

The Adventure Zone Royale: Episode 9

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Griffin: Previously, on TAZ Royale...

Trace: This trial will be conducted over three rounds. In the first, your quartet must harvest elemental motes from around the island.

Griffin: Eight of the groups of four here are carried into the Ziggurat, leaving four groups of four, each representing different elements.

Rictus: Is this the kind of thing where it's like we lose as a team, or like, are we individually graded? Or...

Trace: The team that is eliminated first shall be eliminated from the competition entirely. It is time for you all to weave your elemental motes together, to form a mighty elemental warrior.

[The Adventure Zone Royale theme music plays]

Griffin: Hello! Welcome back to The Adventure Zone: TAZ Royale, our battle royale winner take all season. You have joined us in the middle of the third trial of the Conclave.

Travis: Only one McElroy will be left standing!

Griffin: Only—well, ideally two, right? Because like, it would be weird if I died.

Clint: Mm-hm.

Justin: Right.

Griffin: And like, then who's gonna run the world? Who's gonna—

Travis: It's also hard to do a one-person podcast. I mean, people have done it, but not in the style that we do. It'd be kind of hard, I guess.

Griffin: Yeah, no, I mean, none of us are Roman Mars.

Travis: God no.

Griffin: Who invented the one-man podcast format. You all, in the last episode, traveled around the Octave Ziggurat island to collect elemental motes, which you are going to use in a later part of this trial. You all have collected a bunch of these. You got three fire, you got four earth, you got six water, you got eight nature motes. And with all of those in tow, you all regroup with Scorpo, and head back to the center of the island, where the Ziggurat stands.

And you see the Octaves all standing on a higher tier of the Ziggurat, looking down at the teams assembled below. You can see through these like narrow rampart windows all along the Ziggurat, you can see the other Aspirants. Other groups of four wizards who are going to compete in this trial later, all watching the proceedings with rapt attention. And Trace, the Octave, Trace, approaches the ledge of the higher tier, and she says:

Trace: You've completed your harvest of the raw elemental material. And I hope, for your sakes, it was fruitful. For the second part of this trial, we will—

Travis: Rictus raises his hand.

Trace: Yes, go ahead, Rictus.

Rictus: Were we supposed to get fruit?

Trace: I mean, if that is how you chose to harvest the nature motes, I suppose you could have created fruits. But it is not—

Rictus: No, I'm just joshing, I know what fruitful means.

Trace: Okay, please save the joshing—

Rictus: I was just trying to lighten the mood.

Trace: I'm gonna make a space for joshing sort of at the end of the explanation. A safe joshing zone. But this is sort of life-or-death stuff, Rictus, so... You're going to take those basic elemental building blocks and combine them using this evoking board.

Griffin: And she holds up this wooden wheel, about two feet in diameter. It looks sort of like a round mancala board that is covered with runic etchings. And it's got all these little divots sort of carved into it, all around it, that look like those motes can sort of slot into. And Trace continues, she says:

Trace: By merging your motes, you will create more complex, and for the purposes of this trial, more powerful materials. And by doing so upon your evoking board, those materials will be given life. Upon the completion of this part of the trial, the four teams' elemental creations will battle to determine who will be eliminated from the Conclave, and who shall be rewarded.

You may perform this ritual anywhere you'd like, within your assigned quarter of the island, but be wary of prying eyes. If an opposing team should witness the nature of your elemental creation, it would be quite easy for them to create something that could counter it in battle. You will be given ten minutes to complete this portion of the task. Now, are there any questions, joshes, goof, skits or sketches?

Travis: Rictus raises his hands.

Trace: Yes, Rictus?

Rictus: Can we call this Evokémon?

Trace: Let me confer with my colleagues.

Rictus: Okay.

Hellgrammite: It's good, though. I do like that.

Rictus: Thank you very much.

Griffin: Trace turns, and all the seven other Octaves gather around in a circle. You hear Osham like bellow out a big laugh. She says:

Osham: Yes, we like that a lot. We're gonna keep—we're gonna use that from now on. And we may not remember to credit you in the future when we run this trial, but it's a—that's a really, really good one. So, thank you so much, Rictus.

