

## The Adventure Zone: Abnimals Ep. 26: Radical Rescue!

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[theme song plays]

**Travis:** Newton and Loveless, though, you are surrounded...

[rock music gradually picks up, and plays in background]

**Travis:** ... well, *mostly* surrounded... by bad guys, you've knocked a few out - tore a head— well, *bit* the head off of one, really. A couple are knocked out. One's still getting his pants buckled back on.

What do you do?

**Griffin:** What kind of weaponry are these robots working with? What kind of, like... anti-personnel sort of features do they have? Can I— I mean, it is a butcher's, that I would be taking— just to kind of get a feel for...

**Travis:** Yeah, give me a butcher's roll.

**Griffin:** Um... let me see... you know what, let's just do this Mondo Move. Let's do "Reduce, Reuse, Recycle." I would like to make a weapon out of this robot's head that I've just torn off, and maybe any other kind of materials...

**Travis:** Okay.

**Griffin:** ... to, uh, construct a machine, construct a weapon. Um, which is a 6d8 roll.

**Travis:** Yeah. Give me a 6d8 roll to determine what kind of weapon...

[dice rolling sounds]

**Griffin:** Well, there's only two successes in there, but they are the same number. So that is a Cowabunga.

**Clint:** Huge.

**Travis:** That is a Cowabunga, my dude. So two sevens... What do you *wanna* make out of it? So you have... Let's say that it has... the capabilities programmed into it for, like, a taser.

**Griffin:** Yeah.

**Travis:** And, potentially, let's say, built-in pepper spray, but breath.

**Griffin:** Yeah. Um... I mean, a taser definitely sounds better to me. So I'm gonna— just, you know, work in the gullyworks of this thing a little bit, and then...

Let me see. I have one robot on me, and then there's two kind of untouched on the other flank there, right?

**Travis:** Yeah. And if you wanted to incorporate this robot head into your hook and chain...

**Griffin:** Oh, that's kinda cool... Um... Yeah, you know what? I'll do that; I'll put that on the end of my hook and chain, turn it into sort of a flail.

**Loveless:** [as a sound effect] Flail! [sings action tune]

**Griffin:** ... So I'm gonna hit the other two robots with the flail.

**Travis:** Okay. So normally, with your signature item, it would be 5d8, but on this roll, uh, attacking the other two, it's gonna be a seven.

**Griffin:** Well, I guess I have that guy right behind me. And it is the nature of the flail that it goes in a big circle. So can I try and get— like, move here, and try and get... these three haters?

**Travis:** Yeah, go for it.

**Griffin:** Okay. Here we go. 6d8, big roll...

[dice rolling sounds]

**Travis:** No, seven.

**Griffin:** No, triple— that's— okay. I think this is also unprecedented...

**Justin:** *Unprecedented.*

**Griffin:** It's five successes. I do have a seven-seven-seven in there.

**Travis:** Oh, yeah. We're gonna call this a Mega Cowabunga. Your flail and chain with the built-in taser just tears these three dudes in half.

[explosive action sound effects play]

**Griffin:** These three robot dudes.

**Travis:** Yeah. Three robots. They do not have souls. So it's totally cool.

**Griffin:** I... grab the head—

**Justin:** Sometimes, on *The Adventure Zone*, [amused] robots do have souls, though...

**Travis:** But not these.

**Justin:** ... and it's, like, so confusing...

**Griffin:** This is not one of those. Not...

**Justin:** This really is arc-by-arc— This is why [laughs] we can't have a multiverse, guys.

**Clint:** [laughs]

**Griffin:** Yeah, no— [crosstalk]

**Justin:** Because it would be— this is what we need: A multiverse TAZ that is just a war over sentience.

**Travis:** Yeah.

**Justin:** So we align the universes... [laughs] To—

**Travis:** So robots with souls, versus robots without souls?

**Justin:** Well, universes in which robots are... decided to have souls, versus universes of TAZ where they are not.

**Travis:** Oh, cool.

**Justin:** And it's just an epic— like, it's a multiverse battle.

**Travis:** Okay!

**Griffin:** Um, I considered taking the severed robot head off of the chain, but I'm gonna look over at Newton and Lamar, and I'm like...

**Loveless:** Do you guys think that, uh... this is part of— can be, like, part of my brand? Or is it too, like... metal?

**Lamar:** It's a little...

**Newton:** It reminds me of *something*... It reminds me of something.

**Justin:** I'm realizing how much Ax-O-Lyle kind of sounds... [music fades] like a Ninja Turtle.

**Clint:** [laughs]

**Justin:** Like if Jeff Daniels was a Ninja Turtle.

**Griffin:** That was sort of the brief for the whole season, Juice.

**Travis:** Now, what's a Ninja Turtle?

**Griffin:** Um...

**Justin:** What?

**Travis:** What is—

**Justin:** What's is a Ninja Turtle?

**Travis:** Yeah. These are Greenback Guardians.

**Justin:** If I could... in ancient feudal Japan...

**Travis:** [amused] Uh-huh?

**Griffin:** [bursts out laughing] Alright. Well—

**Justin:** Which part of the— sorry, Trav. Which part of the concept did I lose ya at? 'Cause if it's not that, it's turtles.

**Travis:** Well, I can picture a ninja, and I can picture a turtle.

**Justin:** [laughs] Okay, awesome.

**Travis:** But ninjas are— usually move very quickly, like the wind; and turtles are notoriously slow. So I guess I'm confused by the meshing of the two concepts.

**Justin:** I understand why it is— that's why it's so edgy.

**Travis:** Oh!

**Griffin:** I sheepishly— I am gonna tuck the robot head into my, like, knapsack.

[rock music picks back up, playing in background]

**Griffin:** It is— I don't think I can sing around a severed head; that's just not my aesthetic.

**Justin:** It's a little mid-90s.

**Travis:** Lamar; uh, two of the guards are gonna take swings at you. [faint dice rolling sounds] So one of those hits can't be defended. There's an eight, but the other two hits are reduced because of your damage reduction.

**Justin:** Okay.

**Travis:** And the second one takes a swing at you; there would be two hits, but your damage reduction, uh, stops those. And it is your turn, now. These two haters... Uh, two—

**Justin:** It's two damage, right?

**Travis:** Uh, just one. Just one that can't be blocked.

**Justin:** Okay. So, how many guards do I have, now?

**Travis:** You've got two; one to your north, one to the west.

**Justin:** Okay. It says on Lamar's character sheet that he's *real* good at flipping.

**Travis:** Real good.

**Justin:** And I notice here that you've written "real" in, like, capital letters, right?

**Travis:** Yeah.

**Justin:** So what I'm gonna do now, what Lamar's gonna do, is he's gonna flip away from the two guards; he's gonna, like, flip between them, onto the desk. And the flip that he does... is going to be so graceful...

**Travis:** Mm-hmm.

**Justin:** ... that it reminds the guards of a sort of universal nature of aesthetic beauty...

**Travis:** Ooh, okay!

**Justin:** ... that we can all connect to. And it's sort of, like... the pursuit of that beauty, and the recognition of that beauty, it sort of takes their motivations... and holds them up for how sort of hollow and cheap they are.

**Travis:** Okay.

**Justin:** In the face of, like, that sort of eternal aesthetic beauty.

**Travis:** Now, what I love about the way that sometimes dice tells a story... That is definitely what Lamar has in his head, as he coils his muscles and bends his knees to execute this flip.

And now, I would like you to roll the 6d8 that he has been flipping... to see how it actually turns out.

**Justin:** [dice rolling sounds] It's a... it's a success. It's not as... thunderous of a success as I would've liked for the goal...

**Travis:** Yeah.

**Justin:** ... I will say, Trav. For the goal, I would've loved to see two of the same numbers, instead of an eight and a five, and many, *many* failing dice. [laughs]

**Griffin:** [laughs]

**Travis:** Yes. So he is able to gracefully [action sound effects play] flip upon the desk, getting past the two guards. And they *do* take a moment to be like...

