

The The Adventure Zone Zone: Abnimals Wrap-Up!

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[Abnimals theme music plays]

Travis: Hi, everybody! Welcome to The The Adventure Zone Zone, the premier podcast in which we talk about the podcast that we normally do on a different podcast within the podcast feed itself.

Justin: It's called Gaze Into Our Navel With Us.

Travis: Yeah.

Justin: We want you to come to the very edge of our navels, our collective navels, and stare into us with them. Don't make us stare into our own navels alone.

Travis: Join us in our navels.

Griffin: Yeah, climb in—

Clint: Here, look. Look, see?

Griffin: Climb into our belly button world.

Clint: Look.

Griffin: You can go all the way in there—

Travis: Yeah, it's magic in here.

Griffin: If you try hard enough.

Clint: There's a little lint... a little bit of lint in there.

Travis: We're going to be discussing the season we just wrapped up, Abnimals. Talking about the next season—*ooh*. And we have lots of great

questions here. So, let's dive right in. From Devon, "Were there other animals you considered choosing? If so, what were they? Bonus question for Travis, if you were to make a hero character, what animal would you choose, and why?"

Griffin: Devon, did you listen to the season? Because Travis made about 40 hero characters.

Clint: [chuckles]

Travis: Yeah, but I don't know that I'd play as any of them. I think if I was going to make a character, it would be like a golden retriever.

Griffin: Yeah.

Travis: Kind of dude like that was just really... you know, ready to do anything, eager to please. Happy to be anywhere, doing anything. I like the idea of like a himbo, like a Mr. Peanut Butter kind of like himbo.

Griffin: That's your vibe—I mean, that's the vibe.

Travis: Yeah, it's my vibe in general, yeah.

Clint: I never considered another animal, because I actually came into Abnimals with the concept of a spy cow, already fully-formed. I pitched a children's book called Bovine International: Cow of Mystery.

Griffin: Whoa.

Clint: That was, surprisingly, not picked up by a publisher. But—

Travis: They were just too afraid. They were too afraid of how real—

Clint: Too afraid of the concept, yeah.

Travis: Yeah, it was too real, dad.

Clint: Breakin' the mold! So, I already had the cow spy thing and the ridiculousness of him trying to be a master of disguise, and a dancer and all that stuff. So, I was... I was on Roger right away.

Justin: So, in a way, the character was also a funeral for this other—

Clint: Yes, absolutely.

Travis: Yeah.

Justin: It's living memorial.

Clint: Kiss that goodbye. But if a publisher wants to pick up the adventures of Roger Mooer, give me a call!

Griffin: Navy Seal was my first thought, best thought. Didn't come up with another one. Got it in one. I think I was the last one to make my character, because I wanted a good gag. And this was, I think, soon after our MBMBaM year where I dressed up as a—like a sailor boy. And so I guess I had stolen valor on the—on the—on my brain. And that's where Navy Seal came from.

Justin: I just know kids like axolotls.

Griffin: Yeah.

Justin: That's—

Travis: Yeah, it's real big. They're big.

Justin: They're big, so I did that so that my kids would like me. I mean like, period.

Griffin: I feel like we all kind of have the same thing, of like finding our thing and settling on settling on it. Because this specific game and this specific world, I feel like if you look at the full breadth of what... you know, the entirety of the ecosphere offers to you, like it would be impossible to choose—to choose just one.

Clint: From Larry, speaking of Roger. "Roger Mooer's backstory of being an alien is awesome. What inspired that, and will we ever get more stuff about it?"

Griffin: I love that this is the question that you picked, Mac.

Clint: Yeah!

Travis: Just random.

Justin: Just by random chance.

Clint: By random chance. "What cartoons were your biggest inspirations for this season?" I think that's just all of us. "And which do you think Abnimals ended up resembling the most? Thank you for the great podcast, McElroy family. I look forward to hearing your answers." Basically, Roger being an alien, Travis said there are three ways the—three origin point—was it three, Trav, or four? Three origin stories.

Travis: No, there were three.

Clint: And he—

Travis: Could be a mutate, to be evolved, or to be an alien.

Clint: Yeah. And Travis said, "The other guys have kind of taken on mutate and evolved, so why don't you take alien?" So I said, yeah, great. So, it was kind of natural after that. And...

Griffin: We really didn't discuss the... I don't know, the major sort of things that would bring to our character is the fact that you are an alien, and that Justin, I think Axe-o-Lyle used to be a human and then turned into an axolotl? Is that—

Justin: That is so interesting, Griffin. That has kind of gone back and forth, a bit of a moving target there, yeah.

Clint: [chuckles]

Griffin: You would think there's some context. Like it would come up in conversation like, "By the way, my planet, Bovlax Nine," or whatever.

Justin: Yeah, I think from what I remember, the canon I came up with is that if he was an axolotl before, he does not remember it, because as an axolotl, he wouldn't have formed memories in the sense that we do think of them. So, Axe-o-Lyle—

Griffin: Wow, okay.

Justin: Only knows himself to be Axe-o-Lyle.

Griffin: Cool. Love that.

Travis: But I think along those lines, to answer the second half of your question, Larry—so, the cartoons, I mean, there's a long list of Abnimals cartoons that I pulled from. Cowboys of Moo Mesa, Biker Mice from Mars, Teenage Mutant Ninja Turtles, of course. Even stuff like Gargoyles, Road Rovers. There's a lot, right? And one of the things—there was, of course, you know, the inspiration of the Abnimal stuff.

But also, there was a lot of like, yeah, man, there's backstory and justification for things. But it's all very like surface-level. Like, they don't get into the science of like, they're street sharks, how do they breathe? Right? Like, that's not as important as like, we all need you to accept that these are half human, half sharks, that like ride motorcycles and stuff. And play, you know, street hockey or whatever. And if you can buy into that enough, we're golden. It's great.

So like, the backstories are pretty malleable within those shows, as to like what's going on and why and how they got there. And you know, it was less about strict factual adherence, as much as it was like, yeah, that's fun for this episode, that's great.

Griffin: Yeah.

Travis: You know?

Griffin: Here's a question from Frankie. "I'd love to know what writing and creating the theme song for this season was like, since it's so unique compared to other seasons." Juice, do you want to—I feel like you spearheaded the sort of coordination on this.

Justin: Yeah, I wrote it... Yeah, I wrote it. I wrote it, is what you meant to say, Griffin. I wrote it.

Griffin: You sort of were—

Travis: All by yourself?

Griffin: On the baseline.

