

The Adventure Zone: Abnimals Ep. 14: Hide and Sneak!

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[Abnimals theme music plays]

Justin: While we get into Roll20 and we're getting the game going here, I wanted to tell the kids a quick story. Yesterday—

Travis: The kids at home?

Justin: Yeah, the kids at home. The kids listening. Hey, kids. This is a story about heroes. Yesterday, I was at my house with my daughter who's six. And there was a loud crashing noise. And she said, "What was that?" And I said, "Ah, I don't know. You go look." So she went upstairs and looked. And there wasn't anything up there. But I was still pretty freaked out. So then I went up and looked. And there was nothing up there. But then Tommy came to the house with Charlie, and they said, "Did you guys feel that earlier?"

And I said, "What are you talking about?" And Tommy said, "It sounded like there was a huge explosion. They felt it all over town." And I got really wigged out then, kids, because I had no idea what was happening. So I just kind of sat there, freaked out. And my kids were like, "Dad, are you okay?" I was like, "I'm not okay, kids. What's happening?" And then it turned out, kids, it was an earthquake. A 3.3 earthquake. Kids, this nothing burger of an earthquake sent your podcast hero, Justin McElroy, into an absolute tailspin.

Griffin: [chuckles]

Justin: So I want you to know that as I'm even pretending to be an action-based axolotl, you're—this action hero. And you think, "Oh, I could never be as brave as Justin is, leaping into these various scenarios and rolling dice. Helter Skelter, hither and yawn. I was terrified!"

Griffin: You needed your 6'15" father-in-law to come and stand near you, to make you feel safe and strong.

Justin: No, he was—he looked freaked out. And guys, that's what sent me into a panic.

Griffin: No way. If Tommy looks scared—

Travis: What you're doing here that I think is important, Justin, is—

Justin: Mary was just texting me names of cities where they also felt the explosion.

Travis: You're showing the kids—

Justin: I was absolutely losing it.

Travis: You're showing the kids at home that even like their bravest, strongest heroes have flaws. And I think that that's important, you know? Like, everywhere hero has a weakness, and yours is being really afraid of stuff.

Justin: Yeah, I get afraid of explosions. [chuckles]

Travis: Yeah.

Clint: And then he texted—

Travis: That's your one weakness.

Clint: He texted me.

Justin: I just—

Clint: And I said—and I said, "I didn't—I didn't feel anything." So apparently, I'm no good at all in this scenario.

Justin: It was only a 3.3, guys.

Griffin: I mean, you're just so posted up on a real sweet spot of the tectonic plate. I have never even heard of West Virginia having an earthquake.

Clint: So, kids, know where your shelters are in time of an emergency.

Griffin: Good.

Travis: And stay away from Justin.

Clint: [sings] And now you know.

Justin: Yeah.

Clint: And don't tell Justin.

Griffin: We'll get—we'll get... math frog to come in a do that one.

Clint: [chuckles]

Griffin: He's just a superhero I came up with.

Travis: Speaking of superheroes, when we last left our heroes, they were infiltrating the River City First Enforcement headquarters. Roger, he faked tummy troubles in one of his four tummies, and Agent Preston took him to the potty. And Navy Seal's big, fancy dad, Golden Seal, made some loud seal noises to distract some of the guards. We're here inside the ID only—the badge identification gates. And now you can see the full scope of the main floor of the River City First Enforcement headquarters. You are trying to find Goshua Darnett. He has been demoted into records and processing.

Griffin: Okay. So from where we are here, in the coat check area of the main office, can we see the stairs down to—leading down to records?

Travis: You can. So, from where you're standing, there is like a half wall, kind of with a gate through it that you would enter into the bullpen proper.

Griffin: Yeah.

Travis: Across the way, you can see doors that are labeled stairs. You know, they have all the signs and markings and exit signs and whatnot. But

there is, to access them, you can see there's a security door, with like an ID scanner.

Griffin: Okay.

Travis: That you will need to swipe some kind of identification to get past.

Clint: In which room is Eel Patrick Harris in?

Travis: Eel Patrick Harris, you can see through a large plate glass window in the wall, is in the interrogation room across from you and to the left. You can also see, at two of the desks across the way, Squid Mark and Hammer Ned are going through processing and being booked.

Griffin: Man, the arm of justice does not move at a... at a great clip—

Travis: There's a lot going on here in River City.

Griffin: Fair, fair. I would like to suggest that we don't do the thing that we do every time we have a heist scene, which is that all of us all try to break into the place all at the same time. We attempted to—

Justin: And in different ways. And in different—

Griffin: We'll have a—

Justin: Sorry, in different contrasting ways.

Griffin: [chuckles] In different competing—

Travis: Maybe conflicting.

Justin: Conflicting and contrasting—

Griffin: Conflicting ways.

Justin: Conflict and contrast your brother's heist plan. [titters]

Griffin: I pull—

Travis: Goofus always does a heist like this.

Justin: Okay.

Griffin: I've got a little composition notebook-playbook with some plays in it. And I say over our little radio like:

Navy: All right, I think, guys, I think it's time for two men and a baby. You guys remember that one?

Lyle: Yeah. Can you—hey, man, can you go over some of the salient details?

Navy: Two men and a baby? Well, Ted Danson—

Lyle: No, I—of the plan. Man, I remember the film.

Navy: Oh, right. So, us two will be the two men—

Lyle: You know its' one of the most profitable movies ever made?

Navy: Yeah, they made it for a song. They paid Ted Danson with a big sandwich. Anyway, we're the two men, and we—

Roger: And I'm the baby.

Navy: You're little, you go through—you can sneak. We're not sneaky. I'm huge and untrained in the arts of stealth. So, we'll be two men—go in there and we'll get—we'll pry open the door for you so you can slip in. Right, dude?