**Guard:** Wow. He's real good at flipping.

**Travis:** But then, they continue on with...

**Griffin:** Yeah.

**Travis:** ... their plans. They do— Justin, I'll give you this for a brief second—

**Justin:** So you know, with a complete success, in the goal of impressing them so much with my flip that they stop fighting - even with a *complete success*, I'm given no more than passing notice?

**Travis:** Here's what I will give you for complete success: you do it so gracefully and easily that it confuses them as to where you have just gone. They've lost track of you for a moment. So now, they are still facing the wrong way, facing where you were, and they are now going to be stunned for the next round, and not able to...

**Lamar:** Hey, guys, I just realized something, dudes.

**Loveless:** What's that?

[enlightened music plays in background]

**Lamar:** I now have concrete proof that pacifism doesn't work! I did that with perfect success, and I didn't achieve my goals! Guys, pacifism doesn't *work*!

**Newton:** [hisses air through teeth]

**Loveless:** I mean, I don't wanna sort of...

**Lamar:** We have concrete proof, dudes! We can both agree that I successfully flipped really great, right?

**Loveless:** No, you did. It's...

**Lamar:** Well, I did a successful flip. As good as I possibly could have.

**Travis:** Now, hold on...



**Lamar:** And I didn't achieve my goals!

**Justin:** [chuckles]

**Travis:** Now, Justin. It was not as good as you possibly could have.

**Justin:** It was a success, Travis.

**Travis:** It *was* a success.

**Justin:** A success! I successfully impressed them with my flip.

**Travis:** But you can get a 70% on a test and still pass, my dude!

**Griffin:** Yeah.

**Justin:** Hey, listen, Travis: you can have your win, but I'm shifting your narrative, right?

**Travis:** Okay. Yeah, no, I love it.

**Justin:** You *win*, but pacifism in this world doesn't work! You've communicated that to me, okay?

**Travis:** Thank you for clarifying...

**Justin:** I— loud and clear.

**Travis:** ... in this world, Justin. I really appreciate your...

**Justin:** In *this* world.

**Travis:** ... clarification that this is not a reflection of pacifism in *our* world, but in the world of *Abnimals*—

**Justin:** Well, because robots may or may not have souls in our world.

**Travis:** Yeah, beautiful.

**Justin:** I'm not gonna make that decision. [laughs]

**Travis:** Newton, you are up.

**Clint:** Who's left? Among the bad guys.

**Travis:** Uh, you have a guard to your north, and one a little way away from you who has just finished buckling up his pants. It was such a successful pantsing.

**Griffin:** He is really taking his sweet time getting those slacks—

**Travis:** It was a good pantsing. Somehow, in the pantsing...

**Justin:** [wheezing laughter]

**Travis:** ... his pants ended up backwards.

**Justin:** [through laughter] It's a molecular pantsing.

**Griffin:** Whoa.

**Travis:** Yeah. Yeah, and then you have two behind the desk. You have the two that were just surprised by the stool flipping of Lamar. You have two knocked-down robots to the north of Loveless.

**Clint:** Okay. I am going to combine— I don't know if we've ever done this. I'm going to combine... "A Skill to Pay the Bills" *and* a Mondo Move.

**Griffin:** I mean, the reason no one's ever done this is because it's explicitly not in the rules of the game.

**Clint:** Well, I don't...

**Griffin:** But...

**Clint:** I don't see them in front of me. Here— just hear me out. Hear me out.

**Justin:** Dad's inability to see the rules does not constitute...

**Clint:** Correct.

**Griffin:** [giggles]

**Justin:** ... the nonexistence of a rule.

**Griffin:** [laughter rises]

**Clint:** Correct.

**Justin:** Dad is doing the sort of, like, Shrodinger's rule. [laughs]

**Travis:** Also, a little bit like a little kid covering their eyes, and now you can't see them, kind of thing?

**Griffin:** [cackling]

**Clint:** Yeah. Which works! I want—

**Justin:** It does! Whoa!

**Travis:** Huh!

**Clint:** I'm going to do "Everything is a Playground..."

**Travis:** Okay.

**Clint:** ... where if something can be slid on, swung from, climbed up, or otherwise played upon, this guy can do it. I'm going to slide across the desk... and kind of leap up, and come down on the two... stunned guys.

**Travis:** Okay.

**Clint:** And I'm going to yell out a distracting catchphrase.

**Travis:** Okay.

**Clint:** While attacking, to potentially stun them.

**Travis:** So before you give me the catchphrase...

**Clint:** Uh-huh.

**Travis:** I'm going to have you roll the "Everything is a Playground" check. Whether you succeed or not, you will still have to say the catchphrase...

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

**Travis:** Okay.

**Clint:** Alright. So—

**Travis:** So give me the 4d8 "Everything is a Playground" rule.

**Clint:** And we don't have Time to Shine dice, right?

**Travis:** No. These guys do not need them.

**Clint:** Okay. [dice rolling sounds] I have...

**Griffin:** Oh, my God.

**Clint:** ... *three* sevens.

**Justin:** Un...

**Clint:** [giggling]

**Justin:** ... believable. Like, absolutely— I would question Roll20 at this point, right? Like...

**Travis:** Yeah.

**Griffin:** No, I know. Insane.

**Clint:** Because I got a good roll! [laughs]

**Justin:** I'm screensh— No, Dad, it's not that— Two triple-sevens in the same screen shouldn't happen, man!

**Griffin:** Yeah, that's uh...

**Clint:** That's the magic of Abnimals, my friend.

**Justin:** Something's going *on*.

**Griffin:** I guess so.

**Travis:** Alright. Dad.

[rock music picks back up]

**Clint:** Yes.

**Travis:** *You...* it's like your feet are the '90s hit sensation, S.O.A.P.

**Clint:** Mm-hmm.

**Travis:** Where your shoes are allowing you to grind on the edge of the deck.

**Clint:** Oh, that's good. Yeah!

**Travis:** Um, moving with perfect accuracy. And it's that kind of like, we keep doing a close-up shot on you, and even though the depth is only like 10 feet in circumference, you seem to be grinding on it for a good, long time...

Giving you plenty of time to execute the perfect catchphrase. One way or another, you *are* gonna land on these guys.

**Clint:** Yeah.

**Travis:** And do some damage to them. But now, hit me with that classic catchphrase that's gonna seal the deal.

**Clint:** He slides. The last second, he kind of bumps with his feet, goes up in the air, comes down on 'em shell-first, and says...

**Newton:** I'm gonna introduce you to Newton's Law of Gravity!

**Griffin:** Alright!

**Travis:** Oh, that's so good, Dad. Give me... a 5d8 roll for that distracting catchphrase.

**Clint:** There we go. I predict five sevens.

[dice rolling sound]

**Clint:** ... And I got a six, an eight, and a five.

**Travis:** Yeah, man. With three successes, you come down on them hard, shell-first. They were already stunned, partially by Lamar's flip, and then even more so by your amazing grinding. And then you land on them, and they just go flying.

The concussive force, combined with the amazing catchphrase, is not only going to stun them for a turn, but leave them incapacitated. They are now out of the fight. Effectively, reducing the threat quite a bit.

And then the elevator doors open... [wooshing sound effects] ... and some high-tier security guards enter. [footstep sound effects] You see four half-man, half-rhinoceros security guards in some pretty beefy combat gear enter into the room, via the elevator.

And we are going to jump back to Lyle and Roger and Navy!