Justin: Yeah. So, I wanted to try it, and I came up with like sort of a very, very, very loose song idea. And then I went to Eric Near, who has done a lot of the jingles for us for McElroy Family Clubhouse. And Eric's also done the music for both the Charlieverse episodes. And I was like, "Listen to this. We're kind of messing around with it. See what you think." And then Eric reworked the melody and some of the words.

And then we were talking to Jonathan Coulton about recording it, and he changed some of the lyrics and tweaked some of that, the music, and gave it a really cool sound. And so, it was a very neat kind of collaboration. I just wanted to do... I thought it would be fun to try something... to try writing a song, or at least like the basis of one. And it was fun, and I think it came out pretty cool.

Travis: We had a question here, let's see, from Elle. "While some, Lamar, are somewhat self-explanatory, I was wondering where the inspiration of the names of the Greenback Guardians came from." I don't know why Lamar is self-explanatory? But basically, I took inspiration from the Teenage Mutant Ninja Turtles all being named after... I believe Renaissance artists.

Clint: Mm-hmm.

Justin: Yeah.

Travis: And I like the idea of like a theme to that, so I went with like inventors instead of artists in a similar line. So, Lamar was Hedy Lamarr, who, along with being an actor, she also basically... like developed Wi-Fi and GPS. And she developed frequency hopping technology. And then there's Ada Lovelace, who is like the creator of the idea of programming computers. There's Isaac Newton for Newton, and George Washington Carver for Carver. Really, the trickiest thing was picking names that worked, one, as names, like singular, we're just gonna call them this.

Griffin: Right.

Travis: And like kind of sounded cool as well.

Griffin: Carver is like—

Travis: So I like—

Griffin: Such a good name.

Travis: Carver, Loveless, Lamar and Newton. And so like, I went through, I tried to—like I was thinking about Curie in there.

Griffin: Yeah.

Travis: And I just couldn't—it was too hard for me to say repeatedly and not end up saying 'curry' a lot.

Justin: That's a good point, actually. People don't think about that kind of stuff.

Travis: That honestly—

Justin: It's what separates us from the amateurs.

Griffin: [chuckles]

Travis: When I—when I am naming NPCs, I will noodle on it so long. Especially for like major NPCs, say it out loud so many times to find one that I can say repeatedly.

Griffin: Yeah.

Travis: And not sound dumb doing.

Griffin: Yeah.

Clint: As opposed to the early days—

Travis: So—

Clint: When we like snatched Tom Beaudette out of the ether.

Travis: Well, but even Tom Beaudette, you could say over and over again and it's fun to say.

Griffin: Tom Beaudette, Tom Beaudette, Tom Beaudette, Tom Beaudette, Tom Beaudette—

Travis: It works.

Justin: Tom Beaudette, Tom Beaudette—

Griffin: Can we do this one from Margaret? "Loved this season of TAZ, and have been loving the shorter form goofiness of recent seasons. I have two questions for y'all. One, for Travis, how far in advance did you have the big Walrus reveal planned?" [chuckles]

Clint: [laughs]

Griffin: "And was it hard to keep it hidden from your players? Two, for Clint, Justin and Griffin, who was your favorite Abnimal NPC that you encountered? This could be from a pun appreciation standpoint or a narrative one." Travis, do you want to tackle that first—the first one first?

Travis: Right. So, I told them right away, there's going to be a character called the Walrus, and there is going to be an NPC that is half walrus, half man, named Walter Russell. And it will be obvious to you as players that he is the Walrus. But it is important that your characters don't make that connection.

Griffin: Yeah.

Travis: Until it's revealed. Because once again, this is kind of playing on a lot of like the Abnimals TV show tropes of having a person who's very obviously the bad guy to the audience. Like, I was thinking about the—I can't remember the character's name, I think it's Magnum or Magnus or something, in Gargoyles—who is like so obviously bad, but he's the guy who like moves the castle there. And the gargoyles like live on top of his building for a while. And the gargoyles are like working with him, while the audience is like, he's the bad guy!

Griffin: Yeah.

Travis: He's the bad one.

Justin: This guy's the problem.

Travis: And I—so I like—

Justin: His name is Magnus, get him!

Travis: Yeah, come on. And not like a cool Magnus, like we've seen before. And so like, it was kind of a running joke amongst us that it was so obvious and the characters never put it together until he revealed it.

Griffin: There was a fun point in the season, maybe like 10 episodes in or so, where I feel like I was kind of spinning my wheels trying to figure out... try to piece—trying to piece like some of the clues together that you had given us. And I think my brain was operating in a more... I don't know, an abstract sort of fashion. And once you like talked to us very frankly about the Walrus and Walter Russell, the pieces kind of fell into place of like, oh,

this is—this is a—this is as simple as, you know, the villain arc in a... you know, Saturday morning cartoon would be.

Travis: Exactly.

Griffin: And I feel like we all really got on board after that. Favorite NPC?

Clint: Yeah, mine was Eel Patrick Harris. Come on.

Justin: Hey, you took mine.

Clint: Yeah.

Justin: That's—yeah, that's the best.

Griffin: Are we just talking name or are we talking characterization?

Justin: In the question, it specified exactly that, so...

Griffin: Oh, okay. I'll—

Justin: We can do both.

Griffin: Mine is from a narrative perspective. I'm really... I love the sort of like cohesive tone of this world being that of a cartoon, and therefore not having dire consequences or much violence to speak of whatsoever. And it is for that reason that I love Chlorophyllis. Because anytime Chlorophyllis showed up, like the—

Justin: That was a good character, yeah.

Griffin: All the air in the room got sort of sucked out and it was like, oh my god, there's an actual, actual dangerous killer here in this—in this children's show. [chuckles] And I always found that very, very entertaining.

Travis: Yeah, I... I don't know, I had a lot of fun with a Herr Dryer.

Clint: Yeah.

Griffin: Oh, yeah, he was great too.

Travis: That was fun to play. I liked a guy—I think maybe Herr Dryer came first, and then the name of the business, Dryarrhea, came second. And then I was like, oh, yeah, I'm—I love this guy, very, very much. And I had a lot of fun playing him. Arty Fishel as well was really fun.

Clint: Yeah, Arty was good. That was a good—

Travis: To play.

Clint: Character too, yeah.

Travis: Thank you.

Clint: From Neil, "The end credit song of many action movies becomes culturally synonymous with the movie itself. 'Kiss from a Rose' by Seal in Batman Forever, 'What I've Done' by Linkin Park in Transformers, and Extreme Way' by Moby in the Jason Bourne movies comes to mind. If you were to pick a licensed rock ballad to play during the live action Abnimals movie end credits, what would it be?

