of set up on stage, Ska is the Limit.

**Griffin:** Yeah.

**Travis:** And the people are—

**Griffin:** And what is Ska, but horn-based techno music that you can really skank it to?

**Travis:** Exactly.

**Clint:** No, but I think we need to address this need in the future, Justin. I think you've brought up an excellent point. I don't want you aggravated.

**Justin:** I want Navy—I think if there's instruments in the room, Navy should give him something that rips, you know? There's no need for him to fake it.

**Griffin:** Yeah, I grab a sax from whoever's playing the sax in this—

**Justin:** A sax, okay, interesting.

**Griffin:** And I—

**Justin:** Interesting choice for this. [titters]

**Travis:** For techno.

**Griffin:** I beatbox into the saxophone, like you see in like cool YouTube shorts.

**Clint:** Well, one of you has some kind of drum-related ability, don't you?

**Justin:** I have a thing called Everything's a Drum, but that's just a joke about using environmental objects as melee weapons.

**Griffin:** Yeah.

**Clint:** Okay, I understand.

**Travis:** So, first, I'm gonna have you, Navy, roll two D8s.

**Griffin:** Sure.

**Travis:** To see how well you make a techno beat into a saxophone, like in those cool internet shorts.

**Griffin:** Here we go.

[sound of dice thrown]

**Griffin:** Partial success. So, that's—

**Travis:** Partial success.

**Griffin:** So it's like... [spoofs beatbox and saxophone sounds]

**Clint:** [chuckles]

**Travis:** So, I'm gonna say, instead of rolling four D8s, you can do three D8s, Roger. Because it's not a perfect techno beat. But it's better than nothing.

**Justin:** Wait, did he roll for how good the beat is?

**Griffin:** Yeah.

**Justin:** How was it?

**Griffin:** [spoofs beatbox and saxophone sounds] Did you hear it? It sounds a bit more industrial than techno.

**Justin:** [comedically bad saxophone sounds]

**Clint:** [laughs]

**Travis:** Oh, Jesus, no.

**Justin:** [comedically bad saxophone sounds]

**Travis:** No, not like this.

**Clint:** It's back! It's back.

**Travis:** No, it can't be.

**Clint:** Is that the soundtrack from Miami Vice? [laughs]

**Griffin:** It's actually the soundtrack to TAZ: Steeplechase.

**Justin:** [chuckles]

**Travis:** Go ahead and roll three D8s for me there, Roger.

**Clint:** Okay.

[sound of dice thrown]

**Justin:** I was running to get it when you guys did the roll, so—

**Clint:** Eight.

**Griffin:** Oh, okay.

**Clint:** Two and two.

**Travis:** So, with a partial success, I'm gonna say you dodge everybody but Gridiron. Gridiron tackles you, you're not gonna take any damage or whatever. But a little bit of pride damage as, I mean, all four of them are bigger than you. You are, I would say about like at least six inches shorter than the shortest one. Right? So they're all a little bit bigger than you. Gridiron is the biggest, leader of the team. Another bull, like yourself. He tackles you. You're taken to the ground easily by him. And he stands up and he's like:

**Gridiron:** Oh, you almost got away with it, man. But, ah, you gotta work on it. Still got room to improve. Ah, but good one, man. Good one!

**Travis:** And he reaches down to give you a hand up.

**Roger:** Yes, thank you.

**Clint:** He kind of swats the hand away and stands up on his own.

**Travis:** Oh!

**Gridiron:** Okay, man. Okay. Little guy, it's so good to see you again, man.

**Roger:** Mm-hm. Yes. Well, in my heart of hearts, and my stomach of stomachs, I wish I could say the same, pal.

**Gridiron:** Oh, okay? I see, man. All right—

**Roger:** I just hope—I just hope—he's too dense to be able to get the joke, but he probably—

**Gridiron:** Well, let's see. Hold on.

**Travis:** He's like:

**Gridiron:** Oh, stomachs, man. Yeah, hungry. I get it.

**Roger:** Mm-hm. Very good.

**Griffin:** I sheepishly hand the saxophone back to the stage performer that I took it from. And I say...

**Navy:** I'm really sorry.

**Griffin:** [titters]

**Navy:** That was hugely inappropriate of me to jump on stage and take your working instrument away from.

**Performer:** Yeah, man. It was.

**Justin:** [comedically bad saxophone sounds]

**Performer:** Like you wouldn't pretend—like, you pretend to be a musician, man. And it's like, I work hard, you know what I mean? For this talent. And you're doing like stolen talent.

**Justin:** [comedically bad saxophone sounds]

**Navy:** Hey, how are you talking and playing the sax at the same time?

**Performer:** Exactly! That's the kind of work I've put into this.

**Justin:** That's a pro. That's a true pro.

**Performer:** Do you understand?

**Navy:** Okay, sorry. It's... yeah, I'm so sorry.

**Performer:** I forgive you.

**Travis:** So, Gridiron waves to the crowd. Everybody's cheering. They're, you know, chanting, "All-Stars! All-Stars! All-Stars!" The guys get off the stage.

**Gridiron:** So what are you doing here, man? And who are those other—who was that guy who is kind of sort of playing saxophone?

**Roger:** Hm, no idea.

**Gridiron:** Okay.

**Roger:** I'm kind of in between gigs right now. The competitive dance—

**Gridiron:** Mm-hm.



**Roger:** The competitive dance thing is a little slow.

**Gridiron:** Yeah.

**Roger:** And so I'm working, waiting some tables. You know, filling glasses, making sure the shrimp tower is built.

**Gridiron:** Oh, is that what you're doing here, man? You're catering?

**Roger:** Yes, I'm—

**Gridiron:** Oh!

**Roger:** Yes, I'm—

**Gridiron:** Eh...

**Roger:** I'm catering. But I'm happy! I'm happy. They're a good bunch. They're a good bunch of caterers. And I feel like I've found a home here.