[wooshing sound effect]

[gentle piano music plays in background]

**Navy:** Did you guys... see, like, my closure with my dad? Like, did you guys see that? ... Big moment, I thought!

**Roger:** Um...

**Lyle:** Yeah, man.

**Navy:** You didn't see it.

**Lyle:** Yeah, that was really—

**Navy:** You guys weren't even in there for the— you—

**Roger:** No, no, no!

**Lyle:** I was really thinking about the fighting, man, for sure.

**Roger:** Uh, we... we *felt* it. We felt it in our hearts. And you finally rose up, and became a man, Seal. Seal...

**Navy:** It's just that... yeah. Okay. Well, okay. That's good enough. Yeah. I mean, I guess it was a personal moment.

**Roger:** Now, remember, I could hear everything, because we have our comms on, and I— you know, I speak fluent... [mimicking seal barking] "Ar, ar, ar."

**Navy:** ... Yeah. No, I mean... Yeah.

**Lyle:** [laughs] Yeah, "Ar, ar, ar, ar." [laughs]

**Navy:** You speak Tim Allen.

**Travis:** As you—

**Roger:** I speak Tim Allen, yes.

**Travis:** Yeah.

**Griffin:** [laughs]

**Travis:** Do you regret speaking Tim Allen, just... in general?

**Clint:** Um...

**Travis:** I doubt there's things in there that human beings were meant to understand.

**Griffin:** Yeah, sure.

**Clint:** No, I think in the *Santa Clauses* phase, that it would be alright. 'Cause that was a little bit...

**Travis:** Early. Yeah.

**Clint:** Yeah.

**Travis:** Okay. As you make your way to the grate leading to the next floor...

[eerie, atmospheric music plays]

**Travis:** ... you can hear voices, and like a scent of disinfectant, and... like a very industrial kind of scent. If you wanna give me a butcher's roll, as I'm now considering them to be... anybody can take a peek up through the gate, and see what you can see.

**Griffin:** [crosstalk]

**Justin:** [crosstalk] mean that to be a rhyming couplet, 'cause I love it, Trav.

**Travis:** I didn't mean it to be, but I really enjoyed it.

[dice rolling sounds]



**Griffin:** Uh, two successes: a five, and a seven.

**Travis:** Yeah. With two successes, your bug eyes poke up through, uh, the grate there. You can see that you are in a room filled with hexagonal holding cells.

**Griffin:** I hate to be this way, Travis...

**Travis:** Excuse me. Octagonal.

**Griffin:** ... but they *do* appear to be octagonal.

**Travis:** *Octagonal* holding cells. Excuse me, Griffin, you're correct.

And you can see only two of them are currently occupied. One contains a fairly rough-looking former RCFE agent, Goshua Darnet. The other contains Chlora-Phyllis, who you haven't seen in some time.

**Griffin:** Oh, geez, man.

**Travis:** Looking none the worse for wear. There are two guards kind of scratching their head, and looking at Chlora-Phyllis in quite a bit of confusion, their backs to you.

**Griffin:** Um...

**Travis:** What do you do?

**Clint:** Roger is going to, uh, try to sneak... Let's see, is there... Is there room to sneak behind the container that's holding...

**Griffin:** Goshua?

**Clint:** Yeah. Goshua, yeah.

**Travis:** No— I mean, not really. The holding cell's... it's kind of hard to see in the map, but all side-by-side, set into the walls.

**Lyle:** Alright, guys. Quick huddle, right? We gotta leave Chloro-Phyllis locked up, right? [laughs]

**Navy:** Absolutely, man.

**Lyle:** We can all agree...

**Roger:** No...

**Navy:** For sure, for sure.

**Lyle:** No—

**Roger:** [crosstalk]

**Navy:** I actually— I feel compelled—

**Lyle:** Definitely, though, like— [to Chloro-Phyllis, raising voice] Hey. Hey, Ph...

**Justin:** Well, we can't really talk to her, right? We'll blow our cover.

**Navy:** Well, I feel a sort of moral obligation to sort of... give those RCF guys a heads-up. I know that they're sort of our enemy, right now. But she'll *kill* them.

**Roger:** Yeah, she will kill them.

**Navy:** And it's not even like, fun, like, beat their butts...

**Lyle:** Not like in a fun, sort of cute— honestly, I don't think that kids should have to listen [laughs] to whatever Chloro-Phyllis would do to those guys.

**Navy:** No, she's like... She is following the rules of, like, another dimension, and that's...

**Lyle:** We've gotta do something for Goshua, though, right?

**Navy:** Yeah. We do at least owe him that.

**Clint:** Okay. Roger's going to, uh... rush right at the two guards.

**Justin:** [bursts out laughing]

**Griffin:** Alright!

**Travis:** Okay.

**Justin:** [through high-pitched laughter] Sorry. Now, hold on. Now, wait, hold on. [laughs] Hold on. I gotta understand. [chuckles] So— okay. So we're talking, and we're like, "Alright. We gotta [laughs] come up with a plan." And we just watch Roger go, "Hooah!"

**Travis:** Yep!

**Justin:** [laughs] And, like, jumps out? Is that...

**Griffin:** Yeah, that's cool.

**Justin:** Okay, perfect. I just wanted to make sure I understood.

**Clint:** He's going to use "Scourge of the China Shop..."

**Justin:** [giggling]

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

**Travis:** Okay, sick. Give me a 5d8 roll.

**Clint:** Except where Chloro-Phyllis is.

**Travis:** Yeah. She's sealed in the containment unit. Like, you would have to actively work to open that up. Give me a 5d8 roll, Clint.

[dice rolling sounds]

**Griffin:** Oh, my God.

**Clint:** *Wow!* How many “practice makes perfect” points do I get for a one, a two, a one, a two, and a five?

**Travis:** Still just the one point. You are able to make it over to them without being noticed. Um, but you basically impact one of them, knocking them to the side, and the other one turns on you.

**Griffin:** Is he attacking?

**Travis:** Yes, but if there’s something quick you wanna do, you have a sec...

**Clint:** Yes, there is. There is.

**Travis:** Not you. You did your thing.

**Justin:** [laughs]

**Clint:** I just have something to say.

**Justin:** Let him say it.

[upbeat music picks back up]

**Travis:** Oh, okay.

**Roger:** Excuse me.

[music fades]

**Travis:** ... Alright.

**Griffin:** That’s good. It’s good.

**Travis:** He takes a—

**Griffin:** [laughs]

**Clint:** Like it was an accident.

**Justin:** Yeah, that's good, man.

[rock music picks back up]

**Travis:** Um, that's two hits, one of which is an eight, which cannot be blocked. So you're gonna take a point of damage. And the other one got knocked back, so he's stunned for a second. What about the other two of you?

**Griffin:** Are the other cells in this room— are they all shut and locked, does it appear?

**Travis:** Give me a bug-eyed roll to check that out.

**Griffin:** Bug-eyed roll coming right up. [dice rolling sounds] Uh, one success.

**Travis:** Uh, they are all shut...

**Griffin:** Yeah.

**Travis:** ... but it's unclear to you whether the locks are engaged, or not.

**Griffin:** Um... alright. I'm gonna pop out of the hole, and try to restrain the other guard, the one who just attacked. Just sort of wrap my big seal arms around him, so that we can have a conversation.

**Travis:** Okay.

**Griffin:** Um...

**Travis:** Give me a bulky boy roll.

**Griffin:** Uh, okay. Yeah, I don't really have a ton... [dice rolling sounds] Well, that's three succe— or three failures. two, three, two. Uh-oh!

**Travis:** Yeah, you attempt to restrain him, but he... turns quickly, [fumbling, bumping sounds] doing some tricky maneuvers there, and restrains *you*.

**Griffin:** Oh, God, I hate when they do that.

**Justin:** Oh, I just watched him flip on the map, Trav. [laughs] That was messed up, man.

**Travis:** Yeah.

**Clint:** [laughs heartily]

**Justin:** So unnecessary.

**Travis:** That's to show you that he, like, [grunting] "Whoa! Hah! Wuh! Huh!?" And he's got *you*, now.

**Navy:** Oh, man, it's a shame that there's only two of us who could try to get in here... It's a shame that we're just a pair, and we've got no one else to help.