Griffin: Hm...

Travis: Hm...

Clint: For me, again, referring to Chlorophyllis, I would say U2's 'She Moves in Mysterious Ways.'

Griffin: That would be such a weird—

Travis: Okay.

Griffin: Wild, like troubling pick for this show.

Clint: [chuckles]

Travis: Probably Kesha's 'Animal.'

Griffin: That would be good.

Travis: Would be good. I'm not sure the lyrics of it, but yeah.

Justin: I would say a Fall Out Boy cover of 'Hungry Like the Wolf.'

Travis: Oh, god, yes!

Justin: Okay, from Drew Davenport, "Justin, were you prepared to evolve Axel if he ever encountered iodine?" So, interesting question, Drew.

Griffin: [chuckles]

Justin: There are people who have... One of the things that's interesting about axolotls, and there's a lot, is that they don't metamorphize in the sense that we think of amphibians doing that. But you can make 'em! [chuckles] If you give 'em iodine, they will. That's weird. That's a weird thing that is true. And I thought about that, at some point.

I think that it's kind of a classic TAZ stumbler, though. Because, you know, you invest these sorts of like private research times in, and then you just like wait for the opportunity to use them to materialize. But if you don't communicate them with the other parties, it's rare that you're just gonna organically encounter iodine, right? Like, it's rare that that just like pops up in the story. So it never became... salient, if that—if that makes sense.

Griffin: Travis, were you trying to think of like, "How can I slip some iodine into this guy?" Because I have to imagine, that's got to be a tough sort of improv prompt.

Travis: Early days, yes. There was going to be a temptation, you know, of iodine, where he could have. Because like, Axe-o-Lyle, if I remember correctly, one of the reasons he wasn't more ingratiated in the Amphiboforce was because he didn't evolve into a final form like they all did.

Griffin: Yeah.

Travis: And the idea of like having an iodine injection presented that he could choose to do to join them. But then that ended up feeling, I don't know, way too heavy.

Griffin: Super heavy, dude!

Travis: And I was like, yeah, I'm not gonna—I'm not gonna do that! That seems like too much.

Griffin: There was a question about your favorite fun fact about the animal archetype that you played. And I don't know if the iodine thing qualifies for you, Juice—

Justin: I worked in a lot of 'em. The limb thing is really good. I tried to work in as many axolotl facts as I could. Because I had a... I mean, I had a bookmark that I just recently deleted that was 'great axolotl facts for kids.'

Griffin: [laughs]

Justin: 100 great axolotl facts for kids! And I had that that tab opened pretty much all the time we were recording. [chuckles]

Travis: I'll tell you what, man, speaking of working things in. I always had, in the back of my mind, trying to find opportunities to chop Axe-o-Lyle's limbs off. And it came up so infrequently. But I was trying to—I was trying to find opportunities to do it constantly.

Justin: Well, Trav, the—I think the tough thing is, it's hard to create the stakes of limb removal, but then keep that specifically targeted to one—

Griffin: Just one character.

Justin: Character, so—

Travis: Yeah!

Griffin: Yeah.

Justin: So like if you unleashed like Limbore, the limb-hating man—

Travis: Yes.

Justin: Right?

Griffin: [chuckles]

Justin: And he just—and it's like the one... the one human in the world. It's Limbore, the—

Travis: Yeah.

Justin: The limb-hating man.

Travis: Limborebaby would have been it. But go on.

Justin: [titters] Limborebaby! The limb-hating man. And everyone's disgusted by him, right?

Travis: Yeah.

Justin: As a human being. But if you put him in a room with some of the other turds, dad probably would have like farted on him so hard—

Travis: [laughs]

Justin: That he'd like cut dad's legs off. And like Griffin would have been like stealing valor, and it turned out that he was in the... the reserves or something. And then he would chop Griffin's limbs off, and then he may not even get to my limbs.

Griffin: Yeah. That would be ironic.

Travis: It also just didn't fit with the vibe of a lot of like Saturday morning cartoons. There wasn't really a time where Shredder like rips Donatello's arm off.

Griffin: Well—

Travis: You know?

Justin: Despite the name, right, he shreds so little!

Griffin: he shreds nothing in the entire run.

Clint: And Lyle didn't really need anybody else, he chopped off his limb more often than anybody. [chuckles]

Griffin: Yeah...

Travis: Yeah, that's true.

Clint: By the way, that question about animal facts came from Sierra.

Griffin: Thank you, Sierra. Do you have a fun animal fact about—cow must be a tough one, dad, because I feel like cows are pretty... pretty mainstream, as far as animals go.

Clint: I'll tell you what I had to stay away from, was any reference to beef or steaks or... I mean, that just seemed to be a bit too much.

Griffin: Well, you're an alien, right? The thought of people eating your meat must be so insane.

Clint: And so... you know, everybody knows they got multiple stomachs. And maybe I leaned a little too heavy into the fart thing, do you guys think?

Travis: Or not enough!

Clint: Or not enough.

Travis: Well, it was interesting, dad, because you leaned so—like, that was such a big mechanic you did. But your character was this like debonair, you know, like spy cool dude, who just also farted a lot.

Clint: [chuckles]

Travis: I love that.

Griffin: Well, when all you have is a hammer, this—your farts—

Justin: [laughs]

Clint: [laughs]

Griffin: Your flatulence this season, dad, was you—this—your farts were your Give-A-Ghost projector this season, of—

Clint: Yeah, I think you're right, yeah.

Griffin: There was a lot of—but the good thing is you can fit a fart through a round hole, no matter what. And so it's—

Justin: That's what—that is one good—can you say the sentence again, Griff? Just so it's—

Griffin: You can fit a fart through a round hole. Very easily, you don't have to force it.

Justin: One good thing.

Griffin: Yeah.

Justin: Maybe the only good thing.

Griffin: I couldn't find a ton about Ross seals, or at least not before I did Just the Zoo of Us, where I learned a lot about Ross seals. I think that the like crazy siren calls that they do is the most—biggest standout thing.

Travis: That was fun.

Griffin: But the like, the fact that they are so solitary and so territorial, I feel like influenced a lot of the... I don't know, character choices. Certainly between Navy Seal and Golden Seal. So, that was a bit more coded, I guess? And not as... silly.

[theme music plays]

Justin: Hey, before we let you go, we want to give you some exciting news. Well, I mean, besides the fact that we're coming to Michigan and Minnesota. And we're doing those shows next week, so you can still come to those if you want to. Go to—

Travis: It's not too late!