Roger: Which—

Navy: Three men and a baby.

Roger: Yeah... Okay, so I have to get to the door, right?

Travis: Roger, at this point you hear a knocking on the door, as Agent Preston is starting to get a little impatient waiting here with you.

Agent Preston: Hey, there, you... you almost done in there? Are you okay? Do you need—are you—we need to—I need to get back to the desk.

Roger: Ooh-ho-ho, it's a bad one! It's a bad one! Oh, boy...

Clint: And Roger is going to release the biggest—

Griffin: Oh, God, please.

Justin: No, no, no, no—

Griffin: You don't need to—

Justin: Dad, there's still time.

Griffin: We like, we all—

Justin: Dad, there's still time!

Griffin: Let's leave it be—

Justin: Dad, there's still time! Dad, there's still time!

Griffin: Let it be—

Justin: There's still time, dad!

Griffin: Imagine—

Clint: The most destructive methane cloud—

Griffin: Let them fill in the blank. Leave a gap in the map.

Clint: He's gonna use CH₄U and really try to chase Preston away.

Griffin: Let the kids—good. Good, good, good, good.

Clint: With this—

Justin: Dad's waveform just made the face of the Devil. [titters] You just get sketched out.

Griffin: It scared him, I think.

Travis: All right, dad, roll me three D8—

Justin: Three D6, what?

Travis: Three D8. Oh, I get it, like the Devil.

Griffin: [chuckles]

Clint: Three D—oh...

Griffin: That cow's got the Devil in him.

Clint: All right, three D8.

Travis: Smell of brimstone.

[sound of dice thrown]

Clint: Eight, four and one.

Griffin: That's only one success, but the—one success is an eight, which is the best number on there.

Travis: That is true. With a mixed success, it is a very convincing stink cloud which has mollified Agent Preston that this is definitely an emergency situation for you, and that you are really having some serious tummy troubles. But does not drive him away.

Justin: Oh, no. Uh-uh. No, no, no, no.

Clint: I noticed there—

Justin: No, no, no, no, no. No, no, no. If dad—no. No. If dad gets a mixed success when attempting to make the biggest fart he can, there is only [redacted] as an acceptable outcome.

Griffin: Now wait, and that's on the bubble for the content filter for this particular season of TAZ.

Justin: That is on the bubble for the content filter, so we need something different. I'm gonna call it a blart. And kids, you know what I mean.

Travis: I'm gonna have to call the FCC real quick to make sure. Hold on.

Griffin: He fooped.

Clint: [laughs]

Travis: Yeah, hey, is this Derek?

Justin: [chuckles]

Travis: Yeah, yeah. We're working on a thing.

Justin: It's a little better, the boy who cried—[mouths fart sound]

Travis: Yeah, no, he got a mixed success on trying to make a really big fart—

Clint: It was an eight! It was an eight!

Griffin: There was an eight. Tell him about foop. Tell him we're thinking about foop.

Travis: Oh, yeah, we're gonna rebrand it as foop. Is it—

Griffin: Or blart.

Travis: Is that gonna get us... It's still—that's still pretty bad, but it's on the bubble?

Clint: Oh, good.

Griffin: Good.

Travis: Okay, we can go with foop?

Griffin: Awesome.

Travis: Okay, thank you, Derek. Love you.

Justin: [laughs]

Clint: You know, using bubble isn't appropriate.

Travis: Okay, Derek said we can go with foop.

Clint: Foop.

Travis: And we'll be... we'll be tentatively okay.

Griffin: Cool.

Clint: Okay, so, it's this massive foop.

Griffin: Yeah.

Clint: Looking at this—

Travis: I don't know if you want to go with massive, dad. Are you sure with the implications of that?

Clint: Well, I'm sitting on a—I mean, I'm in the water closet.

Griffin: It's a good place to do it.

Clint: I'm in the loo.

Justin: What is art?

Travis: Okay.

Griffin: Yeah.

Justin: You know?

Griffin: That's cool. That's cool to think about.

Travis: Yeah, you poop real big.

Clint: And he doesn't move at all? Come on, give me a little—

Griffin: He doesn't come in—he doesn't come in to check on you?

Justin: This is what I'm arguing. He has to move, but he poops his pants—

Travis: Oh, I see.

Justin: This is like he got—that's the mix of the success, is—

Travis: Well, and what's great here, for those of you at home who can't see the map, there are two doors to the room.

Justin: [laughs]

Travis: And so, dad opted to instead poop himself.

Griffin: [chuckles] Yeah.

Justin: [laughs] Travis, if I can—

Griffin: And he pooped—

Justin: I'm so sorry, I'm so sorry.

Griffin: Yeah, go ahead.

Travis: Yeah, no, please, yes.

Justin: It is important to note. If Travis—[chuckles] dad attempts to fart so loud, he scares the man away, but he instead farts quietly. That is not a big success, it's embarrassing failure. [chuckles]

Travis: Okay.

Justin: He's just farted himself.

Travis: But instead fooping himself—

Justin: Fooping himself!

Travis: You consider that a partial success?

Justin: It is a success, but there is—a price has been paid.

Griffin: And I gotta say—

Travis: Ah, I see.

Griffin: There is probably—

Travis: Like a cost.

Griffin: There's probably no worse place on the planet to foop than inside of a bathroom stall. You were so close. You almost had it.

Justin: [laughs] The psychological effect.

Clint: And it's not just the sound—

Justin: So smart.

Clint: Trav, I was really hoping that the cloud of gas would be so—

Travis: Yeah, no, no, yeah, that—

Clint: Powerful it would at least—

Travis: That came through.