**Justin:** I am going to, uh... try to stealthily free Goshua Darnet.

**Griffin:** Mm!

**Travis:** Okay.

**Justin:** I ge— there are very much occupied— I'm looking for the big green release button on his cell. I'm, like, trying to let him out.

**Travis:** Okay. I'm gonna give you extreme exfiltration roll...

**Justin:** Okay.

**Travis:** ... because this environment is in danger.

**Justin:** [chuffs] Yeah.

**Griffin:** Yeah, no kidding.

**Justin:** From me, right now.

**Travis:** So that's 5d8.

**Griffin:** I will say, it sort of puts it in stark contrast how down on the first floor we are absolutely... obliterating...

**Clint:** [laughs heartily]

**Griffin:** ... a room full of dudes as the Greenback Guardians, and... [dice rolling sounds] oh, man.

**Justin:** Man...

**Griffin:** Yeah, okay...

**Justin:** So that's one— that's a triple three. [laughs]

**Griffin:** Triple three.

**Justin:** Triple three, and a seven. A seven *and* a triple...

**Griffin:** ... three, and a four.

**Justin:** Man, good. Good job.

**Travis:** So with a mixed success, you are able to hit the green button on the exterior of the containment unit, to pop open the doors. But in doing so, you are grabbed by the other guard. So now...

**Lyle:** Oh, man!

**Travis:** Lyle, you are being held. And he's gonna attempt to choke you out... Oh, boy.

**Clint:** Geez!

**Griffin:** Okay, okay—

**Travis:** *Oh.*

**Griffin:** If you went in— I have a Mondo Move: “Blubber Shield.”

**Travis:** Okay.

**Griffin:** “When in reach of a teammate who’s received damage from an enemy, Navy Seal can place his big body in harm’s way, taking the damage himself instead.”

So I’m just gonna slide my own throat... into where he— I’ll just sort of clamor *below* Ax-O-Lyle, and pop *upwards*... and put my *own* throat in where the choking was going to happen.

**Travis:** Okay, great, ‘cause that’s four damage. You have a damage reduction of one, thanks to your body armor.

**Griffin:** Yeah.

**Travis:** So you only take three points of damage.

**Navy:** [grunting, as if choking] Can I just say, my neck is huge, and it’s impressive how you’re managing to really get all the way around it.

**Guard:** Thanks. I do yoga!

**Lyle:** Hey, I know you’ve always been self-conscious about your incredible, fat neck. And I just wanna say, this time, your big fat neck saved my life.

**Navy:** [choking] Yeah. Roger, a little help.



**Roger:** You got it.

**Clint:** Uh, Roger uses his "Prehensile" power, and uses his tail to bind the one attacking.

**Travis:** Okay. Great. Yeah, give me that roll. That's...

**Clint:** 3d8.

**Travis:** Uh, 3d8.

[dice rolling sounds]

**Clint:** *Now*, I'm getting to figure this game out. Mixed success; an eight, and a three, [whispers] and a three.

**Travis:** With a mixed success, you're able to [struggling, thudding sound effects] pull him away, but he is not restrained. So, Navy, you can breathe once more.

**Navy:** Great.

**Travis:** And Goshua steps out of the holding cell, and is going to attempt to clock the guard to the west.

**Justin:** Pshew. I didn't know what way that was gonna swing for us...

**Griffin:** Oh, that is absolutely, exactly what I expected from Goshua Darnet. Amazing work.

**Travis:** Yeah.

**Justin:** Yeah, thanks for that huge flopperoonie, Gosh.

**Griffin:** [laughs]

**Travis:** Yeah, that's three failures. He's gonna absolutely whiff. [rushing sound effects] You can see that he is quite the worse for wear. Um, maybe just a little bit sleep-deprived. He whiffs, and kind of falls past the guards.

**Griffin:** Guys, these two rank-and-file security guards...

**Justin:** Yeah.

**Griffin:** ... are absolutely taking us apart.

**Justin:** Upstairs, our elders are laying waste to the stars.

**Griffin:** I know.

**Justin:** And we're down here, like, trying to punch the janitor [laughs] in his stomach, and he keeps backflipping over us.

**Travis:** You hear Chloro-Phyllis saying through the bars...

**Phyllis:** Um, do you need some help?

**Lyle:** Absolutely not. Absolutely not.

[crosstalk]

**Phyllis:** I could help you out, if you want.

**Lyle:** Absolutely not.

**Phyllis:** Okay. It just looks like you guys are having a really rough time, and...

**Navy:** Everyone... just look away.

**Griffin:** And I'm gonna try and just push the guard that is on me backwards, like, into the gate, into the door, to Chloro-Phyllis's cell.

**Travis:** Okay.

**Griffin:** I'm not gonna let Chloro-Phyllis out, but um... I figured—

**Justin:** But you know where a failure's gonna go, Griff.

**Griffin:** Yeah, no, for sure.

**Justin:** Like, if you whiff...

**Griffin:** No, for sure.

**Travis:** Yeah, give me a bulky boy to push that guard back. *Or* you could do hydropropulsion, if you want to like... blast him that way.

**Griffin:** Yeah, I'll just like, point the nozzles forwards, and...

**Justin:** Perfect.

**Griffin:** ... open her up.

**Justin:** Yeah, you hear the trap he just laid— I cannot believe— Go ahead.

**Clint:** [laughs]

**Griffin:** Um, I am...

**Justin:** Make your roll. Make your roll.

**Griffin:** I refuse to let fear guide me in my actions. [dice rolling sounds]  
That's a Cowabunga.

[rock music starts playing]

**Justin:** Hachi machi, Griff!

**Travis:** Okay.

**Griffin:** Seven and a seven.

**Travis:** Yeah, with a Cowabunga...

**Justin:** Two sevens!

**Travis:** ... heat blasts backwards into the iron barred door of this containment unit. And immediately, Chloro-Phyllis is on him, and you see, uh, from her fingers, all of these vines come out...

**Griffin:** Yeah.

**Travis:** ... and wrap him against the door, and kind of lift him off his feet.

**Navy:** I'm really sorry! It's just— you were really tough, and we couldn't beat you. Honorable warrior.

**Travis:** And even though these vines have completely bound him, you can still hear him, muffled from within, as she starts to decorate him with little flowers, and everything growing.

**Griffin:** Okay.

**Travis:** So it looks like he has a smiley face on...

**Clint:** Aw!

**Travis:** ... as he's like, very clearly upset inside these vines, and [somewhat pressingly] you get the distinct impression they're getting tighter.

**Navy:** Phyllis...

**Justin:** [wheezing laugh]

**Navy:** Phyllis...

**Phyllis:** I just want to make sure I'm—

**Roger:** Phyllie!

**Clint:** [laughs]

**Phyllis:** I want to make sure I'm holding him, and... you guys are...

**Navy:** You got him, it's just— is the trachea an important part of the restraining... sort of apparatus?

**Lyle:** Phyllis?

**Phyllis:** Just one!

**Lyle:** Phyllis, listen.

**Phyllis:** Yeah?

**Lyle:** The kids are listening.

**Phyllis:** [groans] Ugh... So I should, like...

**Lyle:** Make it quick.

**Phyllis:** ... make it fun?

**Clint:** [laughs]

**Lyle:** Painless. Quick and painless, alright?

**Navy:** And consume— you've gotta consume the body, fertilizer-style...

**Phyllis:** Oh, of course!

**Navy:** ... *or* [crosstalk]...

**Lyle:** Yeah, like, you gotta use the whole...

**Phyllis:** Mm-hmm.

**Lyle:** ... whole thing, man. [through laughter] Don't let any of it go to waste.

**Griffin:** How's the other security guard looking, now that...?

**Travis:** He's freaked out.

**Griffin:** Yeah.

**Justin:** [holding back laughter] Can't imagine why.

**Travis:** And starting to back away.

**Justin:** I can't imagine this is how he thought his day would go.

**Griffin:** Yeah.

Uh-oh. We can't let him get out of here.