Justin: [Bit.ly/mcelroytours](https://bit.ly/mcelroytours), you can come get tickets to that. Unless you're too scared.

Travis: Ooh!

Griffin: Yeah, what's wrong, you chicken?

Justin: Chicken? But we're coming to other shows too, other cities! I mean, we're coming to the shows. We'll be at all the shows that we do. [chuckles]

Griffin: Guaranteed.

Justin: That is a guarantee, from me to you, we *will* be there. [chuckles]

Griffin: Unless the weather gets weird, or we get sick, or we're just not feeling it.

Justin: Yeah. Or we cancel it, or whatever.

Travis: Or the mayor calls and says like, "You guys aren't allowed to be here."

Griffin: Yeah, exactly.

Travis: But even then, you know what? Screw you, mayor!

Griffin: Whoa.

Justin: Interesting.

Griffin: Easy now.

Justin: Okay, wow.

Griffin: We got some new tour dates for announcing, though. We're coming to California, Texas, Georgia and Utah. All of our TAZ shows are going to be TAZ Versus, except for the Anaheim TAZ show.

Justin: Ooh.

Griffin: It's going to be the next installment in the Dadlands saga. GM'ed by game mom, Brennan Lee Mulligan. Very excited for that one. And for all the shows, you can find tickets and all the info over at bit.ly/mcelroytours. And we're doing MBMBaMs too. If you're coming to one of those and you want to have a question read on the show, shoot it to mbmbam@maximumfun.org, and put your city in the subject line.

[ad reads]

Brenda: Hi, is this Sam?

Sam: Yes, it is.

Brenda: I'm Brenda, host of Secret Histories of Nerd Mysteries on Maximum Fun. And I'm calling because you've been named Maximum Fun's member of the month for May!

Sam: Wow, I'm really excited to hear that. I love being a member, I like all bo-co. And I just, I enjoy all the shows that I listen to. I just, I love Maximum Fun.

Brenda: As our member of the month, you'll be getting a \$25 gift card to the Maximum Fun store, a special member of the month bumper sticker, a special priority parking spot at Maximum Fun HQ in Los Angeles, California, just for you.

Sam: I can't wait to see what the bumper sticker looks like.

Brenda: Oh, yeah. I am obsessed with bumper stickers. [chuckles] What's your message to people thinking about joining Maximum Fun?

Sam: I mean, if you really like the shows, I think it's like a really good way to help support them. I'm really happy I'm able to.

Brenda: Thank you so much for listening.

Sam: Thank you for making your show.

Ad Read: Become a Max Fun member now at maximumfun.org/join.

[break]

Jesse: It's hard to explain what happens on Jordan, Jesse, Go. So, I had my kids do it.

Kid 1: Saying swear words?

Jesse: Saying swear words.

Kid 2: Yeah... bad jokes.

Jesse: Bad jokes?

Kid 2: Bad jokes.

Kid 3: Maybe it's like, you tell people that you're gonna interview them, and then you just stay there like... like really quiet and try and creep them out.

Kid 2: [laughs]

Kid 1: It's just really boing.

Jesse: Because of Jordan, right? Not me.

Kid 1: Because of both of you.

Jesse: Oh...

Jordan: Subscribe to Jordan, Jesse, Go. A comedy show... for grown-ups.

[theme music plays]

Travis: Liz the Wiz asks, "For the players, how did using a custom system affect your ability to inhabit the characters in the world?" And for me, "How did using your own system affect preparation for each session compared to Urban Shadows or DnD?" Liz also asked, "Are there any plans to release the system publicly?" Yeah, we're gonna put that out. It's very bare bones!

Griffin: Yeah.

Travis: Right? So it's not like, "And this is gonna be the one that sweeps the TTRPG nation." But it's a good starting point, I think, for if you want to build on it and stuff like that.

Griffin: I feel like games come at this... come at this question in different ways. Like there are some games, like Blades in the Dark, where the tone and the world and the setting are so ingrained in the... in the game and its mechanics and like maps, and all that stuff. And then there are games where like the aesthetic is pretty well-defined just by the genre, and so it kind of stays out of your way, for the most part.

And I felt—I felt that way about this—about this game. Like when we made our characters, Travis was like, "Come up with your own special moves." So like, there's a lot of—there's... I enjoyed that process a lot, because it made me feel a lot of ownership over my character. Rather than like, you know, I'm trying to pick a power off of a list of powers, and trying to make it fit in what the character was that I had—that I had envisioned.

Travis: That was my goal in the character creation aspect, was I wanted it to be—play these characters the way you want to play them, so that they feel very unique to you and to the like animal you've picked and the—you know, the style you want to approach it with, and everything. Instead of just being like, here's a rogue, right?

Griffin: Right.

Travis: Choose a rogue archetype that you want to do.

Griffin: But we did still fill arche—like, I do think there is a temptation there that is hard to resist of like, I'll be the tank, and Roger will be sort of the infiltrator, and Axe-o-Lyle will be sort of the brawler.

Justin: Mm-hm.

Griffin: And I think that's just natural.

Clint: And I like the flexibility of the system too. I mean, you could—

Griffin: Yeah.

Clint: And the fact that you could fail, and it would still benefit you in some ways with the different points you could build up and everything else.

Justin: I think it's also cool that it's sort of mixed for like team play. Like combat is balanced, I think, for like—to be—to make sense in a group context. Like, it's not—it doesn't incentivize going off on your own and prioritizing your own individual goals. Which feels in step with the sort of like, you know, TV that it's in conversation with.

Travis: Yeah, as far as using the system to like prepare for sessions and stuff, I think that like combat is a great example where I tried to look at it, once again, from the perspective of like the TV shows that we were basing it off of. So the idea of like, you know, these four Ninja Turtles versus like a hundred foot clan things, right? And it not being—the danger isn't like the

damage that's going to be done to, you know, the Ninja Turtles, so much as it is the sheer number that they have to deal with.

Griffin: Yeah.

Travis: And so trying to balance things that way, where there was a lot more like—swarms of enemies are descending, and you need to make it easier on yourself by figuring out like ways to use your abilities and the environment and stuff to try to disable them for a couple rounds, so that you can find room to maneuver and breathe and everything.

Griffin: There's a fun byproduct of like this model where you're not killing characters. There's not like a predetermined finish line for a fight, which is you killed all the guys. Instead, I feel like most combat scenarios we got into were while we were trying to accomplish something else.

Travis: Mm-hm.