Clint: Step away a couple of steps.

Justin: That's the seasoning of experience, I mean—

Travis: Yeah, so he is definitely grossed out. He's gonna kind of move to the other side of this big group with Golden Seal. Like:

Agent Preston: Oh, god. Oh, guys, guys... Oh, yeah, we're gonna need a minute in there. Maybe light a match. Or like 100 matches or something. My God. I think... I think he just fooped himself.

Justin: Is the coat rack on wheels?

Travis: The coat rack is on wheels.

Justin: Perfect.

Griffin: Cool.

Justin: Okay, I'm going to... step inside the coat rack. And slowly start edging it in the direction of the stairs. Slowly.

Griffin: Two men and a baby I think calls for the two men to be sort of synced up, instead of having, again, our own competing, conflicting distraction. So I am right here, right here with you.

Justin: Come with me, this is how we're gonna do—

Griffin: Yes, brother.

Justin: This is the—I'm looking at the... our pathways. This is the only option.

Griffin: Yes. I love this. Should we let—should we let Roger get moving before—moo-ving before we begin doing our own sort of deal?

Justin: Well, I thought that his turn was farting. [chuckles] So I wanted to do my turn.

Travis: Well, now that he's fooped himself, let's see how this plays out.

Justin: [titters] Okay.

Clint: Well—

Justin: Sorry guys, that was a real dad move.

Clint: I think with that extra space, he's gonna go through that back door of the bathroom, and clamber into the—

Travis: Now, there's nothing you're gonna do first?

Griffin: Don't. Guys, we spent 12 minutes investigating the foop. I petition you to move on.

Justin: Get your thumb off the darn scale, Trav. [titters]

Clint: Very true. But every 10 seconds, somewhere in this world, a cow poops. And it just... and it just falls.

Griffin: It's probably—dad, that's insane. It's probably—there's so many cows on Earth.

Clint: Right.

Griffin: There are so many cows on Earth.

Clint: I think he just lets it fall where it does.

Justin: The biggest source of agricultural greenhouse gasses worldwide; cows. Gotta eat if you're cows, guys, come on. Get it together.

Clint: [sings] The more you know.

Griffin: Nope, we do that at the end.

Travis: Okay. So you're moving towards that back door here.

Clint: And I'm gonna clamber into the air vent.

Travis: Okay. Yes, you are.

Griffin: Hope it's a pretty big air vent!

Travis: So, as you exit into that kind of side hallway there, before it sees you, you see that there's a camera at the end, that is kind of doing a sweeping—about 270 degree. Pointing at the hallway where you are, and then sweeping back to the seating area here, where Golden Seal is surrounded by the enforcement. So you will need to time that out, if you wish to, if you're trying to avoid being seen.

Clint: I think it's time for me to do the Night Foxtrot.

Travis: Of course, it is.

Clint: The mondo move. When he hears a techno beat, he can do a fluid, acrobatic, tumbling dance. And I think, into his headpiece, he's going to say:

Roger: I need one of you fellas to give me a techno beat.

Navy: There has got a better way for you to do this.

Justin: [chortles]

Navy: You can borrow my Zune for the next operation, so you can—

Roger: These are my powers. These are my moves. It's—I need—

Navy: The fact that your powers are conditional to one of us doing a beat box is really hard on the rest of us.

Roger: But Lyle has like a drum thing, doesn't he? Don't you have a drum thing on?

Justin: I need to check the pockets of the coats, please. Are there any devices in the coat pockets that can't play music?

Clint: Oh, that's good.

Travis: Okay.

Griffin: Good.

Travis: Give me a roll with, I'm going to say Anything's a Drum, to find something.

Justin: Good, yeah. Thank you.

Travis: Yeah.

[sound of dice thrown]

Justin: Oh, one success.

Travis: Okay, with a mixed success, you find in one of the coat pockets, someone has bought a birthday card.

Justin: Oh! That's smart, Travis. I love that.

Travis: To give to a friend. And it's one of those that you open it up and it plays like—

Griffin: Sandstorm!

Travis: Yeah, it plays Darude Sandstorm in a real like chip tunes kind of way.

Griffin: [sings the tune of "Sandstorm" by Darude]

Justin: Okay, as it starts playing—that's very unfortunate for me, because that's quite loud and distracting. As it starts playing, I'm gonna fold it into a paper airplane.

Griffin: [laughs]

Clint: Okay?

Justin: When a structure or environment is in danger of destruction, I have a practiced sense of the best path of escape. This place is ready to blow now with all this methane gas.

Travis: Hm!

Justin: [titters] No? Okay, that's not—you're right. A bit of a stretch.

Travis: Maybe if it had been a completely successful foop.

Justin: No, 100%, yeah. It was a dirty one.

Griffin: Okay.

Justin: Can I roll two D8 to fold an airplane card?

Travis: You can, but if your goal is to sail it over there to him, there will also be a roll to see if you could do it without detection.

Justin: Okay.

Travis: Now, you are good at camouflage.

Justin: Yes, so let me do the roll.

Travis: This is how well you can construct the airplane to make it all the way to him.

Justin: And I don't have any reason to think I'd be good at that. Two D8 seems more than fair.

[sound of dice thrown]

Justin: Yeah, I mean, it's a mixed success.

Travis: Okay, so with a mixed success—

Justin: If you stack enough mixed successes onto each other in this game, you really start to lose the—

Griffin: The story really collapses, yeah.

Clint: [chuckles]

Justin: Lose the plot.

Travis: With a mixed success, you are pretty sure you have folded it in such a way that it will make it to him. And I'm gonna like flip a coin, and if it's heads, it'll make it to him, and if it's tails, it doesn't.