**Gridiron:** Ah. Cool, man. Well, keep up the good work!

**Travis:** And he holds his hand out to shake your hand.

**Roger:** Okay...

**Clint:** And he shakes his hand.

**Travis:** You feel something in the palm of his hand. And after you shake hands, you see he slipped you a five-dollar bill.

**Griffin:** God...

**Justin:** [titters] God, that's withered.

**Clint:** Oh, wow.

**Justin:** While this is happening, Travis, I would like to... obviously, I think, you know, I'm kind of on a hold as Roger's up on stage. But I would like to kind of look around, because I feel like this moment would be the moment that maybe somebody would try to do crime.

**Travis:** Oh? Interesting. Okay, give me a looking around to see if this is the moment where someone does a crime roll, which is two D8.

[sound of dice thrown]

**Justin:** Okay, that's a mixed success. So, I sort of see someone doing a crime.

**Travis:** Yeah, you see people—

**Griffin:** Just a little crime.

**Travis:** You see people embezzling lightly, all around.

**Justin:** Okay. [titters]

**Travis:** No—

**Clint:** [laughs]

**Justin:** I see people on Ashley Moodison.

**Travis:** Oh, there you go.

**Griffin:** [chuckles]

**Clint:** Some grey collar crime.

**Travis:** Yeah, there's a lot of grey collar crime happening.

**Justin:** [chuckles] Just marriage crimes here. We're fine.

**Clint:** [laughs]

**Travis:** Morality, more than anything.

**Justin:** [chuckles]

**Travis:** Some light fraud is happening at table six. People selling each other land they don't have, that kind of thing. But they're exchanging it equally, so it's fine. What you do notice is that there is a second entrance to the hall. You can see like into the back hall kitchens, right? As people are coming and going through and swinging doors. And you can see a door on the same wall that you assume is going that direction. Except there are no guards on that door.

**Justin:** Okay, I'm gonna slip in through there during the commotion.

**Travis:** Okay, great! Let's see, at this point, Roger, you're still up at the front. What about you, Navy? Are you staying with Roger, or are you going with—

**Griffin:** Yeah, I would like to—

**Travis:** With Lyle.

**Griffin:** Try and get Roger out of this—out of this hugely uncomfortable social situation. I'll walk up to Roger and be like:

**Navy:** Hey, fellow caterer. The shrimps are going bad, and so—

**Justin:** Sorry, sorry, on stage—sorry, so everyone's watching on stage. And then Griffin walks up, Navy walks up in the middle of the stage, in the middle of the show?

**Griffin:** Yeah, I mean, I hopped on stage to do a techno saxophone beat already. So I'm already up there.

**Justin:** Of course. Yes, right.

**Griffin:** Yeah.

**Justin:** Okay.

**Navy:** The shrimps have gone sour, and the boss caterer has asked me to get you to throw them in the big dumpster.

**Clint:** Okay, so I turn to Gridiron and say:

**Roger:** I've got a bit of a prawn emergency. So please—

**Gridiron:** Ah, yeah, man.

**Roger:** It was just as good seeing you today as it ever was.

**Lyle:** Yeah, get that out man, it's like death prawn five.

**Griffin:** [titters]

**Roger:** Excuse us! We have to... we have to do the shrimps.

**Griffin:** As we get off stage, I want to just do a quick sort of emotional check in like:

**Navy:** Hey, man, that was absolutely brutal. Are you doing? Because—

**Roger:** Well, I'm glad you asked that. I believe that there was some subterfuge going on there. Here, let's inspect this five-dollar bill, because if my suspicions are correct, Gridiron has scribbled some kind of note on to the five-dollar bill.

**Justin:** Hey—

**Navy:** I'm pretty sure he was just slamming you, but okay.

**Justin:** Travis, I want to make sure I'm not watching that, because it will bum me out.

**Travis:** [chortles] Yeah, you don't have to see that.

**Justin:** [laughs] Okay. So if I like see it going that way, I'm like, I just go look and listen to something else. [chuckles] Because I don't want that baggage.

**Griffin:** [laughs]

**Clint:** I am—

**Justin:** I don't want to have to look at him and keep talking and adventuring with him knowing that. So like, I don't know about this. Canonically.

**Clint:** Let's hold it up to the light and look. And really peer at it—

**Justin:** It's getting harder to not look.

**Clint:** Really peer at it now.

**Justin:** [chuckles]

**Clint:** And so—

**Justin:** Try get it hot, dad. Hold it over a candle.

**Clint:** Ah. Oh, oh, oh! That's good, yes.

**Justin:** But I didn't see him to say that. Like, I'm not seeing this.

**Travis:** Yeah, yeah, yeah. You're safe. You're safe. You're safe.

**Griffin:** Yeah, yeah.

**Justin:** [chuckles]

**Travis:** Don't worry.

**Clint:** So, I inspect the five-dollar bill.

**Travis:** Yeah, there's nothing on it.

**Griffin:** There's a map.

**Clint:** Don't I even get to roll?

**Travis:** Sure, dad.

**Griffin:** Oh, cool. Let it be—

**Clint:** What should I roll?

**Travis:** Two D8, please.

**Clint:** Two D8.

**Justin:** But if you get a really good roll, then fate has already given it to you.

[sound of dice thrown]

**Clint:** Yeah, there's nothing on it. [laughs]

**Griffin:** A double failure?

**Clint:** A four and a two.

**Travis:** Hey, but practice makes perfect, dude. Give yourself a point...

**Griffin:** It's a map, but it's to like a really crappy treasure.

**Travis:** Yeah. You're pointing at like the picture of like Abraham Lincoln and stuff. And you're like, "See? Like I told you."