Griffin: And I think that that is like, I don't know, the optimal way to do combat in any role-playing game, is to have it not just be a—unless it's like, you know, you have your boss fights, your Walter Russells, if you will. But for the most part, like I don't know, I enjoy when combat is just kind of a thing you have to do so you can do the thing that you, you know, the—your mission objective, or whatever.

Travis: Yeah. And once again—I mean, once again, that's a source material thing. You know, like the—you never—the street sharks weren't like, "Let's just go out and kill a monster."

Griffin: [chuckles] Yeah.

Travis: Right? It was, they were very much trying to stop something or, you know, intervene in something else that was going on. It's why I really like—I think one of my favorite like encounter things was the first time we met Arty Fishel with like the robots smashing up—

Griffin: That was my favorite, too.

Travis: The awards gala.

Griffin: Mm-hm.

Travis: You know, that that was just a fun, like environmental use of things, and all the stuff going on in different rooms and—

Griffin: Well, and that the babies—sorry, the house-sitting adventure was my—

Travis: Oh, that was good too.

Griffin: Favorite of all of them. Just because—

Justin: Oh, that was great.

Travis: Mm-hm.

Griffin: The combat there was sort of—just sort of preventative. [chuckles] Like trying to stop the house from getting messy and trying to clean up the house while the combat was still happening was a real highlight of the season for me. Here's one from Poppy. "I had a blast listening to Abnimals and appreciated that it felt like a very tight narrative that explored each of the characters without losing the plot. Were there any story beats you wanted to explore but weren't able to for whatever reason? And if at liberty, to say what were they. Looking forward to the next series on the horizon."

For what it's worth, I feel like I got everything I kind of wanted. Like once we sort of found that a lot of Navy's stuff was about his family, I don't know, I feel like I got good—I was very satisfied by the kind of closure of that situation with the standoff in... in the tower. I'm not sure there was much meat left on the bones that I wanted to get to.

Travis: I would have liked to spend more time with Nicole Squidman and Navy Seal's burgeoning relationship, to see how that went.

Griffin: I always get so uncomfortable about... [chuckles] about in-game relationships. I don't know that that's a thing I'll ever sort of—

Justin: Obvious reasons.

Griffin: Pursue.

Justin: Obvious reasons.

Travis: Yeah, fair, fair, fair.

Griffin: Yeah. From the GM side, I guess I do have a history of being comfortable with it. On the player side, I don't know.

Travis: Yeah.

Griffin: I don't know.

Travis: Hm, telling. I think... maybe like I would have liked to spend more time with like Roger Mooer and the All Stars, and like sports-related stuff. Once again, it just didn't really come up all that often. But the idea of like Roger Mooer was from, you know, a planet of like all sports stars, and that kind of being their main focus. And his thing was like competitive ballroom dancing.

Griffin: So wait, he didn't come from—

Travis: And being kind of a black sheep because of that.

Griffin: You didn't come from a cow planet, you came from a planet of sports?

Clint: Oh, yeah.

Travis: Well, they were—it was all barnyard. It was the Barnyard All Stars—

Justin: Barnyard All Stars.

Travis: So it was the planet of all bong—barnyard sports.

Clint: Bong yard.

Travis: Aficionado.

Griffin: Yeah. I didn't put that together, that's great. Yeah, I wanted to go—I want to go to sports planet, too. Season two, sports planet.

Travis: Yeah.

Clint: [chuckles]

Travis: We didn't get off-planet. I think that's something I would have liked to do. And then there were like the dragon riders, who were dragon Abnimals who rode dragons.

Griffin: That's cool.

Travis: That we didn't get time to explore that kind of stuff. I think it was just—

Clint: In the hat on a hat file.

Griffin: Yeah.

Travis: Yeah. I mean, that was the thing, right? Of like I had ideas for all these other Abnimals teams that you guys would like encounter and occasionally go toe to toe with. And that kind of thing just ended up feeling too cramped in.

Griffin: Yeah.

Travis: And like I—I was—I found myself trying to manufacture like, "And then you have a run-in with these people."

Griffin: Yeah.

Travis: And I was like, well, then I'm kind of forcing them into that—

Griffin: I really thought your restraint this season was really on point, Trav, in not sort of like overloading us. And I—what I really liked about it is that you would have some moments where you had to kind of rip the valve off and let some steam out. [chuckles] And then we would get nine characters named after celebrities with fish-based puns snuck into their names. And I saw this and I was like, that's a lot of fish-based celebrity puns, but I know that he has to get this out of his system. It has to come out somehow, or else he'll die.

Justin: Better out than in, I say.

Griffin: He'll burst.

Travis: Yeah. Or I would have died.

Clint: And then we started—and then we started doing our own puns too, for catch phrases. And I still had a couple I didn't get to use. Like, do you veal like I veal?

Travis: And but so, dad, you say a catch phrase, but that's not a catch—like, I can't see that being—

Clint: You don't know what's going to catch on, bud. You know, do you—

Griffin: Yeah.

Travis: That's fair. Yeah.

Clint: Do you veal like—

Travis: That's fair.

Clint: I veal?

Travis: Along those lines, there's a question here, let's see, from Mitch. "We know had you had an entire list of celebrity Abnimal names you didn't get around to using, let's hear them." My brain doesn't work—I don't—I didn't

have a bunch prepared, so much as I think I could come up with them easily on the spot. Like Lion Reynolds—Ryan Gosling was one I wanted to use.

Griffin: That one you don't even have to change. That's great, yeah.

Travis: Yeah. I wanted to use that one. I got to use Mark Buffalo, and talk about him I think at the sports gala, which I enjoyed. Though, one of my favorites... oh, now I'm blanking on his name. Who's the guy who did West Wing?

Clint: Oh, Sorkin.

Travis: Ah, Heron Sorkin! Heron Sorkin actually came—

Justin: [laughs]

Travis: That was from Paul Foxcroft, who voiced Krilliam in the like phone call voice messages and stuff. And I had him help me punch up that intro thing. He came up with Heron Sorkin sponsoring the West Wing wing of the museum.

Griffin: That's cool.

Clint: [chuckles]

Travis: And it's a great joke. It's one of my favorite jokes in the thing, because it's just like a weird little flavor thing. And I also like—

Clint: I like Dr. Snyder Arden-Fields, AKA—

Travis: Thank you.

Clint: Snarf.

Travis: Snarf.

Clint: Yeah.

Travis: Yeah. That was a tough one, because incorporating an Abnimal cat when so many Abnimal cats exist—

Griffin: Right.