Justin: I mean, that's a mixed success.

Travis: Okay, it's flipping. Heads! You succeed!

Justin: Yes!

Clint: Yay.

Travis: Okay, now roll for me to see if you are noticed.

[sound of dice thrown]

Justin: [chuckles] Oh, man... oh, man, I just barely got two successes out of those five die.

Travis: Okay, yeah, with that, you are able to do this like an absolute surgeon. Just like fold it, psh-shew, perfect.

Justin: Five—what's grammatically correct; five die or five dice?

Griffin: Two dice, three dice, four dice, five dice.

Justin: Five dice.

Travis: Five dice.

Griffin: It just sounds weird.

Travis: Five dices, I actually think.

Justin: Dices.

Travis: Yeah.

Justin: I hate dices to pieces!

Griffin: [chuckles]

Travis: So—

Griffin: Okay, dad still has to do his move down.

Travis: Yeah, you have successfully landed this birthday card playing Drude Sandstorm on chip tunes. Right next—or in Rogers hands, from across the headquarters, without being noticed. And it's a shame that no one noticed, because if they had—

Justin: It would be the wildest—

Travis: Everybody would've like lost it.

Griffin: Dude, they—no matter how loud my dad is being right now, there's no way they didn't just hear like... [sings the tune of "Sandstorm"]

Travis: Well, here's the thing that you don't know, Griffin. That is like everybody's favorite song in this office, without fail. So people are constantly, it's everybody's ringtones.

Justin: And also, Griffin, there is a way, I rolled about it. [chuckles]

Griffin: That's true, I guess. Yeah, sure.

Justin: And I know that they—and I know they didn't, because I rolled about it.

Travis: Yeah, narratively, it's because it's everyone's ringtones. But mechanically, it's because Justin rolled some dice and got two successes.

Justin: And they didn't. I know it feels like they should have, but they didn't. [titters]

Griffin: Yeah. Cool.

Travis: Sometimes, Griffin, the dice tell a story.

Griffin: Yeah.

Travis: So, dad, you're now holding a birthday card paper airplane playing Darude Sandstorm on chip tunes, giving you a techno beat to use your Night Foxtrot.

Clint: All right, then it's time to roll.

Travis: You're gonna roll four D8. Now, you also have lots of time to shine dice.

Clint: Yeah, I'm gonna use one. Oh, believe me.

Griffin: I was gonna say, the amount of—the amount of goofs that have gone into this single maneuver—

Clint: So much work, it's got to work. So I'm going to roll five—

Justin: I mean, just life minutes.

Griffin: Just 20 minutes of goofs.

Clint: All right.

Griffin: Building to this moment.

Travis: Go D8.

Clint: Here goes the roll.

[sound of dice thrown]

Clint: Five, five, seven.

Travis: Not only a success—

Griffin: Cowabunga.

Travis: But a cowabunga.

Justin: Thank goodness, dad.

Travis: You are—

Justin: Very satisfying.

Travis: Able to seamlessly enter this vent, like a stinky shadow just rolling up in there. Nobody notices the noise of the vent being removed. You're able to get in there and just enter that vent and begin shimmying your way through.

Clint: I prefer clamber, if it's all right with you?

Travis: I don't think you want to clamber, dad. I think that implies noise.

Griffin: Noise, yeah.

Clint: Eh... okay.

Travis: I mean, if you want to?

Clint: No, no. And I'm going to unfold the paper airplane and put it in my jacket pocket. But I'm gonna hold on to it.

Griffin: Thank you. Good idea, I think.

Travis: All right. So, now we—

Justin: Are you going to close it or leave it open?

Clint: Oh, I'm gonna close it.

Justin: Okay.

Griffin: If he listens to techno music constantly, he will be dead within the hour. He can't handle that much.

Travis: And with that cowabunga, not only do you enter seamlessly, but you are able to do so and replace the vent as the camera comes back around to that end, revealing nothing. It's seamless.

Griffin: Mission impossible!

Travis: This is what you are built for, Roger.

Griffin: Yeah.

Clint: Thank you.

Travis: I mean, not all of it. Well, maybe, with four stomachs. Okay, we're back to the coat rack and the two men, of the two men and a baby scenario. Your plan, if I remember correctly, is to move the coat rack through the gate and into the bullpen.

Clint: [laughs]

Navy: So, should I make it look like I'm pushing the coat rack into the room? And then you can be in the coat rack hiding? Because like if they just see a coat rack scooting across the floor, they're going to be pretty confused, I think.

Lyle: No, so, it's a... we're gonna pretend to be—[sighs] ah... you know what? I'm sure I'll come up with something.

Navy: I love it. I want to support—

Lyle: I usually do in the moment, like—

Navy: Yeah!

Lyle: In the moment. But I can't just invent here, you know what I mean?

Navy: Yeah, yeah! You need the pressure.

Lyle: Exactly.

Navy: You're a game time player. Okay, that's good.

Travis: Okay, with the distraction of Golden Seal, you are able to get as far as the gate. But now you will need to open the gate and maneuver yourselves in a coat rack through. So this is where I'm gonna need the roll. Lyle, it seems like you are leading the way, so give me that camouflage roll.

[sound of dice thrown]

Justin: Okay, so that's a cowabunga.

Travis: Oh, wow? Yeah. So, as far as anyone's concerned, this is just a coat rack maybe come loose a little bit. Somebody hung a coat weird.

Lyle: Does anyone need their coats?

Navy: Wait, what are you doing? What?

Lyle: This is how it's been working the whole time.

Travis: You see a guy turn from the coffee station at the sound of your voice.

Lyle: Hello. Do you need any service from Coat Bot?

Guy: Wait, what?