Clint: Hellgrammite raises a claw.

Trace: Yes, Hellgrammite?

Hellgrammite: Yes... So, will this battle between the elemental—the Evokémons, will that be a free for all? Will it be like a tournament where it's one against one, and then one against one, and then one against one?

Trace: No, it'll be a one against one against one against one, a free for all battle.

Hellgrammite: Okay.

Trace: Any other questions? I'm honestly surprised, so far, it's been only questions and no skits or sketches.

Rictus: Well, this is life or death—

Justin: I have a question as me—

Rictus: It's a life-or-death situation, so it's pretty serious.

Justin: I have a question as me, Justin Tyler McElroy.

Griffin: Yeah, what's up?

Justin: Is there some way you could put the number of these guys that we have on the screen somewhere?

Griffin: I absolutely am going to do that.

Justin: Thank you, because...

Griffin: I'm not gonna expect you to—

Justin: [chuckles] You know, we've met. We've met, we—yeah, you get it. It's me.

Griffin: I got you. Okay... Trace says:

Trace: Okay, well...

Justin: It looks so much like the Spotify logo.

Griffin: We gotta stop talking about how it looks like the Spotify logo.

Justin: [chuckles] Sorry, I just—it's right there, man. I thought they were listening for a second.

Griffin: I did my very best. With that, Trace waves a ringed hand in the air, and the clock over the Ziggurat resets to ten minutes. She says:

Trace: Your ten minutes begins now. Good luck.

Griffin: So, you all have your notes and your evoking board. It's up to you, sort of where you post up to do this sort of ritual, to combine your elements. But as Trace suggested, you may want to do it somewhere where it will be hard to spy on you. And you have ten minutes to combine those. Once you get into that, I will tell you how we're going to do that. But my question is, who is going to, you know, want to participate in this ritual? Do any of you want to go around to try and spy on the other teams to find out what kind of elementals they're going to make? It is sort of up to you how you want to get an edge in this—in this competition. We can also, you know, take some time to merge some shit together. And then if you want to take breaks to go out and sleuth and spy, that is also something that you could do.

Travis: Did Scorpo, on the last episode, did Scorpo say that he has—that he's good at like scoping things? Is that why he went up the tower?

Griffin: Yeah, so Scorpo went up the tower. You saw him leap down from the tower a couple of times to fend off some Aspirants that were coming from the north, coming from the water side. So, at the very least, you can assume that like the team up in the water quarter doesn't have a lot of the nature motes, because they didn't even make it into your quarter. That is sort of what Scorpo occupied himself doing last time.

Clint: How big would this elemental be when we finish building it?

Griffin: You really don't have any way of knowing that.

Travis: As big as you can imagine, Dad.

Clint: Could we do it in one of our—at the clubhouse?

Griffin: It needs to be in your quarter. So, if you look at the map, you're in the sort of nature quarter where there's those gardens, there's that long observation deck, there's the forest with the wizard's tower, there's the arena. There's like a few places you could kind of...

Justin: What's the—what's the—that deck, is that elevated? Is that—is there like an—

Griffin: It is slightly elevated, and it sticks out over the edge of the island, almost like a... like a diving board. It's got that big sort of spy glass at the end of it.

Justin: That would be kind of an interesting place to defend.

Rictus: If we went to the tower, then Scorpo could go up there and kind of try to scope what other teams are doing, while we like did, you know, the combining stuff?

Scorpo: Yes, if any of the other teams would be so foolish as to create their elementals outside, it would not be hard for me to see them.

Griffin: And his eyes like—

Lorovith: But you don't think that's a good use of your time?

Scorpo: No, I... I have no dog in this race. Elementalism is... far beyond me. I'm happy to follow your lead.

Rictus: Oh, maybe this—I don't know if this is a good time to mention it or not, but I did kind of promise the fire team, vis-à-vis Hastey Jane, that we would kind of, at least at first, like team up to fight the other two. In exchange for letting me have access to the fire motes. So... just wanted to make you guys—yeah, like—yeah, same page?

Lorovith: So did you get the fire motes?

Rictus: Oh, yeah! Yeah, yeah, yeah, no, I got fire motes.