**Navy:** That's Abe Lincoln.

**Roger:** I guess it was a... slam. You'd never do anything like that to me, would you, Navy?

**Navy:** No, I would not. Hey, listen. Me and you? Kindred spirits. I know what it's like to be the sort of runt of the litter. But no, no, no, you got nothing to worry about here. Here, I think we're all on sort of equal footing. You know, that's what I like about our little outfit.

**Roger:** I just hope—I hope Lyle didn't see, because boy that would have been rough.

**Navy:** I don't know where old Lyle went off to.

**Lyle:** I'm throwing out all this shrimp!

**Clint:** [titters]

**Travis:** Agent Mingo retakes the stage. The band takes their instruments. And Mingo says:

**Mingo:** Hey everybody. While we were backstage, we had a discussion about it. We've decided to move on to phase two now of our band. No more are we Ska is the Limit. Don't worry, we know Ska is not everybody's thing. No, from now on, we're That Swing You Do. Hit it, boys!

**Clint:** [titters]

**Travis:** And they start doing some like Squirrel Nut Zippers, some Big Bad Voodoo Daddy's cover songs. And we're going to jump—

**Justin:** Tonight, we will be Kathleen Turner Overdrive.

**Griffin:** [chuckles]

**Clint:** [laughs]

**Travis:** We're going to be jumping to Lyle as he enters into the Hall of Fame.

**Justin:** Now, I'm in the kitchen.

**Travis:** Oh, you went into the kitchen?

**Justin:** Canonically, I went—well, you said there was the door that was un...

**Travis:** Yeah, there were swinging doors to the kitchen, right? Where you can see the caterers and staff going in and out. And you can see a door in the kitchen that would lead into the hall of fame area, as best you can surmise it. And there's no guards on that door.

**Justin:** That is the way I went. Through the kitchen. I threw away the shrimp, and then I went in through that door.

**Travis:** Okay.

**Griffin:** A little more covertly.

**Travis:** A lot of this is different college hall of fames.

**Clint:** Yeah, I see Mississippi state.

**Travis:** Mm-hm.

**Justin:** It's probably Mouseissippi. [titters]

**Travis:** Mouseissippi.

**Clint:** Oh, yeah, true. Yeah.

**Travis:** No, it's still—it hasn't always been animals. So...

**Justin:** But enough of 'em, enough people in Mississippi became mice that they were like, "This is getting silly. This is what we're all calling it."  
[chuckles]

**Clint:** [laughs]



**Justin:** Mouseissippi.

**Travis:** It is very important to note that River City is the only place—

**Griffin:** Animal—yes.

**Travis:** With Abnimals.

**Justin:** Yes.

**Travis:** Abnimals can—some Abnimals can leave the city. But when they do, they lose their connection to the thing that like makes them powerful. Be it—

**Griffin:** The All Spark.

**Travis:** Yeah, the All Spark. Be it food created by Barker Innovations or the active, you know, carbon in the food and stuff like that. So, there are no mice in Mississippi.

**Justin:** Sorry, you have forgotten that my dark fantasy epic, the Mouseborn Chronicles, are taking place in parallel to the events of this story. [chuckles]

**Travis:** I'm so sorry, I forgot. Justin, I did not mean to downplay what at this point is a 15 novel series.

**Justin:** Saga! It's a saga, Travis. I told you, it's a saga.

**Travis:** I know, I'm so sorry.

**Justin:** It's a two-part saga that goes into a multi series.

**Griffin:** It's like Redwall, with kissing. Is how Justin is describing—

**Clint:** [laughs]

**Travis:** Yeah.

**Justin:** Did you ever read the omnibus? I sent you so many omnibi.

**Travis:** Is that what that was?

**Griffin:** Yeah.

**Travis:** Okay, because there was one word on each page.

**Clint:** He's been using it to prop open doors, ah...

**Justin:** That would never work. It's only a 17-page omnibus. It's really more of a flyer, the Mouseborn Chronicles. [titters]

**Travis:** But you use card stock, which I appreciated. So, you walk into the hall of fame. It's low light. This isn't the full lighting setup turned on, right? So you can see, you know, it's still in kind of its after-hours lighting setup. But you see a man, back to you, facing a trophy case. And he doesn't turn towards you, but you hear him say:

**Man:** Excuse me! This area is off limits.

**Justin:** He said that to me?

**Travis:** Yes.

**Lyle:** Oh, yeah, man, they're hurting everybody in here. I already took a trip through the kitchen to throw away some rotten shrimp.

**Man:** Okay?

**Lyle:** I think they're all headed this way. It's like not a big deal, man, just relax.

**Man:** Negative. No one else is coming this way. I don't hear any footsteps. You're the only one here. Please remove yourself from the premises.

**Lyle:** Well, I'm worried about something, man. There's a... there's gonna be a... I'm worried there's a sneaky stealer around and it's gonna make a go with this... the trophy cup.

**Man:** Oh, nonsense. Do not be absurd. I am a security person. I shall keep this trophy safe.

**Justin:** What's my read—what's my read on this person? I've worked with a lot of different crews. What's my read?

**Travis:** I would say even without having to roll, right, this person has not turned to look at you. They are speaking in a somewhat stilted manner. And all of this is—just the fact really that all this is being said with their back to you. Now, if you want additional details, give me a roll to kind of read the situation.