Lyle: Yes, your office is in the pilot program. You're one of the first offices with a Coat Bot. And this has been working, I got a double cowabunga.

Griffin: [chuckles]

Guy: I mean, listen, I fully believe that this is a Coat Bot, but I'm still weirded out—

Lyle: I know. Listen.

Guy: How can I help you, Coat Bot?

Lyle: You can turn around.

Griffin: [laughs]

Lyle: I'm sorry, my programming is still—do you have feedback? I sense from your reaction that I have upset a social moray.

Guy: Well, yeah, I'm a little confused, Coat Bot, because like—

Lyle: I said turn around!

Guy: Oh?

Lyle: Sorry, again.

Travis: I'm—now, he fully believes that this is a coat bot. With your cowabunga, you are camouflaged as a coat bot. He's buying it. But now he is a little bit confused as to whether or not he should follow this command.

Justin: Okay.

Travis: So I'm gonna need one of the two of you... well, yeah, Justin, you're the one leading the charge here. I'm gonna need—Justin, I'm gonna need you to roll to see if you can get him to turn around. It doesn't seem like you've got anything in that strength. So roll two D8 to see if you can get him to follow this command.

Justin: Okay.

[sound of dice thrown]

Justin: Mixed success.

Travis: A mixed success—

Justin: So he turns 90 degrees. [chuckles]

Griffin: [titters]

Travis: He—yeah, he turns and he's still kind of looking at you over his shoulder as he faces towards the stairs. And he's like—

Justin: He's a little suspicious—

Guy: Like this?

Justin: I get it. I get it.

Lucy: Yeah, that's good. Perfect.

Griffin: While he is doing this, it looks like, based on sort of the... the vector at which we are entering this room, we are right up close to a bunch of desks. Could I try and swipe an ID card or something?

Justin: Ooh, that's good.

Griffin: Because no matter what, it seems like we're gonna have to get past that ID scanner in order to reach records.

Travis: Yeah, give me... let me see what you got here.

Griffin: This is not my forte whatsoever, but... I don't know.

Travis: So first, give me a Bug Eyed roll to see what you can see on the desk from your vantage point.

Griffin: Okay.

[sound of dice thrown]

Griffin: Two success, seven, five.

Travis: Okay, yeah. With two successes, definitely within arm's reach, you see someone has like hastily put down—like maybe they clocked in late, but like their pile of stuff. And it's like their keys, their phone and their like ID badge that they would—and it's all kind of grouped together. So, now I'm gonna have you make a roll to see if you can grab one of them without being noticed.

Griffin: Yeah. I'm gonna use, I think, two time to shine dice here.

Clint: Whoa, Nelly.

Travis: I'm giving you four—

Griffin: Because I have nothing. I have nothing here. And then the ID is what I wanna grab, right? If it's an ID scanner, I don't want his keys or his phone. Cool. All right. Here goes nothing. Please...

[sound of dice thrown]

Griffin: Three successes and a cowabunga. Seven, five, five.

Travis: Oh, yeah. With three successes and a cowabunga, you grab his phone and his ID badge, if you want to.

Griffin: Oh, man. I don't know that I want his phone. I feel like that's just gonna cause more complications for me. What do I need a police officer's phone for?

Travis: That's fair. Okay, yeah, you grab his ID badge. And with that cowabunga, not only does no one see, but that guy you know is very busy. You could tell by the—

Griffin: He forgets that he has an ID badge at all. Yeah.

Travis: Like he's not going to notice for quite some time.

Griffin: Okay...

Travis: Okay, let's get back to Roger in the vents real quick.

Justin: Get back to—yeah. I mean, I needed a breath after we walked six feet in a coat rack. [titters]

Travis: Well, and convinced a guy that you were a coat rack robot.

Griffin: We did a lot of stuff. Yeah, Juice, don't undersell what just happened.

Justin: I'm not grouching. I'm not grouching. I think our overall progress in this episode is fantastic.

Travis: I'm amazed, frankly.

Justin: The rate at which we are just grinding through your content.
[chuckles]

[theme music plays]

[ad reads]

[theme music plays]

Travis: Roger, give me—let's see. We've already established that you are graceful in here, you're a dancer. Give me a three D8 roll to see how far you have made it through the vents.

Justin: Okay.

[sound of dice thrown]

Clint: It's two successes, five, five, four.

Travis: That's a cowabunga, baby. All right, you've made it all the way down to the corner.

Clint: Okay? And from this vantage point, you can start to hear voices coming through some of the vents along the way further down. They're a little bit muffled right now. You can tell there's some distance still before you would be on top of them. But you can definitely hear some voices coming through some of the vents. Could I make my way down to listen through the air duct next to the interrogation room?

Travis: Yes, you can. I'm gonna have you do a roll, another three D8 roll, to see if you can do that undetected, since the interrogation room is currently occupied.

Clint: Okay, well, surely something in here—my powers.

Travis: I mean, I'm giving you three D8 for being a graceful spy.

Clint: Okay. Well, I'll just keep it at the three. Okay.

[sound of dice thrown]

Griffin: Holy crap. Oh my god.

Clint: There's your three sixes!

Griffin: What? What does this mean, Travis?

Justin: Why, Trav?

Travis: It means he's of the Devil.

Clint: Oh, no! Not the Antichrist. Oh, no!

Travis: I think this is the second time dad has rolled three sixes.

Justin: Hey—

Clint: Oh...

Griffin: It has to mean something.

Justin: Can we say something, though? It's like, this is a kid's show. So if we could come up with something... that's kind of like the Antichrist, but like a little less—

Griffin: For kids.

Justin: Like a little more—

Travis: The anti—

Clint: The Boogeyman! Oh!