Hellgrammite: I kind of like being up on the platform.

Scorpo: Okay?

Hellgrammite: Because what we can do is, I can set Alarm, the spell, Alarm, to aid us, to make sure that if anybody tries to sneak up on us, the alarm will go off, and we will... have a little warning about that.

Rictus: Yeah, and I can kind of hold like—

Lorovith: Oh, god. [chuckles] My god, Bug Man. Mendacity and duplicity come to you as easily as breathing, don't they?

Griffin: [chuckles]

Hellgrammite: Well...

Clint: [titters]

Lorovith: Good lord!

Justin: [chuckles]

Hellgrammite: I am what I am.

Rictus: And I kind of hold my arm out like this, so people can't see what we're doing.

Scorpo: Oh—

Rictus: You know?

Scorpo: That's very good.

Rictus: Yeah.

Griffin: Okay! You all gather around. You're saying—

Justin: Hey, wait a minute, hold on.

Griffin: Yeah, yeah, yeah?

Justin: Scorpo said, if anybody was foolish enough to build their automaton out in the open, he would see 'em. And then we were like—

Griffin: Let's do it way, way, way—

Justin: Way, way, way in the open! So, this is actually foolish on top of foolish, which, if you, transitive property—

Griffin: Smart again.

Justin: It's smart.

Griffin: Yeah.

Justin: You know what I mean? I don't know.

Travis: No one will expect this level of foolishness.

Griffin: It is slightly elevated, right? Like it's... like a flight of stairs, and—

Justin: And we're gonna build the real one underneath it.

Griffin: Oh, shit. A double faint.

Lorovith: Do you like that, guys? A double faint.

Hellgrammite: Oh, that's good.

Griffin: Okay, Scorpo is going to climb back up the tower, to see what he can see. And the three of you have gathered at the end of the observation deck, and set down your evoking board sort of at the end of it. As you set it down, you see where there are slots where you can put in your four different types of motes. And they all kind of, almost magnetically, kind of like pop into their little troughs where they are supposed to go.

And just looking at the board, like it seems pretty organic, like where you are supposed to put these tiny little marble-shaped motes of different colors. There's like a central sort of nook, where you assume that is where they are combined. And with that, fellas, I am now going to share my screen with you. I'm going to try to share my screen—yes, I'm going to share my screen with you.

Travis: Such openness and vulnerability, Griffin, thank you.

Griffin: So, today, for our elemental combining and creation, we're going to be using Infinite Craft on [neal.fun](https://neal.fun/infinite-craft).

Justin: Oh my god.

Griffin: If you've never played Infinite Craft, it's a free online game. You start out with just four elements; fire, water, earth and air. And as you combine those, you get, you know, hybrid stuff that you can then mix and match together as well. And you can keep doing that infinitely, as the name would suggest. By combining these elemental motes—

Justin: Holy crap!

Griffin: You are going to create something unique. As Trace suggested, the more complex the element is, the more powerful your elemental will be. So, the further from, you know, raw water, earth, fire and nature you can get, the more sort of powerful your entity will be in the final part of this trial. I should note that I really wasn't thinking super clearly about this, because nature is not really one of the base primal materials in neal.fun's Infinite Craft. So, I've separated your eight nature motes into wind and plants, that you can sort of use at your leisure.

Travis: Griffin, is there a logic to this of like combining like fire and water would make like a steam kind of thing?

Griffin: That is explicitly what it is.

Justin: Have you guys not spent much time with neal.fun's Infinite Craft?

Travis: No.

Justin: Oh, I'm so—this is gonna be really, really fun.

Griffin: Yeah, I hope so.

Justin: This is a great idea, Griffin. I'm thrilled.

Griffin: Thank you. Thank you so much. So, it's gonna make some weird shit, right? And my goal is like, if you guys create a pirate ship elemental, like I'll—[chuckles] it'll be up to me to figure out like what that means.

Justin: Are we gonna combine all these into one thing?

Griffin: So, that's also up to you, right? If you hit something that you think is gonna make for like a really, really funny or powerful or strong elemental, you can stop at any time.

Justin: That's great.

Griffin: Okay?