Justin: Right.

Travis: And I was trying to be very choosy, so I decided to go with the Thunder Cat that was least Abnimal-like, and went with Snarf. And plus, I like doing Snarf voice, so that was fun as well.

Justin: Good. I'm glad you could get that out of your system.

Travis: Thank you. Duck also asked to address this, "How does it feel, once again, to DM a season where you got to come up with clever episode titles?" Our editor, Rachel, was in charge of that, and I was merely there refining them and helping with them. But I think that those clever titles, Rachel absolutely knocked it out of the park, and did an amazing job—

Griffin: Incredible work.

Travis: With the editing, the sound design, everything. It was really fun this season.

Griffin: Let's get to what people really want to hear about, which is the cussing. Can we get into the—

Travis: Oh, okay, yeah.

Griffin: Can we crack open the data? We had some questions, a lot of questions, about the profanity. Mel said, "So let's be real, how often did y'all get un-family friendly, AKA, how hard did you make Rachel work?" And I don't know who pulled this data, but it is exhaustive.

Clint: I believe it was Rachel. [titters]

Justin: [chuckles]

Travis: Rachel and Amanda, I would bet.

Griffin: There were 65 total censored swears throughout the series. Which I don't think is that bad for a whole season.

Travis: No! Out of what, like 28 episodes?

Griffin: Yeah. And the results are surprising to me, knowing the breakdown on MBMBaM.

Justin: Yeah.

Griffin: Trav, do you want to read—

Travis: I—yeah, Justin had the most at 22. I have to say—

Justin: Hey, that's absolutely fair.

Clint: [laughs]

Travis: Yeah. I think—

Justin: Did you think I'd have a defense? I don't have a defense.

Travis: No, I think that there was a lot about Ax-o-Lyle that would have made him a prime cusser in a different show.

Griffin: Yeah, sure.

Justin: Well, part—you know, that's for sure, Trav. And the other thing is, I cuss in front of my kids all the time.

Travis: Yeah, yeah.

Griffin: Yeah.

Justin: So I don't really have a setting for—I don't have a kids setting.

Griffin: [chuckles]

Justin: Like I really—I should. I don't have one.

Griffin: Right.

Justin: I have a—I should have pretended I was doing Sawbones, but I would have asked you guys too many questions about blood.

Griffin: Yeah.

Travis: That's fair. And I thought, Justin, you did a really good job keeping the questions about blood to a minimum.

Justin: Thank you, Travis.

Travis: This season.

Justin: I strived—I got a lot of feedback.

Travis: I had 20 curses. Which I think what I found surprising was, apparently, my descriptions and like emotional states of people tended—I—that's when I tended to curse. Not like in character, but rather like I'd be describing how upset someone was and...

Griffin: Yeah.

Travis: And I would just default to a curse word.

Griffin: Yeah.

Travis: Or how messed up like a room was when you walked in. And I would curse in there. And I'm like, "Oh, ah, darn it."

Griffin: The takeaway here is I had 18, the least of the brothers, which is the inverse ratio of MBMBaM. Because I try not to cuss in front of my kids. Dad only cussed four times.

Clint: Four times!

Griffin: Because he's a Boy Scout.

Justin: Pretty good, dad.

Clint: [beep]

Griffin: [chuckles] Well, okay...

Justin: Well, now we—

Griffin: We do need to get that one, so that's up to five now.

Travis: Speaking of, while recording, Griffin caught and called out 28 of those curses. I caught 12. Justin caught eight. Dad caught none. And—

Justin: [laughs]

Griffin: I love that.

Justin: He doesn't use—neither a user nor a noticer be.

Clint: Or judge the and judge not. And be not judged.

Justin: That's right. [laughs]

Travis: We missed 17—

Justin: Okay.

Travis: In the process, that Rachel, Sarah and Amanda had to catch.

Griffin: Yeah.

Travis: And—

Justin: And how many did they miss?

Travis: Hm, good question. We only—

Justin: I bet they didn't include that their stats, did they?

Travis: Episode one had the most swears with 11, next was episode two with six. And then we got better after that.

Justin: We grow.

Griffin: Yeah.

Justin: That's good.

Travis: Only four episodes out of 28 had zero swears. 12, 16, 21 and 22.

Griffin: Now, there's also some data here for who said baby the most times.

Clint: Okay, now tell—I didn't know we had a baby jar?

Griffin: Yeah, this was... you sort of made the baby jar a thing, because in episode zero, you kept saying baby like a lot. Like, "Yeah, baby."

Clint: Oh.

Travis: You had four babies throughout the whole season. Three of them were in episodes zero.

Griffin: Which is where the baby jar came up with.

Clint: Okay?

Griffin: I found it so repugnant. And yet, somehow, I had the most babies throughout the season.

Clint: [titters] 13.

Griffin: There are 35 total babies. I had 13, Travis had 12, six from Justin and four from dad. So, I do want to apologize. That's not... that's not an energy that I feel comfortable sitting in, so the fact that I created it is... I don't know, a reason for deep reflection.

Justin: Very shameful, yeah.

Travis: Max asks, "Have your kids been listening to this season?"

Clint: Yes, mine have.

Travis: My girls love the—well, yeah.

Griffin: [chuckles]

Travis: My girls love the theme song so much, and they will ask me out of nowhere to pull up the like video we did with like the character artwork and stuff, over and over again. And they... they're not—they don't really listen to podcasts in general, but they have asked me about every episode, what happens in it. And I've like shown them the prep for it and everything. And when I was telling Bebe about the like fight in Walter Russell's office, she started telling me things that I should do with like the water rising.

Griffin: That's so great.

Travis: And the aquarium and stuff. And I was like, "Oh, okay, I wasn't planning on doing this." And she's like, "Why not? Do the thing I'm saying."

Griffin: The Charlieverse episodes have really turned our kids into auteurs.

Travis: Yes.

Griffin: And I wish it would—I wish it would stop. Daddy's working. This is serious—

Clint: [laughs]

Griffin: No, that's not—that's not true. My kids don't listen to my things. The only—the only content of mine that they enjoy is the intro to the McElroy Family Clubhouse, that I had absolutely nothing to do with. So...

Travis: Mm-hm, same.

Griffin: That's it for me.

Clint: Juice, what about Charlie and Cooper?

Justin: They are not fans of mine, broadly speaking. No, they... honestly, they only like Greeking Out, which is a podcast about Greek mythology. And anytime I would say, "Do you want to listen to my podcast?" They would ask if we had listened to all of Greeking Out yet. And I would say, no, we had not. And then we started to do Greeking Out. [chuckles]

Griffin: Right.