Justin: The super bad guy, like—

Clint: The Boogeyman!

Travis: Anti-skibidi.

Justin: Yeah.

Clint: Oh...

Griffin: Anti-skibidi—

Travis: He's Ohio.

Griffin: He wants to kill—he wants to kill all the skibidies.

Clint: No, I think if it's supposed to be satanic, just make it skibidi.

Griffin: [titters] None of us—well, some of us know what that means.

Travis: You are able to make it right next to them. And lucky for you, the way that the air flow is going, the duct is carrying your stink trail away and down.

Clint: Oh, it's gone. It's gone.

Travis: Hey, dad? That's for me to decide. You fooped yourself.

Justin: [titters]

Travis: You don't get to decide.

Griffin: Travis, actually, with three sixes, I think dad should get to be in charge for a little while.

Travis: Of his stink cloud?

Justin: Of reality. [titters]

Griffin: I mean, three sixes is crazy, man. That's a crazy roll—

Justin: You should have—didn't you make a special roll for that? Like you have to quit the game or something.

Travis: I do? Or dad does.

Justin: [chuckles] No, like dad—whoever rolled it has to quit. I think that's what you said.

Clint: [chuckles]

Travis: Dad, at this point, your stink cloud, you're like the caterpillar in Alice in Wonderland, where you can shape your stink cloud into different things. Also maybe Gandalf, like a wizard.

Clint: Are you sure you want to give me that power?

Travis: For the next 10 seconds.

Clint: Oh, okay. Then I'm going to make like a pretzel shape.

Travis: Okay.

Griffin: Just turn it into the evidence we're looking for. [titters]

Clint: It's like Green Lantern's ring.

Griffin: Yeah, exactly.

Clint: Oh, yeah. Whole new power. Whole new power.

Travis: And the power is gone.

Clint: Okay. Roger wants to listen in.

Travis: Okay, yeah, with three sixes, absolutely you're able to do so, undetected. You can hear the voices much clearer now. You hear, "Yeah, so then I—" It's the voice of Eel Patrick Harris.

Eel Patrick Harris: So then they sent us in and we kidnapped this guy. And I'm not a liberty to say, but then I fled down to a thing. Went to the seal base, the Bayside Baddies. They were... they were there. What other information do you guys want? I mean, I'm trying to tell you whatever you need.

Travis: "Yeah, okay, listen, Eel, Eel... we're willing to like let you off here, like but you got to give us more than that. Like, who hired you, right? Who **was** it?"

Eel Patrick Harris: Oh, yeah, it was—so, this lady named Clamjula hired us on behalf of some guy named the Walrus. And what else, what else...

Travis: So, it seems to you, Roger, like you are getting the impression, especially with three sixes, that he has turned confidential informant here. Giving them whatever information they want about what went down to avoid any kind of sentence.

Justin: Okay, so—

Griffin: But we knew that stuff though, right?

Travis: Yeah.

Griffin: He said that to us when we interrogated him.

Travis: Yes.

Clint: Yeah, and I also had my comms open when I was listening to this stuff, so you guys could hear whatever I heard, right?

Griffin: Yeah, yeah, for sure.

Justin: So just to be clear, I just want to make sure I understand sort of what I'm hearing, Trav, to keep up with the story lines and stuff. So the—we're at River City First Enforcement. We are telling them that a guy named the Walrus hired us to do something. And—

Travis: No, no, no. Eel Patrick Harris in the interrogation room—

Justin: Yeah, no, sorry, Eel Patrick Harris is telling them that he was hired by somebody named the Walrus. He's telling the people at River City First Enforcement that he was hired by someone named the Walrus. And they're like, "Huh, interesting. Let's keep a note of that." Is that—I just want to understand that the—what's happening.

Travis: Yes, correct.

Justin: Okay, good.

Travis: And he is also doing so, so that Hammer Ned and Squid Mark will face harsher sentences and he will not.

Griffin: Oh, man.

Travis: So now we're back to... back to Navy Seal and Ax-o-Lyle. The security guard that you have convinced that you are a coat rack robot is now facing 90 degrees away from you. You have the identification, Navy. And take it away.

Justin: Okay. I guess we'll just keep... rolling towards the ID scanner and the stairs. [titters]

Travis: "Wait, so why did you have me—what's the—what's going—I thought that like you would give me my code—"

Justin: Hey, Trav, we're done. With that guy.

Griffin: [guffaws] I didn't know we could do that. This challenge is done.

Travis: I don't think you can?

Justin: Okay, so is he still talking to me?

Travis: Yeah.

Justin: Okay. I'm going to grab him and pull him into the coats, and knock him out.

Griffin: But he's—I mean—

Travis: Hey, listen—

Justin: He's not looking at us, he's looking away from us. Well, he's looking kind of—he's looking 90 degrees away from us. That's established.

Travis: He's looking—yes, half away from you.

Justin: So I can half get the drop on him, no problem?

Travis: Yup. Justin, give me—

Justin: Everything's a drum.

Travis: Everything—anything's a drum.

Justin: I'm rooting through the pockets to look for something to knock this guy out with.

Travis: Yeah, go for it.

Justin: Let me see what I can find.

[sound of dice thrown]

Justin: Oh, wow, that's three successes, and one of them is a cowabunga.
[chuckles]

Travis: Yeah, so, with the cowabunga—

Justin: There's a five, five, seven! [chuckles]

Clint: There's a hypo full of drugs in there. [chuckles]

Griffin: We are just really crushing our rules today. [titters]

Travis: Yeah. Well, in one of the pockets you find a taser labeled, "Instant and painless. Knock out for five to 10 minutes."

Justin: Okay, I... I...

Travis: One use only.