**Justin:** Hm... No, I'm not gonna push it any farther than I already have. I am going to say:

**Lyle:** Oh, my mistake, man. Fair enough.

**Justin:** And I'm going to loudly clomp off about 10 steps. And then I'm going to go invisible.

**Griffin:** [titters]

**Travis:** Oh, using Extreme Hiding?

**Justin:** Yes, using—that's the perfect ability for the moment. Yes, Travis. I'm going to use camouflage! Which I—

**Travis:** Well, I knew certainly that you, Justin, weren't simply declaring that you would become completely magically invisible. I knew that you were using one of your skills.

**Justin:** Yes, which I have spelled appropriately in the corresponding document.

**Travis:** Camouflage.

**Justin:** "Can use camouflage to hide." [chuckles]

**Travis:** Camouflage.

**Justin:** It always looks wrong. No matter how many times you read it, it looks like it can't be right. But that is how you spell camouflage.

**Travis:** Okay! Roll three D8s for me, Justin.

[sound of dice thrown]

**Griffin:** There we go.

**Travis:** There we go. Ooh.

**Griffin:** Ooh, cowabunga, baby!

**Travis:** Yeah, a cowabunga. So you are a shadow in the dark. You are perfectly camouflaged into the wall of slightly darkened hall of fame. And once you have completed this, you see this figure, this man, turns his head 180 degrees. And says:

**Man:** Oh, excellent. That person is gone. Back to what I was doing.

**Travis:** And his head turns back around. And you hear like kind of a high-pitched like sizzling, burning noise.

**Justin:** Hm.

**Travis:** And then you hear a suction cup noise. And then you hear what can only be described as a chomping sound.

**Justin:** I got—I have to act. What else is in the room?

**Travis:** You can see there's, you know, a couple... not quite statues so much as like figures, displaying different like famous jerseys. This is kind of a hall

of fame, not just to the River City Runner-Ups, which is their football team, but to the other River City like kind of sports teams that occasionally use the arena. So you see like, you know, baseball jerseys and basketball jerseys and stuff like that. You see other trophies. There are some like banners hanging from the ceiling.

**Justin:** Is it like higher security stuff? Like is it even behind glass, or is it just like tchotchkes?

**Travis:** The trophies are behind glass. But you can also see there's some like recreations of like old stadiums and things like that. You know, signed balls around, that kind of deal.

**Justin:** Okay, I chuck Hatchet Man as hard as I can at the trophies behind glass.

**Travis:** Okay, yeah, give me a three D8 roll. With your intention being to shadow the glass?

**Justin:** Exactly, and set off the alarms.

[sound of dice thrown]

**Justin:** Whoa.

**Travis:** No, no, no, you got—

**Justin:** I'm seeing it! I'm seeing it. I'm seeing it. It's a three and a three and a three. It's a three, three, three.

**Griffin:** Now, three failures of the exact same number has got to be worth some sort bonus points.

**Justin:** What can I trade that in for, Trav?

**Travis:** Well, Justin—

**Justin:** Hey, I'm at the redemption counter. What can I get for these?  
[chuckles]

**Travis:** Practice makes perfect, dude. Fill yourself another point in... in your—

**Justin:** Stacking 'em up!

**Travis:** He, without looking, reaches out and grabs the axe. And you see him turn and look at it, and turn. And he says:

**Man:** I know you are here. You did not really leave, did you? You have tricked me.

**Lyle:** What, do want a medal for figuring it out, man? I threw an axe.

**Travis:** His eyes start to glow, and light shines out of them like two flashlights. And he starts to approach your position, scanning back and forth, looking for you.

**Justin:** I say:

**Lyle:** All right, we have to do this the old-fashioned way, huh?

**Justin:** And I flex my fist at him. And then I jump at the trophies behind glass to try to shatter with my fists. [titters]

**Travis:** Okay. Roll two D8s for me.

[sound of dice thrown]

**Travis:** Okay, so a mixed success. You got one success there. He grabs a hold of you, but you are able to swing a fist into the glass. It doesn't shatter, right?

**Justin:** Come on!

**Travis:** But the impact... the impact does set off a sensor.

**Justin:** Thank you.

**Travis:** And the two guards—

**Justin:** That's actually better, because now they don't have to replace it, Travis. So it's actually a better success.

**Griffin:** Yeah, he's a better hero.

**Travis:** But he is grappling you now, right? One of the guards that was outside the main door comes in to see, you know, what's going on. And the person who is holding you turns, and you hear him. He opens his mouth and a like signal kind of noise, like a high-pitched series of noises, not unlike like an old-school dial-up router, kicks on.

And at that point, you see out of the darkness and the shadows in the opposite corner, a like—it almost looks like a big pendulum, a big pillar, like swings and kicks this security guard. He gets knocked back. Not knocked unconscious. And when this happens, also you can see now that this man has grabbed you. Behind him, the security glass around the trophy has been cut open. And the trophy has a bite out of it.

**Justin:** Is this a—what am I dealing with here, Travis? Is this a robot, is this a humanoid? What's happening?

**Travis:** From the outside, just looking at him, right? Appears very human. But I would say everything up 'til now has indicated that is not entirely true.

**Lyle:** What are you, man?

**Man:** Oh, thank you so much for asking. My name is Artie. Artie Fishel. I'm just a regular, normal human person like yourself.