Justin: So that is how it's been at my house. That's my—

Clint: And I would like to amend my answer when I said, yes—have your kids been listening to this season. I think they have, but it was only in that one hour before we were getting ready to record the next episode. I think that's when we—

Justin: Oh, okay.

Travis: At two times speed, yeah.

Griffin: You can't get high on your own supply, man. I can't be entertained by us.

Clint: [titters]

Griffin: I'll—

Justin: I feel—

Griffin: I'll lose sight.

Clint: That was from—that was from Max, right?

Griffin: Yeah.

Travis: Mm-hm.

Clint: Said that. This was from Lex. "Now that you have done a few more silly-leaning, light-hearted seasons, do you think you'll ever give larger, more dramatic narratives another go? I personally think you do an amazing job of either. They each shine in their own specific ways."

Travis: I will say, to kind of pre-answer that question. I think one of the things that, as we discussed, you know, like post-mortem and stuff after seasons and everything, one of the things we found is what—at least, correct me if I'm wrong. But what we find we like doing best and what works best is to start the season not with—not with the intention of like telling, you know, these like dramatic narratives and stuff. And if they develop, they develop.

Griffin: Yeah.

Travis: If it happens, it happens. But like, if we set out to do it, it will often feel kind of manufactured. And so, I think maybe Abnimals—well, definitely Abnimals, and like TAZ Versus, maybe weren't as conducive an environment for those.

Griffin: Yeah.

Travis: But I don't think we said like, "And there won't be any—no dramatic narrative—"

Griffin: No, but I would rather do a season where we have like a lot of fun record—it is—it is a lot of fun to record this show, knowing that you don't—like, it is not the goal to tie together some like grand narrative. It is easier to run a season like that. And I feel like it's more organic, like that's kind of

how—that's kind of how Balance went. And I think that is sort of where our heads are at now.

Travis: There's one I wanted to talk about real quick.

Griffin: Sure.

Travis: From Jacob. "Is there any aspect of the Abnimals theme you wish you could have done more with?" We had talked early on about like kind of a toxic Avenger kind of thing, where there would be like a character made of ooze. That had been like a former member of the like three—you know, Axe-o-Lyle, Roger and Navy's team. That like he had left to get a real job, because it wasn't taking off, it wasn't doing anything.

And not having—I think if we had continued, or if the opportunity had arisen, having like kind of gross-out mutant characters would have been fun, as like another hallmark of like '90s and early 2000s. Your Garbage Pail Kids, your Creepy Crawlies, your—that kind of thing, Toxic Avengers. I think that would have been fun to play with, that we didn't get to.

Griffin: You keep lumping Toxic Avenger in there with the other stuff, and I don't know that Toxic Avenger—

Travis: Well, there was an animated Toxic Avenger.

Griffin: Oh, yeah, I forgot about that!

Justin: Yeah.

Travis: Yeah, the—

Justin: Was it Toxic Crusader?

Travis: Toxic Crusader, that was it.

Justin: The anime—Toxic Avengers, the movie. I think Toxic Crusader was the—because it's like sounds better.

Griffin: Yeah.

Travis: Yeah.

Justin: For kids to have a crusader, rather than an Avenger.

Travis: The Toxic Crusader, yes. Because Toxic Avenger was a much different property, but—

Justin: I feel—I feel like there is a theme that's kind of in the questions and answers that's worth mentioning. Like, when we talk about things that we like, quote, 'wish we had gotten to,' or whatever, it's worth noting that like that is the game for a lot of this. It is how much you prepare. Because if you—like, the—discarding a lot of the stuff you prepare is just kind of par for the course.

Griffin: Right.

Justin: Because if you only prepare the stuff that you get to, then what you're doing is like railroading yourself and trying to steer moments into the stuff you prepared.

Travis: Yeah.

Justin: But if you don't have stuff for any of it, then, you know, you're kind of working without a net. So, it's really always kind of a balance of how much stuff do you have on hand. You know, thinking about—I... I—when I was DMing, I thought a lot about the—a backpack full of little toys and crayons and notebooks that I take for my kids on vacation. Like when we're just like stuck in airports or whatever, I have this bag that's like snacks and wipes and—you know, I might not need everything, but I have all this.

Griffin: Yeah.

Justin: [titters] You know, that's kind of—

Travis: Yeah.

Justin: That's kind of the process.

Travis: Yeah, because that's the thing, is really—like another version of this question would be like, what do you wish your players had been interested in that you threw out at different points? And like, I don't know, man. Like I was just trying to say like, "And here's a character, and here's a character." And if they'd been like, "I want to hang out with that guy," it would have been a different scene or different storyline entirely.

Griffin: But that happened like a lot.

Travis: Yeah!

Griffin: We—

Travis: I mean, from the beginning, the first episode, I think when you guys were on the bus and you're like, "What other people are here?" And I was like, "There's a koala man."

Griffin: Yeah.

Travis: Named Dean, and that—and then that became a thing. Like, the way you guys reacted to Chlorophyllis is a great example. Of like, yeah, I wanted her to be kind of like a blown-out Poison Ivy. Of like, not only does she care more about plants than humanity, she's a psychopath—

Griffin: Right.

Travis: When it comes to that kind of thing. And if you guys had been like, "We want to party with her," okay, cool. That would have gone differently, you know what I mean? So—

Griffin: I definitely did not want—

Travis: I don't—

Griffin: To party with her.

Travis: No, no, definitely not.

Griffin: Too scary.

Travis: So, I don't know that there were—like Goshua Darnet could have been kind of a Casey Jones-esque character. But ended up being a bit of like a... doofus. And so that went a different direction, you know, stuff like that.

Justin: It's also hard, I think—[titters] when the characters have such goofy names, it's really hard to lend them a lot of interiority.

Griffin: [laughs]

Justin: There's nothing about the name Goshua—[chuckles] whatever it was—

Griffin: Goshua Darnet?

Justin: That makes—Goshua Darnet that makes me think like, I bet there's a rich tapestry here I wanna dig—

Clint: [laughs]

Justin: I wanna dig through!

Griffin: See, I got the sense—

Travis: I actually did that.

Griffin: That there was a rich tapestry, and we were willfully choosing not to explore it. Which I—

Travis: And that's fine!

Griffin: Liked a lot.

Travis: That was actually—I chose that name, this is no joke, as a tribute to dad's Darn Tootin' from Dust season two that he didn't get to use. And so I went with Gosh Darn It for a character.