Justin: I take one of the coat hangers and put—use that to hang him up with the other coats.

Clint: [laughs]

Lyle: I call that how to succeed in business without really dying.

Griffin: I'm looking at Ax-o-Lyle with a look of shock and horror on my face.

Navy: We are going to get in so much trouble. You just escalated this. This was trespassing, bro.

Lyle: No, no, no, no, no, no, I—

Navy: This was trespassing, bro.

Lyle: Listen, I would have thought so too. But I know that that worked perfectly. I don't know how to explain it, but it definitely worked perfectly.

Navy: I'm just saying they would have gotten us on trespassing—

Lyle: But they didn't.

Navy: And now you've done something way worse—

Lyle: It wasn't up to me. You just have to try things and see if they work out in this life. In this life, you don't know if something's gonna succeed or if it's gonna fail before you do it. In this life that you and I are living together right now, you have to just do something and maybe it'll work, and maybe it won't. That is literally not in your control.

Navy: You're right. You're right. It makes me uncomfortable, but you're right. Let's get to the ID scanner and then try and get out of here without anyone seeing our faces.

Griffin: Do we keep tiptoeing?

Clint: That was a beautiful scene.

Griffin: [titters] The message was nice. I'm not sure about—

Clint: [laughs]

Griffin: The source of it. Sometimes in life, you just have to knock someone out, because—

Travis: And just see what happens.

Justin: Well, the message is that he is aware that he is in a role-playing game.

Travis: What?

Justin: That's what he's saying. In this life that we're living, you and I, right now, you have to just do things. Because you cannot know if they're going to succeed or not. [titters] So you—he is being literal in his existence.

Griffin: Yeah.

Justin: He has found that he doesn't know if things are going to work or not. He just has to try them, and maybe they will, maybe they won't. It's really not up to him.

Griffin: Can we try and steer over to the right a little bit?

Justin: You can try to steer any way you want. This thing's fully lubricated, no squeaks at all. How do I know? Cowabunga.

Griffin: Yeah.

Travis: Which way are you heading?

Griffin: I don't know, if we can move over towards the camera? And then there seems to be like one office over here.

Justin: Yeah, let's investigate over there.

Griffin: With only one person in it. So I'm thinking like if we have an opportunity to maybe take this camera out so that Roger doesn't have to deal with it—

Justin: Oh, I love that. I love that, yeah. We are in a fully actionable position. And Travis, I would love if I could knock out a few more guys that you'll have to drag along with this coat rack. [chuckles]

Travis: Yeah.

Justin: Viewer at home, listener, listener at home who's not a viewer, you will—you will not get to see the real joy of watching Travis scoot a coat rack, and then me, and then Griffin, and then the little guy that I knocked out—

Travis: And just adding more detritus to the pile.

Justin: Right, it's like a little Katamari Damacy. [laughs]

Travis: Yeah.

Griffin: [laughs]

Justin: Inconvenience.

Griffin: Be great if we left by just rolling the coat rack up to the front lobby and just like 30 police officers popped out.

Justin: Right. [sings tune] Aah, la-la-la-la-la-la. Okay. I think, can we pass, I mean...

Griffin: What's in this office? Can we see into it?

Travis: The door is currently closed, and this one does not have a plate glass window. You could listen?

Griffin: Yeah, sure.

Justin: [chuckles]

Travis: Roll me—

Griffin: It would be weird if I was like no.

Justin: The casual observer! The coat rack bot is not blocking exists.

Griffin: [laughs] I don't have bug ears, let's do two D8.

Travis: Yeah.

[sound of dice thrown]

Griffin: Wish I had bug ears. One success; four, five.

Travis: With a mixed success, you can hear only one voice from what you can listen to. You're not quite able to make out what they're saying.

Griffin: Okay.

Travis: But you only hear one distinct voice talking.

Griffin: Is it an authoritative sort of chiefly voice?

Travis: It is...

Griffin: This is the only private office in here, so I have to think someone—

Travis: There's a confidence to it, a gravitas.

Griffin: Okay, okay. So that's definitely not Goshua. I think we can all agree.

Justin: Only one way to find out.

Griffin: I mean, Goshua got demoted, I don't know why he would get his own office. Maybe it is Goshua. Dang, now you got me second guessing.

Travis: Well—

Griffin: Well, if it is Goshua, I don't actually want to see him. He would be pretty mad at us. So, we're good here.

Travis: Just here blocking the door in the camera.

Justin: I think we should—oh! This is perfect.

Griffin: Yeah?

Justin: We can keep rolling until we are blocking the camera. [titters]

Griffin: That's cool. I don't—

Justin: And then we can exfiltrate from the coat rack. I have an exit strategy, and that's it.

Griffin: I love it. Can we roll up to the camera?

Justin: And block it with the coat rack?

Travis: Where you are right now, you are blocking the camera.

Griffin: Okay, great,

Travis: At least from the corner. The stairs, you know, go down. And so right now, you are... you're in a pretty effective blocking position.

Justin: Okay.

Griffin: Okay. I think we're in a good spot. Let's—

Justin: Yeah, let's just wait, see what dad does.

Travis: Okay, Roger, give me one more roll to get to the end of the vent there.

Clint: Okay.

Justin: Is he literally rolling like a keto roll, or just rolling dice?

Travis: Just rolling dice.

[sound of dice thrown]

Travis: Yeah, with double successes—

Clint: Seven and six.

Travis: You have made your way down to the vent. You can see out of the vent now from your vantage point. You can see through the vent to see Squid Mark at processing with an agent with him. You see Hammer Ned being processed with a couple agents around there as well. And to your left, you see a coat rack.

Griffin: He knows what's up with the coat rack, there's no way—

Travis: There's nothing suspicious about that.