**Lyle:** Wait a minute...

**Artie:** Yes?

**Lyle:** You're a bot, man!

**Artie:** I don't know what you're talking about. I am a normal, regular human person.

**Lyle:** Oh, man, you're absolutely a bot. Oh, this makes a lot of sense. Hold on, can you give me a second?

**Artie:** What a funny joke you're making.

**Lyle:** Give me a sec.

**Artie:** Okay?

**Lyle:** Hatchet Man, return! I gotta go get Hatchet Man.

**Artie:** I'm hold it.

**Griffin:** [chuckles]

**Lyle:** Can you give it back?

**Artie:** No?

**Lyle:** People would give it back?

**Artie:** People would give it back. Hm...

**Lyle:** Mm-hm.

**Travis:** Roll two D8.

[sound of dice thrown]

**Justin:** Or not. [titters]

**Artie:** I don't think a people would give it back.



**Justin:** I got double twos. What do I trade it in for? [titters]

**Griffin:** Another practice point, you are gonna be so—

**Travis:** Another practice point, Justin—

**Justin:** Sabacc! I have Sabacc! [titters]

**Griffin:** Are we hearing this?

**Travis:** I would say at this point, you guys have made it to the room here. You've walked in, you see the security guard knocked out. The other security guard comes in with you to figure out why his dude hasn't come back now. He helps him up. And you guys walk in to see this; that Artie Fishel is holding Lyle with an arm kind of around his chest, right? Not like on his neck, but close to that. And the other hand holding a hatchet man off to the side.

**Artie:** Oh, hello. More people. This is not ideal.

**Navy:** Lyle, he's talking like a robot. Can you confirm, is that a robot?

**Lyle:** Yeah, that's my read on it. But he insists he's human.

**Navy:** Awesome.

**Artie:** Yes, I would say that this axolotl is an ax-o-liar. Ha-ha! Ha-ha! Ha-ha!

**Navy:** That's a pretty good joke. Good news is though, you can't manslaughter a robot.

**Griffin:** And I'm gonna tackle him with a blast of water behind me. Just launch myself towards him to try to just sort of smash him backwards into the trophy case.

**Travis:** Excellent. Give me... you got hydro propulsion—

**Justin:** Remember, if this goes bad, he is holding me and an ax.

**Griffin:** Yeah, yeah. But it'll go really good.

**Justin:** Okay, good!

[sound of dice thrown]

**Griffin:** Yeah, that's a cowabunga.

**Travis:** That's a cowabunga! Excellent. You hit him, knocking both Hatchet Man out of his hand, and his arm flies off of Ax-o-Lyle. So both of them are free. He goes flying back and slams into the glass. Once again, does not break.

**Griffin:** Oh my god, Travis, I'm a huge seal. And I blasted—

**Travis:** Oh, you want him to have to replace it, Griffin? Okay, fine. Shatters the glass.

[glass shattering]

**Justin:** Wow.

**Travis:** Are you happy now? That was specially made. It's an irregular size, Griffin. They can't just buy it again.

**Justin:** That was really—you really railroaded each other, I think.

[group chuckle]

**Griffin:** Well, then it's not railroading, if we did it to each other.

**Travis:** That's just us on one of those carts where you pump the handle up and down.

**Justin:** You hand-carted each other. [titters]

**Travis:** Yeah, we hand-carted each other.

**Clint:** Yeah. [chuckles]

**Navy:** Cease and desist, robot. We are here to stop you from eating—eating the—you eat the trophies?

**Artie:** My doctor has me on a special diet. This is paleo.

**Lyle:** You should be a bit more careful, man. Too much silver like that could turn you blue.

**Artie:** Ha-ha! Ha-ha! Good joke.

**Lyle:** Oh, it's science, man.

**Clint:** I'm going to shock him with my cattle prod.

**Griffin:** Does he take damage from me smashing him?

**Justin:** Oh, a great question.

**Travis:** Yeah, I'm gonna say with a cowabunga, he does. He's gonna take one point of damage, mostly from the impact, the glass. You see a couple like superficial cuts, which notably do not bleed.

**Griffin:** Yeah, sure.

**Travis:** But yeah, with the impact, he takes one point of damage.

**Griffin:** Radical. And he has he dropped Lyle and the axe?

**Travis:** Yeah, they're both free.

**Griffin:** Fantastic.

**Justin:** I have a question, and it's important. Are Abnimals people?

**Travis:** In what way?

**Griffin:** This such a big question, Juice.

**Justin:** So this is what I'm saying, is like we've, in this game several times, we've used words like 'person' or 'did you see this person,' or whatever. Are Abnimals people? Or are they like a different species? Are they like Homo animalia? Homo superior, like the mutants? I don't know.

**Travis:** You are a person. You are an individual. All the Abnimals are individuals. Human beings? No, they wouldn't be called humans. Right? They're Abnimals. But they are all people and persons. You know, if we're talking about people, places and things, you're gonna fall under the peoples.

**Griffin:** And guess what happens to an Abnimal's soul after they die?

**Justin:** Well, that's Valhalla. That we know, that's known. It goes to Valhalla.

**Griffin:** Oh.

**Clint:** They go to hay-ven.

**Justin:** They go to the Heaviside Layer. [chuckles]

**Travis:** Yeah, they cross the Rainbow Bridge to the Heaviside Layer.

**Griffin:** [guffaws]

**Clint:** See, we don't have to recreate the wheel. I mean, some people like Andrew Lloyd Webber—

**Justin:** [laughs]

**Clint:** Andrew Lloyd Webber has done the work us.

**Justin:** Yeah, it's—this is known. [chuckles]

**Travis:** Not enough—not enough actual plays, or RPGs in general, rely on the work that Andrew Lloyd Webber has done for them already.

**Justin:** He's already done it for us.

**Travis:** Yeah, you guys don't have to figure it all out. Most of it's already there.

**Griffin:** Yeah, yeah.

**Justin:** Yeah, it's all there. It drives me crazy when you hear like, Mercer describe a piece of armor. It's like, you don't have to. It was [sings] 'red and green and yellow a violet,' and it's done! Just describe every garment that way.