**Travis:** Ooh!

**Griffin:** Guys, he's creeping. Someone do somethin'.

**Justin:** I will, uh... Okay. [laughs] I— I throw Hatchet Man. But first, I disconnect the blade. And throw Hatchet Man at his legs.

**Griffin:** So just a stick?

[music fades]

**Justin:** Wow. Really reductive, Griffin. Sheesh.

**Griffin:** [bursts out laughing]

**Justin:** I think I was pretty clear... about what was happening there. I disconnected Hatchet Man's hatchet attachment.

**Griffin:** Right.

**Justin:** [laughs] The cutting attachment, and I— because if I miss, I don't want this to be a big deal. [laughs] Okay? That's all.

**Clint:** Is there any chance that the stick or handle of the hatchet is red? Just asking.

**Justin:** Yeah. I mean, it is. It is, obviously, yes.

**Clint:** Okay.

**Travis:** Okay.

**Justin:** So I'll throw the hatchet... handle attachment at the legs of this guard, to try to stop it.

**Travis:** Okay. Give me a 4d8 roll.

**Griffin:** Come on, Juice.

[dice rolling sounds]

**Griffin:** [flatly] Wow, wow, wow.

**Travis:** Ah, yeah.

**Justin:** Aw, beans. Aw beans. Aw, beans, man.

**Travis:** That's four failures. Without the...

**Justin:** But that's why— but like, guys, can we just say... that is a two, a three, a three, and a two - it's a huge failure. *But...*

**Griffin:** It's a very symmetrical...

**Justin:** ... that man's gonna keep his feet!

**Clint:** Yeah!

**Justin:** That man's keeping his feet today, and I'm still a hero because of that, I think.

**Clint:** And it's two pair.

**Travis:** Without the, uh, hatchet attachment, the balance of the throw is way off.

**Justin:** [laughs heartily]

**Travis:** Um, it goes flying wide... [hatchet flying sound effects] ... and knocks open the door [gate screeching sounds] to the containment room, making it easier for him to escape.

**Justin:** [laughs]

**Navy:** Goshua?

**Lyle:** Redeem yourself, man! This is your chance!

**Navy:** I've always believed in you, Goshua, despite how many times I've vocally said that you can't do anything right.

**Goshua:** ... Your belief sustains me!

**Travis:** And he's going to charge at the guard, and attempt to tackle him.

**Navy:** [gasps] Goshua!

**Travis:** Yeah. He got a Cowabunga; two 6s, and a seven.

**Clint:** Yeah!

**Navy:** Goshua, you did it!

**Justin:** [crosstalk] the most.



**Travis:** He tackles the guard, and— almost like roping a calf, right? In one smooth move, has his hands bound in a zip tie behind his back. Has his baton and radio removed, and stands up, and goes...

**Goshua:** Time!

**Navy:** What do you mean?

**Goshua:** How long— Were you guys timing?

**Navy:** No, man. You didn't say that we should.

**Goshua:** Oh...

**Roger:** four.seven. four.seven.

**Goshua:** A new record. *Oh...*

**Travis:** And he sits down, just absolute [crosstalk].

**Navy:** That took it out of you, huh?

**Goshua:** Yeah. Yeah.

**Navy:** Just that one... Okay.

**Lyle:** [laughs] That was a one-act, huh?

**Navy:** Yeah, I get it.

**Goshua:** I have not slept in, like, 36 hours, guys.

**Lyle:** And you haven't contributed in 36 episodes, so...

**Clint:** [laughs]

**Lyle:** ... happy that you finally did something, huh?

**Goshua:** Okay, cool, man. Do you want me to cut him loose, or...?

**Navy:** No, no, no.

**Griffin:** Can I tuck him into the cell that Goshua's...

**Travis:** You absolutely can.

**Griffin:** Okay. Cool.

**Roger:** And fellas, don't look back... at Chloro-Phyllis'...

**Travis:** Yeah, the muffling is getting... his upset sounds are...

**Roger:** In the vernacular, it's *gnarly*.

**Griffin:** I'm gonna walk over, and try to get him out.

**Roger:** Aww.

**Griffin:** I don't want— I can't have this on my conscience. I think that if— We can have a lot of fun here, but I think leaving someone to be killed is simply not *Abnimals* stuff.

[inspiring music plays]

**Clint:** So don't leave people around to be choked by plant ladies, kids.

**Griffin:** Yep.

**Clint:** [sing-song] And now you know!

**Griffin:** Not making a choice is sometimes making a choice in and of itself.

[inquisitive music plays]

**Travis:** Might I suggest, Griffin...

**Griffin:** Yeah?

**Travis:** ... blasting her with a splashback?

**Griffin:** Yeah, I was thinking. I'd say...

**Navy:** Phyllis, I know you're probably struggling without water, and sunlight, and nutrients. I know that...

**Phyllis:** Yeah.

**Navy:** ... that guy'll probably give you some nutrients. What if I give you some water, instead? Will you let him go?

**Phyllis:** ... Yea— um... Okay. Yeah, deal.

**Griffin:** Okay.

**Phyllis:** You wouldn't happen to have, like, a sun lamp or anything, would you?

**Navy:** Sun lamp. Let me check your inventory.

... My inventory's completely empty. Oh, geez. I have nothing, Phyllis. Um... But I can try to blast a hole in the wall for sunlight to come in through.

**Phyllis:** Oh, that would be amazing.

**Navy:** Or— Oh, wait! There's just a window here.

**Griffin:** I open the window.

**Clint:** [laughs]

**Roger:** Wish we had seen that before.

**Navy:** Yeah.

**Phyllis:** Okay. Yeah, window plus water, I think, will do it.

**Navy:** Okay.

**Griffin:** Uh, yeah, I water... [water sprinkling sound effects] I water Chloro-Phyllis. And I would like to put the guard in the other— the cell with the guy that...

**Travis:** Yeah, the vines release from the guard, and he says...

**Guard:** The things I've seen! [groans] Agh!

**Navy:** Um...

**Guard:** Please, lock me away from her!

**Navy:** Yes, you'll be in here. Phyllis, we'll definitely send someone for you... and I hope you get the help you need.

[awkward pause]

**Lyle:** ... That's it.

**Navy:** That's it.

**Lyle:** [laughs]

**Navy:** That was the end of it.

**Lyle:** That's it. Message— that's the whole message.

**Phyllis:** ... Okay.

**Navy:** Well!

**Travis:** You can see the—

**Justin:** Okay, Ax-O-Lyle goes over and checks the lock one more time.

**Griffin:** [laughs loudly]

**Travis:** Yeah, she's secured in there.

**Justin:** Okay, good. I just wanted to double... [laughs] Okay, good. Alright.

**Travis:** Um, you see another grate, you assume, leading to the next level over in the uh, southeast corner. And Goshua says...

**Goshua:** I don't know that I have— that I'll be much help if I go with you, but I can, if you want...

**Navy:** I share those—

**Goshua:** ... where there's something—

**Navy:** I share those same concerns, Gosh.

**Goshua:** Okay. How can I help?

**Navy:** Let me keep an eye on Chloro-Phyllis. I have this, like, pit-in-my-stomach feeling that Chloro-Phyllis is gonna be our archrival, like, next season, so if you could just keep an eye on that, and make sure that she doesn't escape? 'Cause she scares the *crap* out of me.