Griffin: God, Trav, I didn't even put that together until you just said that right now.

Travis: As a nod to when dad didn't get to use Darn Tootin'.

Griffin: Wonderful.

Travis: For Dust, that I was like, well, here's Gosh Darn It. As a tribute to Darn Tootin'.

Griffin: Let's talk about the next season of The Adventure Zone. If we may. So, for the next season, I'm gonna be running it. We're gonna be playing Dungeons and Dragons.

Travis: Both of them?

Griffin: Both of them this time. The fifth—

Travis: Okay.

Griffin: The fifth edition of it. And you know, a lot of the feedback that we get on our DnD seasons, and a big problem that people run into when they play DnD, you know, with their friends, is that there's maybe like one wizard. Or two—or two—

Justin: Yes, thank you.

Griffin: Wizards.

Travis: Yeah, yeah, yeah.

Griffin: And it's like—

Justin: But there's no way of fixing that.

Griffin: There—

Justin: Griffin, unfortunately, it's one of the great unsolved problems of—

Travis: Yeah.

Justin: Gary's perfect game.

Travis: Yeah, what could you even do?

Griffin: Well, my bold vision is this. What if there were 64 wizards.

Travis: Okay?

Griffin: And what if those wizards were competing in a sort of Battle Royale-style high-stakes death game for the ultimate magical power in the world.

Justin: This is feeling less and less hypothetical.

Griffin: No, it is feeling quite material, because we've already recorded an episode of it. It's called TAZ: Royale, and it's going to debut on June 5th. And it is a... it is a Battle Royale-inspired season. More in the Squid Game style than the all-out death match Battle Royale—

Travis: Winner take all! You know?

Griffin: Winner take all series of trials with survivors and not survivors. And which one will our heroes be? I don't know. They're wizards. And so are the other characters. There's lots and lots of—it's filthy with wizards this season.

Travis: Filthy with—you'll be spoiled for wizards.

Griffin: And it's gonna be a lot of fun! And one thing we are going to—for this season, we are going to switch back to a bi-weekly schedule. And there are—there's a lot of reasons for that. A big one is just that Abnimals, we kind of felt pretty rushed, both on the production side and the scheduling side.

Travis: I want to speak on that real quick, because like episodes were shorter in Abnimals, one, because attention span for kids was kind of part of the goal. But also like prep time, doing that sound design stuff, doing the post-production, doing all of that. Like, we didn't maybe get to spend as much time on it as we would have liked, you know what I mean?

Griffin: I made—I made no music for the entire season.

Travis: Yeah.

Griffin: Which, you know, it's—there's still some incredible sound work done by Rachel in there, but—

Justin: And a great theme song.

Griffin: And an amazing—

Clint: Oh, yeah.

Griffin: Theme song. Justin and Eric and Jonathan really took it to the hoop on that one. But that's like a part of the—that's a part of the show that I really enjoy doing. And doing it every week, there is just not any time for it. And also, we also got some feedback that like some folks had a hard time keeping up with, you know, a weekly release schedule for a narrative podcast like this. So, there's a lot of reasons why we're going to jump back to bi-weekly, so that we can, you know, spend a little bit more time on this season, TAZ: Royale.

Clint: And somewhat longer episodes.

Griffin: Yes, the—the episodes will be... will be a bit longer. So, that's the next season. June 5th is when it starts. And we hope you'll join us.

Justin: And September 14th is when it stops. And we can't tell you why. [chuckles] I've just decided.

Clint: [laughs]

Griffin: Oh, that's wild. [titters] I hope not. That's a short—that's a pretty short season.

Clint: For me, that's an actual long season.

Griffin: Yeah. But yeah, that's what's next.

Justin: Thanks for listening to it. And if you're a kid, or you let your kid listen, thanks for the trust.

Griffin: Yeah!

Justin: We appreciate that.

Griffin: Absolutely.

Justin: That's a—that's a—

Griffin: This next season is not going to be kid-focused. I will, I—if you couldn't sort of—

Travis: Yeah, it's not gonna be family friendly.

Griffin: If you could—

Clint: There will be 65 swears in the first episode.

Justin: Wow. Wow!

Griffin: Well, and also, if all things go according to plan, 63 character deaths.

Clint: [laughs]

Griffin: Which is significantly more than TAZ: Abnimals. So...

Justin: Yeah.

Griffin: We—

Travis: But I will say, as a final thing along those lines, that the family friendly kind of theme for Abnimals was inspired by how many—like while we were doing meet and greets and convention appearances and stuff, how many like families came up of kids—you know, with kids that said that they listened with their parents. And, you know, 12 year olds and stuff who their parents had shared the show with them. And that's just wonderful.

It feels really good when, you know, you find out that kids have gotten inspired to get into role playing games and get into this kind of stuff, because of the stuff we do. So, to the parents who have shared that with their kids and felt, you know, the trust in us to share stuff with their kids, it means a lot.

Griffin: It really does.

Travis: And we really appreciate it.

Griffin: I would not make any promises to this effect. But I do feel like this season, TAZ: Abnimals, has moved me a little bit closer to the light of Christ. [chuckles] In terms of not—

Travis: Oh?

Clint: [laughs]

Justin: Whoa!

Griffin: Not necessarily weaving a tapestry of profanity every other—every other sentence. And so, I—hopefully it will be... fun to listen to with some kids. But not—it's not explicitly made for them as TAZ: Abnimals was. So...

Clint: And prove that we can do it.

Griffin: Sure! Well, except for the 65 times that we blew it. And—

Clint: Yeah, but think of how many words we say in the course of a 28 episode—

Griffin: That's true, dad!

Travis: And think about the curse words we didn't say. We've saved them—

Justin: Thank you.

Travis: All up for right now.

Griffin: Yeah.

Travis: Here we go!

Clint: Poo!

Justin: Well, this has been a lot of fun. And thank you so much for listening. We really appreciate it.

Travis: And stick around for the next season. And we hope you enjoyed all the live shows!

Justin: Yeah.

Travis: That were saved up. Those were a lot of fun. We have more live shows coming up. So, we've put out the TAZ Versus Robin Hood and TAZ Versus Hamlet, that were two TAZ Versus live shows. And if you enjoyed those, you can come see them, live—coming up. All the tour dates and information is at bit.ly/mcelroytours. All those tickets are on sale now, go get yours. As well as the My Brother, My Brother and Me shows, everything like that. So, make sure you check those out.

Griffin: Bye, everybody!

Clint: Thanks!

Justin: Bye!

[Abnimals theme music plays]

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