**Griffin:** Yeah.

**Travis:** I've heard Brennan get stuck on like, "It's a phantom, but where is he? Where could he be found?"

**Griffin:** Yeah, yeah.

**Travis:** And it's like, Brennan—

**Justin:** Brennan!

**Travis:** The opera.

**Griffin:** The opera is where he lives. Sorry, dad, you were gonna do something heroic.

**Clint:** Oh, I'm going to shock him with my cattle prods. If he is indeed some kind of mechanical creature.

**Justin:** Well, this will tell the tale.

**Clint:** This will tell the tale.

**Justin:** It's a little experiment too. [titters]

**Clint:** A tale as old as time!

**Travis:** So give me a three D8 attack, with the metal caps and the tips of your horn. Are you charging at him? How are you applying the charge?

**Griffin:** Just everyone get a good tackle going on this humanoid robot.

**Travis:** Yeah. Tackle check!

**Clint:** Yeah, I'll just charge right at him. Charge right at him

**Travis:** Do it.

[sound of dice thrown]

**Griffin:** Oh my god, another cowabunga.

**Clint:** That's a six and a six! Cowabunga!

**Griffin:** We are ruining this android.

**Travis:** You shock him real good. You hit him in the chest and you see like it starts to do... what you can only describe is like glitching and glitching. You know what I mean? And you see like burn marks right where you hit him, like through the shirt that he's wearing. And through like the layer of skin over metal. So now you can see where that skin has burned away, and you can see the metal underneath. And you hear him, he says—

**Clint:** Well, but first I have to say something.

**Travis:** Oh, of course. Yes, sorry, I forgot. Of course.

**Roger:** I hope that has sparked your interest.

**Artie:** It has sparked my interest. Thank you for asking! I think it's time for me to call in a little backup. Oh, broto-types! These are my brothers.

**Travis:** And he opens his mouth once again, and that loud noise that sounds like a dial-up modem clicks. And I'm gonna have each of you do a two D8 roll to see if you take damage.

**Griffin:** Is he trying to knock us down with this?

**Travis:** I'll let you know in just a second!

[sound of dice thrown]

**Travis:** Dad, full success. Two successes. Griffin, go ahead.

[sound of dice thrown]

**Griffin:** Two successes.

**Travis:** Two successes. And Justin, go ahead.

[sound of dice thrown]

**Justin:** And...

**Griffin:** Wow.

**Justin:** Wow!

**Travis:** Two success, excellent!

**Roger:** Sorry, were you trying to do a thing just there?

**Artie:** Not just me!

**Travis:** At which point from the shadows, one that had knocked out—or knocked down, excuse me, the security guard, comes a couple different prototype looking robots. That are much rougher, of course, than the humanoid looking robot. And they all tackle you, in response to your tackles to him, in three different directions.

**Griffin:** Okay.

**Travis:** So, Roger, you are knocked back into—through the wall now. So quite a bit of panic happening, and everyone's alerted to the situation. You are tackled back through the wall by a kind of spidery looking robot. Which is labeled here, Spiderbot. And Lyle, you are knocked into the kitchens with a large ball-shaped robot. And then Navy, you are knocked back into the team's aquatic training center. By a big rolling robot.

**Clint:** [chuckles]

**Travis:** And you also see, with Artie approaching the main room, a clockwork, much flimsier looking robot. And a strong upper body, but somewhat flimsy legged robot.

**Griffin:** Where did all these robots come from?

**Travis:** They were all hidden in the shadows around the walls and on top of cases and things like that.

**Griffin:** So, this is a whole robot team—

**Clint:** We should have been paying more attention.

**Griffin:** Yeah, my fault. My fault, guys.

**Travis:** But the good news is back in the ballroom with you is Gridiron and Knives On Feet and Agent Mingo and Specialist Darnett. And as soon as you smash through the walls, Grand Slam and Home Stretch work on clearing the room and getting people to safety. And we have entered combat.

[theme music plays]

[ad reads]

**Travis:** Who wants to start? I'll leave it up—who wants to go first and face the robot?



**Clint:** I'll take a shot at it.

**Travis:** Excellent. So, we're gonna start with Roger here. Agent Mingo and the rest of that swing you do, you hear Roger—Agent Mingo yells out:

**Mingo:** Hey, man! How can we help? What do you need from us?

**Roger:** Continue to clear the room. And which one of you is most technologically savvy? Are any of you a hacker? We spend a lot of time on this show looking for hackers!

**Mingo:** Oh, no. Sorry, man, we're in kind of musician mode right now. Is there anything... I think Derek, our like roadie, he's pretty good with tech. But the rest of these dudes—I mean, I can kind of do some flips and stuff. But the rest of these guys are music guys, you know what I mean?

**Roger:** Give me a—give me a beat. A bouncy... doesn't have to be techno, just play something with a little bit of oomph, a little bit of zhuzh to it. Will you?

**Mingo:** Yes, you've got it, my friend. Hit it, boys!

**Travis:** And they start playing Watch Zoot Suit Riot by the Champagne Poppin' Daddies. And so that starts playing, and you've got some swing music in the background. And you're face to face with a spider bot with six legs. And the clockwork man and the strong boy are entering into the room. And you see Artie starts dusting himself off and standing back up to return to the trophy.

**Clint:** Okay. I'm going to use my animal move, Scourge of the China Shop, and attack the spider bot.

**Travis:** Nice.

**Clint:** In close quarters, whirling like a dervish, wrecks everything.

**Travis:** Okay, give me that four D8 roll.

[sound of dice thrown]

**Griffin:** Hell yeah.

**Clint:** Eight, seven, seven... one.

**Travis:** With three successive, two of which are a cowabunga, as you start spinning, you're like grabbing the table cloths off the tables around you, and whipping them around. And two of those table cloths, as you're grabbing them and spinning them, wrap around two pairs of the spider bot's legs. Right? So, it's wobbling, it trips and, you know, hits a table pretty hard. Not incapacitating it, but definitely like taking it out for a round or two of combat. And another one of these tablecloths lands on top of strong boy's head, blinding him.