**Lyle:** Yeah. And, like, if she has someone to blame at this point, I'm pretty sure that it's fully shifted to us.

**Roger:** Yeah. And then she'll team up with some big wrestler...

**Goshua:** You can count on me. I promise.

**Roger:** Okay.

**Goshua:** I'll keep her in her cell.

**Justin:** Oh, no...

**Navy:** You're gonna beef it, but that's fine. We have other fish to fry. Let's go!

**Travis:** ... And you make your way through the grate.

[rock music plays, fades away]

**Travis:** We also have a lot of exciting announcements this week. First of all, we're on tour this week!

So if you're listening to this Wednesday, Thursday, or Friday, we're gonna be in Richmond, Virginia on Wednesday, doing *My Brother, My Brother and Me*. Charlotte, North Carolina, we're doing a *TAZ* there on Thursday, it's *Adventure Zone Versus Hamlet*. It's gonna be very silly, and great. And then on Friday, we're in Raleigh, North Carolina, doing *My Brother, My Brother and Me*.

For those *My Brother, My Brother and Me* shows, if you have questions you want answered, or a *Faster than Fear* you want read out loud, you can email it to [mbmbam@maximumfun.org](mailto:mbmbam@maximumfun.org), and put the name of the city that you're going to be seeing in the subject line.

And coming up later this year, we're gonna be in Michigan, Minnesota, Ohio, all kinds of places. All the *TAZ* shows this year are gonna be *TAZ Versus*, and you won't have to have any background info for them. They're all gonna be kind of standalone episodes, so you're not gonna wanna miss out.

And tickets are on sale now. You can get all the info and ticket links at [bit.ly/mcelroytours](http://bit.ly/mcelroytours).

And we got new merch this month: we got a Miggy Spinner pin. You might know Miggy Mackerel from the *McElroy Family Clubhouse*. We also have a set of *Ethersea* dice designed by Evewynn, @evewynnworkshop on Instagram; it's incredible. Check it out.

And 10% of all merch proceeds this month will be donated to the National Immigration Project, which litigates, advocates, and educates, and builds

bridges across movements to ensure that those who are impacted by our immigration and criminal legal systems are uplifted and supported.

So go check that out at [mcelroymerch.com](http://mcelroymerch.com), [mcelroy.family](http://mcelroy.family) for all the other info, and back to the show!

[ads play and end]

**Travis:** Let's jump back down...

**Griffin:** [sighs]

**Travis:** ... to the RCF lobby. [wooshing sound effects] The big rhino men charge at the closest one. That's gonna be you, Loveless!

**Griffin:** Um, that sucks.

**Travis:** Yeah. Attempting to plow right into you.

**Griffin:** Alright. So... that's good. Honestly, it's been getting complicated, controlling two characters, so um...

**Travis:** Yeah.

**Griffin:** ... I mean, this may be it, gang. Let's see.

**Travis:** Um— oh, wow. Okay. So, the first one— it's four hits. What's your damage reduction?

**Griffin:** two.

**Travis:** That's Loveless. Okay, yeah. So you're gonna take two damage on that one.

[thwacking sound effects]

**Griffin:** 'Kay.

**Travis:** And then the second one is five hits.

**Griffin:** And I block two?

**Travis:** And you block two. So that's three damage on them.

**Griffin:** Loveless— Loveless goes *down*. I am at *zero*.

**Justin:** Wait. Wait, wait. "Human Tortoise Shield" is an ability that I have, one of *my* Mondo Moves that I would love to deploy right now.

**Travis:** Go for it.

**Griffin:** I mean, I'd love that, too.

**Justin:** If I'm within 10 feet of an ally when they're attacked, he can attempt to place himself between them and the attacker, taking the attack on himself.

**Griffin:** The symmetry of this moment, I really like.

**Justin:** It's a beautiful moment. It's beautiful.

**Travis:** Okay, yeah. Give me 6d8.

[dice rolling sounds]

**Griffin:** Oh, my God, I've never seen so many green dice before. Good Lord.

**Clint:** *Wow!*

**Travis:** Yeah, man. That— including a Cowabunga, you got a seven, a five, an eight, a six, and a six.

**Clint:** [laughing] Geez!



**Travis:** Um, like the flipping wind, you are able to jump between the second attacker and Loveless. And your damage reduction is four, so you take one hit, but mostly from the concussive impact on your shield.

**Loveless:** [groans] ... Guys?

**Travis:** And, in fact, with that Cowabunga, I am going to say that two of the damage is reflected back, um, at the rhino, who kind of takes that impact on himself, upon bouncing off of the shield.

**Justin:** Excellent.

**Griffin:** Um, where do I end up?

**Lamar:** Guys, I was wrong. Pacifism does work!

**Clint:** [laughs]

**Griffin:** [laughs] Uh, do where I end up, after—

**Lamar:** Well, it's a mixed bag, actually, is where I'm at right now. Sometimes, you gotta be a pacifist. And sometimes, you don't!

**Travis:** You are bounced back into the area of the kind of semicircular desk here, with Lamar between you...

**Griffin:** Where these two...

**Travis:** Yeah.

**Griffin:** Okay. With these two non-rhino guards?

**Travis:** Correct.

**Clint:** Who are out, right? Are they knocked out?

**Travis:** No, those two are still in.

**Griffin:** I get knocked back, like, sort of into those two, and I look at one, and I say...

**Loveless:** Hey, hold this for me?

**Griffin:** And I hand him, from my chemistry belt, a little ticking bomb. And I'm gonna duck out of the way, as it goes off [explosion sound effects] and splats out a bunch of [whining tone] *sticky glue foam!*

**Justin:** Yes!

**Travis:** Okay, give me a 5d8 roll.

**Griffin:** [dice rolling sounds] Three successes. eight, five, and a seven.

**Travis:** Yeah. With three successes, you are able to pull this off with aplomb. The two of them are stuck to the ground with [whining tone] *sticky glue foam*, and it lands upon their feet, pinning them to the ground.

**Griffin:** Okay, great. I'm gonna look at, uh... [laughs] I'm gonna look at Lamar, and be like...

**Loveless:** You got this, right? Like, all the rhinos, you're good, right?

**Lamar:** [with Lyle's voice] Yeah, I'll just let them keep hitting me, man.

**Loveless:** Okay, great.

**Justin:** No, wait, that's the other guy. Hold on.

**Griffin:** Yeah.

**Lamar:** Yeah, I'll just let 'em keep hitting me!

**Loveless:** Okay, great.

**Griffin:** Uh, I'm gonna use "Shell Cover." "Can pull limbs and head into shell to try to avoid attacks and other threats." Um... Loveless, sort of being the

brainiest of the Greenback Guardians, I think... kill him once, shame on you. So I'm gonna take a defensive position here, if that's okay.

**Travis:** Okay. So we're gonna hold on that, and say that you've done that, and then you roll the 3d8...

**Griffin:** Yeah.

**Travis:** ... when the damage is done.

**Griffin:** Yeah, I got you.

**Travis:** Yeah, to see what you couldn't deflect.

Newton, you stand from having used your concussive shell force to knock out some dudes. You could see these four rhino guards to the north; two of them directly on Lamar, the other two kind of spread out more behind them.

And it's your turn. What do you do?

**Clint:** Are the two robot guards still in play?

**Travis:** They are; they're knocked down, they're kind of struggling. Like, appropriately, turtles on their backs.

**Griffin:** Mm-hmm.

**Clint:** Okay. Newton's gonna use, um, "Breakdancing" to use his shell and extremely thick skull - he's real good at smashing stuff up - and just... crash right into the two rhinos.

**Travis:** Okay!

**Griffin:** Which two rhinos? The ones that are attacking Lamar?

**Clint:** Yes.

**Griffin:** Okay.

**Travis:** Okay. That's a 6d8 roll.

**Clint:** Yes, it is. Um... Gosh, I gotta have... What's some good breakdancing music? [tries sounding out tune]

**Travis:** No, you can't have a second character that requires music to do something.

**Griffin:** You actually— yeah.

**Travis:** Legally.

**Clint:** Well, you even wrote the description, pal.

**Travis:** Yeah, no, I actually just texted Matt Mercer, and he said you're not allowed to do that, so...

[dice rolling sounds]

**Clint:** Oh, okay. Alright...

**Griffin:** That's a good roll.

**Clint:** Four successes!

**Griffin:** And a Cowabunga.

**Clint:** Two sixes, an eight, and a five.

[rock music starts playing]

**Travis:** Yeah. With a Cowabunga, you slam into the two on Lamar, spinning the whole way, and you pop open your head. You're doing some amazing breakdancing moves that any breakin' fan would be proud of.