Justin: That's great. Okay, does this make sense to you guys now?

Travis: Yeah.

Clint: Mm-hm.

Justin: It's a game. Okay.

Griffin: Two things I wanna make clear. One, you can stop at any time. If you hit an elemental creation that you think is gonna be a good sort of natural fighter, you guys can elect to stop and have that be your elemental, and that is fine. Also, as you combine things, if you want to have sort of multiple combined elements on the board at a time that you can then mix and match together, you can do that too. But at the end of this, you're going to only have one sort of elemental. So, it'll be up to you guys to decide which one of those it is going to end up being.

Travis: Got it.

Griffin: Why don't we start with Dad?

Clint: Well, I think that since we have a multitude of water, we should start there.

Griffin: Okay? And what would you like to mix with?

Clint: Hm... wind.

Griffin: Okay, water and wind. You mix it together. All of a sudden, you put this tiny little green marble in the center divot with the blue marble, they start to roll around each other, and they combine. And suddenly, taking shape in the center of your evoking board is a small, undulating, watery wave, that stands up on two frothy legs and sort of wobbles around a little bit and says:

Tidalis: I am Tidalis, master of Neptune's fury, and I shall be glad to fight for you.

Rictus: Oh, cool.

Travis: I throw a plant in.

Griffin: [chuckles] Okay. You throw a plant marble in that combines with the wave. Tidalis disappears, [spoofs water sounds] *glug-glug-glug-glug*, and turns into—

Justin: Kelpor, Kelpor, Kelpor.

Kelpor: I am Kelpor! The seaweed elemental! I'm not—

Justin: [laughs]

Kelpor: I am not the sturdiest guy, but if you've got any sushi you need all wrapped up, I'm your dude!

Lorovith: No... Ah, perhaps a water.

Griffin: You wanna throw water up on Kelpor? I mean, he just, he, okay, just fuckin'—

Justin: Oh my god...

Griffin: Yeah, so, the sea—

Clint: Kelpini!

Griffin: The seaweed—

Justin: Kelpini. [laughs]

Griffin: As you mix another water elemental in, just kind of grows an inch, and he's like:

Kelpini: And now I'm Kelpini... sort of the same deal as the last guy, if I'm being honest. Just a more sort of clear vision on sort of what my whole deal is.

Clint: Okay.

Justin: I think Scorpentis should be—should be—at least have a turn.

Griffin: Scorpo?

Justin: Yeah.

Travis: No, he leveled up too, I guess.

Griffin: I mean, if you guys want—

Justin: Yeah—[chuckles] that's his evolved form, Scorpentis.

Clint: [chuckles]

Griffin: [titters] Yeah.

Justin: Scorpention! [laughs]

Clint: [laughs]

Griffin: It is up to you guys. I did not want to inject myself into this process too much...

Justin: I like—I like the—I appreciate the chaos of having someone we are not in control of, but it's... And especially since we know Scorpo's distaste for elementals and elementalism, I like—I like that heat, if you'll pardon the expression. [titters]

Griffin: Okay, fine. You holler for Scorpo to come back down.

Lorovith: What next? Just yell from the tower, Scorpo!

Scorpo: But I... I don't know how any of this stuff works!

Rictus: Nobody does!

Lorovith: Just name a color then! We'll take it from there!

Scorpo: Wind?

Griffin: So, wind. You take one of the wind marbles at Scorpo's behest, to mix it with Kelpini and... *pshfew*...

Justin: [chuckles]

Rictus: Sail!

Griffin: It turns into a fuckin' billowing ship's sail.

Rictus: Sail!

Griffin: It fuckin' starts to blow your evoking board over the edge of the island. It takes all of your reflexes to grab it and hold it down. And the sail is like:

Billowy Bob: Whoa! I'm Billowy Bob, and I'm gonna get my ass kicked, guys, if you put me out there. I am a sheet of cloth, I—

Justin: [chuckles]

Rictus: Okay, quick, Lorovith, choose something else.

Justin: It's Dad's turn.

Clint: Earth. Add some earth. Let's give it some heft.

Griffin: As you lift up the yellow earth marble to put it on Billowy Bob, he looks at you like:

Billowy Bob: Oh, thank god.