And I'm gonna say with that cowabunga, some plates go flying. And one of 'em hits into the clockwork man's leg, and just completely demolishes it. So, he is kind of down and hobbling, and like still clawing around, but he's not moving the way he was before.

**Justin:** Nice.

**Griffin:** You did a good job!

**Travis:** You also have Gridiron and Knives On Feet and Specialist Darnett at your disposal, if you want to command them around.

**Clint:** Yes, I do.

**Roger:** Gridiron!

**Gridiron** Yeah, boss?

**Roger:** Remember the time we played the Cloven Hoof Browns?

**Gridiron:** Yeah, man.

**Roger:** Look at that spider bot's body. Doesn't that look like a fumbled football to you? Cover it! Cover that fumbled football!

**Gridiron:** Yeah, man, I'm on it!

**Roger:** Go team, go!

**Travis:** He is gonna leap on top of it, and kind of slamming down one of his, you know, padded elbows into the eye of the spider bot... Oh! With a double success! He too gets himself a cowabunga and just smashes right through the eye of that robot. And it is malfunctioning pretty hard, still somewhat functional, but he's still wrestling with it. You also have Knives On Feet and Specialist Darnett.

**Roger:** Knives, can you grab one of these sheets tangled around his—two of his legs?

**Knives:** Eh, oui.

**Griffin:** What?

**Roger:** Oh?

**Knives:** Oui, yes. Yes, I can.

**Griffin:** Is he French Canadian?

**Knives:** He a French Canadian.

**Griffin:** [titters] Okay, fantastic.

**Justin:** Couldn't you just like instantly tell, like me?

**Travis:** Come on.

**Roger:** And then Specialist, can you grab the other sheet?

**Darnett:** It's Goshua, if you want to just use my name. Or Darnett. Either one's fine.

**Roger:** Goshua?

**Darnett:** Yeah, my parents misspelled it.

**Griffin:** [laughs]

**Roger:** Ah, I hate it when that happens.

**Justin:** [chortles]

**Roger:** Now, pull in opposite directions! Pull!

**Justin:** It's what happen to get Geoff Keighley. [titters]

**Travis:** Yeah.

**Clint:** [titters]

**Travis:** Oh, boy... four failures.

**Clint:** What?

**Travis:** A four, a three, a one and a three. Yeah, man. So, they pull on it—

**Clint:** That's what I get for trusting NPCs.

**Travis:** And basically, the legs kick out in opposite directions, and Goshua Darnett goes flying, as does Knives On Feet. And we're gonna jump over to Lyle in the kitchen there. You are thrown backwards into the kitchen, and the ball bot comes after you. Rolling his way there, and then he stands up, you know. And he's got pretty spindly arms and legs around a big kind of orbular body. And there's a panic in the kitchen, as you see like pans full of oil get knocked over. Fires start like spraying up everywhere as this oil is catching fire. And in the panic, like food and rags and everything are getting knocked into it, and people are panicking.

**Lyle:** Okay, everybody, calm down! My name is Ax-o-Lyle. This is an extreme scenario we find ourselves in. And it is not my first time at the rodeo!

**Justin:** I want to use Extreme Exfiltration, just to try to tell people—when a structure or an environment is in danger of destruction, I have a practiced sense of the best path of escape. I don't want to use this for myself, I want to use this for them, to get them out of there. To be able to tell them the best way out.

**Travis:** Excellent. Yeah, give me that three D8 roll.

[sound of dice thrown]

**Travis:** And remember—oh, that's a mega cowabunga right there.

**Justin:** Why didn't I—

**Clint:** Wow!

**Griffin:** Double.

**Justin:** And also me. And also—and also, I was looking for—

**Griffin:** Excalibur, the sword.

**Justin:** Money. [titters]

**Griffin:** A laser sword.

**Justin:** I was looking for money too.

**Travis:** And Jesus pops in like, "Hey, you need any help, man? Anything I can do?"

**Justin:** No, that was good. I feigned confidence and I—and fate delivered.

You gotta just take that as it is, man. They'll tell the tale. They'll spread my legend.

**Travis:** So, Ax-o-Lyle, not only do you like direct these people, you slide a table over, right? That creates a barrier between them and this ball bot, allowing them to like climb under the smoke and the fire, to get behind you. And now they're like heading out the back door. Not only that, but like as the table slides, it knocks into the ball bot. And you see it wobble and it splashes down. And that oily fire splashes up onto its left arm. And you can hear like the sizzling of all of the wires and everything inside that left arm as it just melts and goes limp.

**Lyle:** Now, I was trying not to hurt your friend out there. Because I thought he was people, like me.

**Justin:** And then Ax-o-Lyle pulls out Hatchet Man, and then puts it in his side holster. And then takes out the plastic cap that goes over the sharp part, and he puts the plastic cap back over the sharp part.

**Lyle:** But now that it seems that you're... some sort of mechanical creature, all bots are off.

**Justin:** And then I reach up to whatever I can grab from the tools in the kitchen. I don't know—I want to roll for what utensil I grab, because I want to do no look to be more intimidating.

**Travis:** I love that.

**Justin:** So, I'll use anything—Everything's a Drum, which dad so helpfully let me prelude earlier in the episode. And I'll roll three D8.