With that success, you knock them both away... [thud sound effect] giving you and Lamar some room to maneuver.

Let's jump back up to the... other boys.

[wooshing sound effects]

You find yourself in a fancy, executive washroom.

**Clint:** [laughing]

**Navy:** Now, we are talking.

**Roger:** Mm-hmm!

**Travis:** There's a little tray of mints and mouthwash on the sinks. Uh, you see warm towel dispensers. There's a shower. There's a couple different urinals, and toilets, *including* toilets specially designed to accommodate any Abnimal with all 16 attachments.

**Griffin:** [wheezing laughter] Gross!

**Clint:** [giggles]

**Griffin:** Um, I mean—

**Clint:** Roger grabs a handful of the mints, and puts them in his pocket.

**Travis:** God, I need to stop giving Dad a chance to just scrounge.

**Griffin:** Yeah.

**Justin:** You gotta remember, Trav, you're playing like a roleplaying game, and Dad's playing an adventure game, you know what I mean?

**Griffin:** Yeah.

**Justin:** Like, you're in the story; Dad's just picking up whatever forks and cups he can get his hands on. He might combine those mints with a pulley, and a rubber chicken, and...

**Griffin:** Yeah, yeah.

**Travis:** And then use that to disarm a nuclear bomb. I know, Justin.

**Justin:** Yeah, who knows?

**Travis:** Lucasarts presents...

**Justin:** [laughs] No one understands—

**Travis:** ... *Abnimals!*

**Justin:** But the question is, why? That's a— He's MacWhyver. [laughs]

**Clint:** [laughs]

**Griffin:** Is there a shower in here?

**Travis:** There is.

**Griffin:** Okay. Um, we've been crawling through vents for a while. I say...

**Navy:** I'm gonna just freshen up real quick. Because, like, I don't know... if this is gonna be a big standoff, like a big hero moment, and make the news, like, I wanna be my best. So...

**Griffin:** I'd like to hop in the shower, real quick. And I guess I can just kind of use the splash pad, and just open her up for like four seconds to just really, really detail myself.

**Travis:** Anybody else want to use the bathroom, and powder their nose, or take a shower, or anything?

**Justin:** I have a [crosstalk] question.

**Clint:** I have a bad history in restrooms, so far, in this game. And I don't think I'm going to...

**Travis:** Oh, I'm so glad you said "in this game."

**Clint:** ... release.

**Griffin:** Yeah.

**Clint:** I'm not ready to release.

**Lyle:** Hey, guys, I just need a second to moisten up.

**Justin:** ... And I'm just gonna moisten up.

**Griffin:** Yeah.

**Justin:** My skin has to stay pretty moist, so...

**Travis:** Do you wanna conserve water by hopping in the shower with Navy, or wait your turn, or...?

**Justin:** No; I'd rather be in the sinks.

**Travis:** Oh!

**Justin:** I'd rather use the sinks.

**Travis:** Okay!

**Justin:** Yeah, two sinks.

**Navy:** I would prefer that, as well.

**Justin:** [laughs] At the same time, to moisten up.

**Clint:** Well, then—

**Justin:** When I moisten up, I usually prefer two sinks at once. For moistening up.

**Clint:** Okay, then Roger's gonna take a sneak peek outside. Just gonna look through...

**Justin:** I'm glad you didn't take a sneak peek at me moistening up.

**Griffin:** Thank God.

**Clint:** Now...

**Justin:** You would not have liked what you saw.

**Clint:** I had to add on to the rest of that sentence to save my mind.

**Justin:** Yeah, thank you. [laughs]

**Navy:** [sing-song, over water rushing sounds] I'm walking on sunshine...  
Whoa-oh...

**Justin:** [wheezing laughter]

**Clint:** I'm gonna do the butcher block, and like you said...

**Justin:** No!

**Griffin:** It's not, Dad.

**Clint:** Huh? Butcher paper? Butcher...

**Griffin:** Yeah, yeah.

**Travis:** Just a butcher's!

**Griffin:** Just a quick butcher's...

**Justin:** Where does the butcher— [laughs]

**Clint:** 'Kay, I'm gonna do a butcher, just to see what the scene is outside.



**Travis:** Okay. I don't see any skills that would help you with this, so just a 2d8 roll.

**Clint:** 2d8 roll... [dice rolling sounds]

**Griffin:** Geez...

**Clint:** one, and a *one*.

**Navy:** How we lookin' out there, Rodge?

**Travis:** You can't get—

**Roger:** I don't see poop!

**Travis:** You can't get the door open.

**Clint:** [laughs heartily]

**Griffin:** [laughs]

**Travis:** You're, like, pulling on it, and it's a push door. And by the time you figure it out, the other two are done...

**Justin:** Okay.

**Travis:** ... with their freshening up.

**Clint:** I would say, two ones, I oughta get *two* practice makes perfect...

**Griffin:** Nope. Just the one.

**Clint:** [defeated] Alright...

**Griffin:** Do we get anything for freshening up?

**Travis:** ... You feel good about yourself.

**Griffin:** Okay, great.

**Justin:** Cool.

**Griffin:** Let's...

**Travis:** It might come into play later. We'll see.

**Griffin:** Okay.

**Navy:** Alright, listen...

**Griffin:** Are we on the top floor? Can we tell? Is there another—

**Travis:** Yes.

**Griffin:** Okay.

**Travis:** This is the executive floor.

[peculiar music plays]

**Navy:** Gang, I just want you two to know that, um... being a part of this team has really helped me figure a lot of stuff out. And I know that we're about to go into a pretty messy situation that is, if I'm being completely honest, definitely above our pay grade.

But, uh, I wouldn't wanna do that... kind of heroic final mission with any two other Abnimals. You guys are... you guys are good eggs. Uh, and I'm ready to face the unknown with y'all.

**Roger:** Lyle probably *was* an egg at some point— isn't that the way it works, with... Lyle?

**Lyle:** Uh... well, yeah.

**Justin:** Wait... Yeah?

**Griffin:** Do axolotls come outta eggs? I mean, they do in *Minecraft*.

**Lyle:** Hey, yeah, man. I don't remember. [laughs] 'Cause I was, like, a baby, you know?

**Navy:** Yeah.

**Lyle:** 'Cause I don't remember.

**Navy:** Do you remember—

**Roger:** [crosstalk] your words.

**Navy:** Do you remember the moment of *your* birth, Roger? 'Cause that's fascinating, if so.

**Roger:** Um, actually, I do.

**Lyle:** It's very spiritual.

**Justin:** [laughs]

**Roger:** My mother was a Herford, and... all the Herfords gathered— No, I don't remember any of it, so...

**Navy:** Okay. So not... super germane to the moment at hand. Uh, just— let's do our best out there, guys. It's all we can do, right?

**Roger:** You have become a natural leader, my friend.

**Navy:** Oh!

**Travis:** And you make your way... down?

**Griffin:** Um, I mean, can I... do you mind if I— [laughs]

**Navy:** Hey, listen, I do not wanna be a type of guy that, like, has you feel like I have to check your work, but do you mind if *I* have a quick butcher's outside, just to sort of confirm your own butcher's, just to double down on it?

**Roger:** Well... I was kind of piling up the failure points, but take your shot!

**Griffin:** Yeah, I would love to look through this door, before we go through it, if that's okay.

**Travis:** Okay, go for it.

**Griffin:** Uh... [dice rolling sounds] Cowabunga. Seven, seven.

**Travis:** Yeah. With a Cowabunga, you can see the whole office. Just going to move us over there, so you can see what we're looking at.