Griffin: I peak my little face out and hold up the ID card. And give a thumbs up. He can't see that. Can he see that?

Travis: Do you want him to see that?

Griffin: Yeah, clearly.

Travis: Okay, make a roll for me to see if anybody else sees it.

Griffin: It's so discreet, though. Like I'm barely—

Travis: Well, you have comms, you could just tell him?

Navy: [whispers] Hey, we're in the coat rack and we have the ID card.

[pause]

Navy: Roger?

Roger: I assumed. Yes, good.

Clint: With that roll, would you allow me to continue down the air duct?

Travis: Hm... sure.

Clint: To where the camera is on the other side of the wall?

Griffin: Oh, that's interesting.

Travis: Yeah...

Clint: Because I have to assume there are like... wires?

Griffin: They definitely put wires through the air ducts, definitely.

Travis: Yeah. Here behind the camera, you are able to see a bundle of wires. None of them labeled.

Clint: Okay... dang. Okay, I mean, he is a spy. Infiltration is his thing.

Griffin: Hm.

Clint: I think he's going to fiddle with the wires of the camera.

Travis: You do have also the... didn't you get a device?

Clint: I do. Yes! The halikar—yes! Yes, the halikar hack. The halikar hack, which—

Griffin: Did you forget about your hacking device that you built—

Travis: I assumed—hey, dad, can I tell you something? I love you so much. When you asked me if you could get to the camera and there would be wires and stuff, I was like, oh, yeah, he totally remembers that he has a hacking device.

Clint: Well, of course I did, Travis.

Travis: Oh, it was all a clever ploy? To lull my into a sense of security.

Clint: I was luring you into my narrative.

Justin: You have to accept that on some level, dad did know, right?

Travis: Yeah.

Justin: That is the only thing that makes sense, is that inside dad, there is a war. [chuckles]

Travis: There are two wolves, one who remembers he has inventory—

Justin: And one who's just kind of drooling and lays on his side all the time. [chuckles]

Travis: Waiting for belly rubs.

Clint: [chuckles]

Justin: And farting. [titters]

Griffin: [chuckles]

Clint: Yes, I use the halikar hack, which is a pocket—cleverly disguised as a pocket watch with a cow face on it. And use it to connect to the... Okay, here's what he's gonna do. He's gonna use it to connect to the camera so that it's on a permanent loop of what it's showing now.

Travis: Okay, give me a three D8 roll, with your halikar hack.

Griffin: Can he see—can you see the like network? Because it would be cool to know where stuff is. I don't know if the halikar hack has a screen?

Clint: Hm...

Travis: Well, let's see how well he rolls. And then I'll let you know how well he connects.

Clint: I'm gonna use a time to shine dice too.

Travis: Okay, so four D8.

Clint: Four D8.

[sound of dice thrown]

Clint: Six, two, three, eight.

Travis: With two successes, you're not able to access like the full network, but you are able to create a loop on this camera, allowing you guys to, in this area around the stairs, move without being detected by this camera.

Griffin: Amazing. Perfect.

Travis: So let's jump back to the two men in the coat rack. Are you guys waiting for some kind of movement from Roger? Or is there a next step in your plan?

Griffin: Can we tell if Squid Mark and Hammer Ned are like nearing the end of the processing process? Because like, to paint a picture for the folks at home, Roger is going to have to basically sneak right behind where these two criminals are being processed in order to reach the stairs down to records.

Travis: Give me a roll with your big ol' bug guys to see if you can get a read on the situation.

[sound of dice thrown]

Griffin: Seven and eight. Two success.

Travis: Okay, yeah, with two successes, it's hard to tell exactly where they are in the process. They've clearly been here a long time. And you can tell that they are getting very agitated and somewhat uncooperative with the agents who are processing them. Tensions are running high. It is definitely a fraught situation.

Griffin: Okay.

Travis: It seems like everybody's ready to be done in one way or another.

Griffin: Okay.

Navy: We got two bogeys by the gate. You should be able to get there, Roger, and we should be able to get you the ID. But you're gonna need to move quick, because it's an agitated situation. Roger?

Roger: Roger that.

Navy: This is really confusing. I didn't even think about the fact that your name is—

Roger: Okay, Roger. Roger-roger, 10... 10-4. Roger.

Navy: Cool.

Travis: So what do you do?

Justin: Still gotta do something.

Travis: You solved it!

Clint: Roger does?

Travis: You solved it, Justin. I was just waiting for you to do something.

Justin: Yeah. That's it.

Travis: Okay, yeah. That actually beats Abnimals.

Griffin and Clint: [laughs] Animals.

Travis: Thank you.

Justin: I was telling dad to do something!

Travis: Thank you, everybody, so much for joining us.

Griffin: We're in posish. We have—

Justin: We're in posish! We have nothing—

Griffin: We have nothing we can do. It's all the Roger show right now.

Travis: And I can't wait for the same Roger time. Same Roger channel. Join us again next week on the Roger show.

Griffin: Our big cliffhanger is that dad wasn't acting fast enough?

Clint: [laughs]

Justin: Hey, it's a new—it's a new low.

Clint: [laughs]

Justin: [chuckles] It's a new low, but, kids, I want you to remember this. Because you thought we were gonna have a good cliffhanger, right? But this is another thing where your heroes let you down. You know what I mean?

Travis: And you overhear one of the agents say, "What? A meteor heading for the city?"

Justin: [laughs] Things are really heating up.

Travis: Oh, no, sorry, I misheard you. Oh, sorry, yeah, no—

Justin: It's a meteor pizza—

Travis: You wanted a meteor sandwich. Okay.

[Abminals theme music plays]

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