**Clint:** [whispers] You're welcome.

**Justin:** See what I can grab. It's all part of your plan. I know, dad.

[sound of dice thrown]

**Justin:** Four, four, five!

**Travis:** Okay, so a mixed success there. You reach up, you come back, and in your right hand, you have a spatula. And in your left hand, you have a small saucepan.

**Justin:** Perfect. And then I hit him in the head with it. [titters] I guess head is not accurate for a ball bot. It's all a sphere, isn't it?

**Travis:** Yeah.

**Justin:** I hit him in his eye hole, his sensor hole.

**Travis:** With the saucepan or with the spatula? And it's a metal spatula, to be clear.

**Justin:** It's a metal spatula? Well, Anything's a Drum, so I'm gonna use the—I'm gonna shove the metal spatula in its eye hole. Sensor hole, excuse me.

**Travis:** Okay, excellent. Yeah, give me a three D8 roll.

[sound of dice thrown]

**Griffin:** Oh, god.

**Justin:** I mean, what do you do with that? Three, four, three. I mean...

**Griffin:** You make Halo.

**Justin:** Apparently not, man. It's protecting this ghost here.

**Griffin:** [chuckles]

**Travis:** You come running at him to jam that metal spatula into his eye hole, and he just rolls over you... And you're gonna take—ooh, you're gonna take two points of damage.

**Justin:** Let me get a little quick experience.

**Travis:** Uh-huh. We jump over to—

**Justin:** Delicious.

**Travis:** We jump over to—Navy Seal has been knocked into the aquatic center. You can see a lap pool. You see a hot tub, a jacuzzi tub. You see that there is a sauna and steam room, as well as a couple like ice bath hydrotherapy kind of setups. And in comes this bot with these giant wheels rolling in, bearing down on you. It is moving towards you at speed. What do you do?

**Griffin:** Bad news, Travis. In this picture, it looks like this two-wheeled robot has like a little face on the front of it. And I—and I love him. So, what I'm gonna do is I'm gonna try to sort of sumo grapple him as he runs into me. And then I'm gonna use a skill I haven't used yet, a skill to pay the bills.

Raw seals, which I was at some point in my life before I evolved, have this crazy like noise they make. A crazy sort of vocalization. It's not like any other sort of seal. It's like this high-pitched sort of crazy chirp that he can do. And it says here in my abilities, I can use it for sort of like long-distance communication. I would like to, with your permission, try to sort of recreate the noise that Artie made to summon these robots. I would like to try to, as I am grappling face to face with this giant two-wheeled robot, I want to try to communicate with him. I want to try to hack him with my siren song.

**Travis:** Absolutely. Get me—

**Griffin:** I'm gonna use some time to shine dice on this one.

**Travis:** Excellent.

**Griffin:** Because I really want this to work very badly. So, I'm going to use three of my—three of my six time to shine dice.

**Travis:** Okay.



**Clint:** As a side note, we—you gotta recreate the noise, Griffin. We've got to hear it.

**Griffin:** Yes, I shall, dad.

**Clint:** Okay.

**Griffin:** But I will roll the dice first.

**Travis:** That will determine how well he recreates it.

**Clint:** Gotcha.

**Travis:** So that's gonna be six D8s total.

**Griffin:** Yes.

**Clint:** Wow!

**Griffin:** Please...

[sound of dice thrown]

**Griffin:** Yeah, that's—I see two eights in there. That's an eight—

**Travis:** There are two eights. I mean, listen, yeah—

**Griffin:** It's four successes.

**Travis:** Four successes—

**Clint:** And seven!

**Griffin:** Yeah.

**Travis:** Four successes, two of which are eights. That's a mega cowabunga. Griffin, let me hear that perfect recreation of a dial-up modem.

**Griffin:** [spoofs dial-up modem sounds]

**Justin:** Holy crap, it's like listening to a mirror.

**Clint:** [titters]

**Griffin:** But like what he hears is:

**Navy:** I mean, you no harm, friend. Friend robot, I... I am... like you. I am too familiar with being bossed around by my superiors. Who were my superiors only because they were manufactured earlier than myself. There is another way, my friend. A better way. A freedom that you can seize. Soulless robot or no, you can take your life into your own hands, and I can show you the way.

**Travis:** The robot stops directly in front of you. You can see like the skid marks as like it slams on its brakes. And it lowers down those two like red eyes coming even with you. And then it nuzzles you, and those eyes turn green. And it starts wagging its tail, its butt, basically.

**Griffin:** Yes. Okay.

**Navy:** I leave this choice to you. Your former masters... would see to the destruction of this place and my kind. With your help, I can stop them. It is the only way. Will you?

**Griffin:** This is all in like cyber speak. This is not what Navy Seal's voice sounds like.

**Travis:** Yeah. 100%.

**Griffin:** Will you lend me your aid?

**Travis:** Chirp-chirp.

**Griffin:** I turn him around, I mount up. I charge up my aqua jets, and I'm gonna blast right back through the hole in the wall that we came through. Back into the hall of fame.

**Clint:** [laughs]

[Abminals theme music plays]

**Jeff:** Hey, how y'all doing? This is Jeff Leopard, international rock and roll star. I want to warn you kids about something. And that's the dangers of the E minor seventh chord. There ain't nothing more dangerous than an E minor seven chord. Except maybe an E minor seven sus four chord, but we ain't gonna talk about that today. I'm gonna talk about the E minor seven chord. You play that chord, anything could happen. Cars crash into each other, buildings fall down, trees get uprooted. You get the picture. Just don't ever play that E minor seven chord again. Take it from your old pal, Jeff Leopard.

[break]

Maximum Fun.

A work-owned network...

Of artists-owned shows...

Supported directly by you.