[music picks up in tempo]

**Travis:** So here, you can see an executive, very fancy office, the main section of which is quite large. Opposite which, you see a room separated off by three glass doors that are all currently closed.

Inside, you see Carver strapped to a hospital bed, with lots of machinery scanning him, [beeping sound effects play] an IV that is connected into his forearm. But you also see what has a similarity to almost like a dialysis, or something that someone would use for, like, plasma collection kind of pumping in and out. There's some monitors set up in there, a couple different tables with different equipment and stuff on it.

Otherwise, the office is unoccupied, but you can also see behind the desk, taking up almost the entire wall to the north: an aquarium. So your kind of general geography of the building would let you know that *this* area is about a third of the top floor, and then the aquarium behind it takes up the other two-thirds of the top floor, with a giant glass partition separating the office from this huge saltwater aquarium, teeming with life.

**Clint:** Above us, or behind— above the office, or behind the office, you said?

**Travis:** No, the... north wall of the office.

**Clint:** Okay.

**Griffin:** Yeah.

**Travis:** So...

**Griffin:** Do we see any other people in here?

**Travis:** No. Otherwise unoccupied.

**Navy:** Alright, this is our chance. Let's get him, free him, regroup with the other Guardians, and get the heck out of here.

**Lyle:** Um, Roger, we'll follow your lead, man.

**Roger:** Very well.

**Clint:** Roger is going to— *just* before going through the door... Hmm. We already know he sucks at... but you're blocking. Um...

**Griffin:** I mean, we know exactly what's in that room.

**Travis:** Yeah. He got a Cowabunga; what's in that room is what I told you.

**Clint:** Okay. Roger makes his way over to the cell, and examines how the door is locked. Checks the mechanism. Um...

**Travis:** Uh, yeah. So without having to roll— I mean, you can see it clearly, that there is like a keycard swipe, and a number panel next to it, that it is— it seems to be secured with some kind of code, or a keycard would get you in there, as well.

**Clint:** Um, would the "Halicar Hack" work to get past all that?

**Travis:** You could try!

**Clint:** I will try!

**Travis:** That's exactly what it's there for!

**Clint:** I will try the "Halicar Hack." Um, pull out the pocket watch with the little cow face on it. Connect to the device. And I am going to use two Time to Shine dice.

**Griffin:** Wow.

**Travis:** Excellent. That's a 5d8 roll to open this door.

**Clint:** Gosh, I'm really tense about this. I'm very nervous!

**Griffin:** Yeah. Can I— As this is going down, can I take up sort of a... overwatch position, like here by the door...

**Travis:** Absolutely.

**Griffin:** ... just in case anyone does try to come in to— Now that I see that we've sort of got the all-clear, I would like to sort of be in position, in case anyone else tries to come in through the south entrance, here.

**Travis:** Yeah, go for it.

**Griffin:** Okay.

**Clint:** Okay.

**Griffin:** Juice, do you wanna position yourself somewhere?

**Justin:** I'm in front of the aquarium...

**Griffin:** Okay.

**Justin:** ... blending in perfectly with the aquarium.

**Clint:** Oh, that is good!

[dice rolling sounds]

**Griffin:** Wow, that is a heck of a roll, Mac.

**Clint:** Yeah. seven, eight, five, seven!

**Travis:** Yeah. With that - four successes, including a Cowabunga - you are able to hack in deftly, into the security system here. And the doors slide open. Um, the light remains green, and this kind of medical area is now open to you.

**Clint:** While Roger's plugged in, is there any way that he can use this computer interface to check on all the things that are plugged in? To, uh...

**Travis:** Hmm. I think - since you got a Cowabunga, if you wanna roll again, you can. But the security system is not inherently connected to the medical system, so it's only gonna be 3d8 to check.

**Clint:** Okay. [dice rolling sounds]

**Griffin:** Wow.

**Clint:** Two 6s!

**Travis:** Yeah. So with another Cowabunga, you are able to tap into this medical system as well, going through a complicated system of wires, and diodes, and whatnot.

**Griffin:** God, Travis, your hacking lingo is, like... really, really good.

**Travis:** Yeah. You go through all the vacuum tubes...

**Griffin:** Yeah.

**Travis:** ... all the neon pipes.

**Griffin:** Uh-huh?

**Travis:** Uh-huh. It's like in *Bioshock*, where you have to connect the tubes together...

**Griffin:** That's hacking, man.

**Travis:** ... to make the thing flow through. Yeah, you hack it real good. And you get a full readout that, um... they're at like 95% of dissecting whatever this combination of radiation and chemicals in Carver's DNA is, that they are preparing, uh, the final test.

But you are also— you get a readout detailing the *latest* test. And that, combined with just - now that the doors are open, you can see a... glowing green burrito, sitting on a table to the north of Carver in this clinical room labeled, uh... "Test Version 52."

And a note in the medical record, showing that they're getting close with this, but this only provides a beef-up for an hour.

**Navy:** Is that a burrito in there?

... Oh— sorry, no— Can you get Carver out of there, Roger? We're, like, in defensive positions.

**Roger:** Yes, I think I can. Let me disconnect him, and then I'll just... wheel him out.

**Griffin:** [crosstalk]

**Clint:** What kind of condition is he in? Is he... out of it?

**Travis:** Not great, but um... it seems to be - and you found this out through hacking the medical records there - that that IV that he's hooked up to is a combination of saline and a drug that is keeping him sedated.

**Clint:** I'm gonna disconnect him, and just wheel him back out, into the main part of the office.



**Travis:** Um, you pull the sensors... [rustling sound effects] and IV from him, and somewhere in the building - not too far away - you can hear [alarms blaring] some alarms start to beep.

**Navy:** Okay. That's the, uh— Hey, should we grab that magic burrito, also? 'Cause it looks pretty... crazy. And...

**Roger:** I— I'm surprised I haven't grabbed it already. [laughs]

**Navy:** Yeah, I was gonna say... I just assumed you would grab the magic burrito, what with your proclivity for grabbing stuff.

**Clint:** Um, actually, I'm gonna take the burrito, and throw it— Can I throw it to Ax-O-Lyle? Because my hands are gonna be pretty full, moving the bed.

**Lyle:** Baby, if there's one thing I could do, it's catch a burrito.

**Roger:** Okay.

**Clint:** Do I... have to do a move for that, Trav? Or can I just toss it?

**Travis:** I'm gonna say you jus— as funny as it would be for you to fail and smack him in the face with a glowing, green, irradiated magic burrito, I'm going to say that you are able to toss it with little effort.

**Clint:** Okay.

**Travis:** Um... and we are able to wheel... [wheels squeaking] Carver into here. And you hear footsteps... [footstep sound effects play] coming from down the hallway.

**Justin:** Sorry. Do I have the burrito, now?

**Clint:** Yeah.

**Travis:** You have the burrito now.

**Justin:** Okay. Do I have to roll for thrall? [laughs]

**Griffin:** [giggling]

**Travis:** No.

**Griffin:** It's not—

**Travis:** But you do know that this is— this burrito looks almost identical to the Greenback Guardians' origin story. What exactly they are recreate here. Um... And the door slides open to the office... [door sliding sound effect] revealing... the Walrus.

[spy music plays]

**Navy:** [gasps]

**Roger:** [under breath] Goo goo g'joob!

**Travis:** And it is none other than billionaire philanthropist, Walter Russel!

**Navy:** *What?*

**Lyle:** *What!?*

**Clint:** Oh, what a turnaround!

**Griffin:** Wait—

**Lyle:** From *before*!?

**Roger:** ... Jiminy!

**Navy:** Wal... Wal... Walter Russel! [banging] Why didn't I put it together earlier!?

**Justin:** Friends, I beg of you: don't spoil this twist for your fellow...

**Clint:** Man!

**Justin:** ... *TAZ: Abnimals* fans. Please, do not reveal this secret.

[theme song plays]

[acoustic guitar sting]

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