Griffin: And you mix earth and sail to create—*pjshew*! All of a sudden, from the sail, it raises up into the air, and the bottom of it shits out a whole big wooden boat. And you create—*vjshew*...

Nautileen: I am Nautileen. I am the ship elemental.

Clint: [chuckles]

Nautileen: Element of ships. If there's a sea out there—

Lorovith: Nautileen? Nautileen, I'm so sorry to interrupt, but... you're great. I love it, but you're not... you know, you're not gonna be on a T-shirt. But I'm gonna leave you for now.

Justin: I'd like to leave Nautileen.

Griffin: Okay?

Justin: And I'd like to start a new node.

Griffin: Okay?

Justin: Combining—

Griffin: Is it your turn, or is it Travis' turn?

Justin: It's my turn, because Dad just went.

Griffin: Oh, okay.

Justin: I'd like to combine earth and... wind.

Griffin: Earth and wind. Okay, you've started—on another sort of divot, you've mixed earth and wind together.

Justin: I just feel like a ship is so clean.

Griffin: Yeah, sure.

Justin: But if we keep adding stuff to ship—

Travis: Yeah.

Justin: We're not gonna get something *really interesting*, you know what I mean?

Griffin: That's true.

Justin: We're just gonna get weirder and weirder.

Griffin: You mix earth and wind together in a new little node. And as you do, you create a tiny little, round, it almost looks sort of Pig-Pen-esque, dust cloud, who appears on your board and stands up and says, "I am..." What's his name?

Clint: Dusty.

Justin: Dusty!

Clint: Dusty Rhodes!

Justin: [chuckles]

Dusty: I'm Dusty. Hey, how's it going? I'm—

Griffin: There is an Aspirant on the Ziggurat named Dusty Underside.

Justin: Well, he's not gonna—hey, Griff?

Griffin: Yeah?

Justin: This guy's not gonna stick around very long. [chuckles] You don't have to worry about that.

Griffin: Then I'll make him—

Justin: He's literal dust, Griff. [chuckles]

Travis: Yeah, I'm just gonna go ahead and throw a plant on there, Griffin.

Griffin: Okay, he says—

Justin: [titters] Like mid-sentence.

Griffin: "My name is Wah!" And then you combine dust with one of your plant nodes, and it—*pshew*, turns into—

Justin: Ooh!

Travis: Powerful.

Lorovith: Now we're getting rather deadly. [titters]

Griffin: You see this dust cloud start to brighten a little bit, until it turns bright yellow. And the dust starts to kind of clump together into small little nodules that are now kind of like floating around each other in sort of spherical pattern. And you hear a voice say:

Pollinia: I am Pollinia. I grow the flowers. I feed the bees, I think.

Travis: [laughs]

Clint: [chuckles]

Pollinia: I'm not sure what they do when they come up on me.

Lorovith: Yes, I saw—I saw My Girl. I know that histamines killed Kevin McAllister in that film.

Pollinia: Hey, we don't know that. It's honestly—

Lorovith: I know the danger the allergens can wreak!

Pollinia: Really fucked up. Allergens didn't kill him, bees did, and that's a whole different thing.

Lorovith: But the histamine reaction—

Justin: [chuckles]

Pollinia: Fine. Are you gonna use me or not? I see you've got a whole boat over there.

Justin: Dang, dude, can you imagine a pollen ship? [chuckles] Get rid of the pollen, please. Fire pollen! Who's next?

Griffin: It's Travis' turn.

Travis: Eh... wind?

Justin: Just blow the pollen away. [chuckles]

Travis: No, no, no, not wind, we only have—

Griffin: This is your last wind one.

Travis: Hm... pollen and... pollen and earth.

Justin: Travis, just go. Go!

Travis: Earth.

Justin: Yes!

Griffin: Pollen and earth, okay. You roll a yellow marble down into the dusty cloud, and then all of a sudden, the pollen settles into the earth that you... that sort of spreads out in that center node, and you see a tiny green bud appear from it. And then suddenly, it branches and splits and grows into a beautiful hyacinth flower.

Justin: A sentient fucking flower is kind of, Magic Tavern, they actually have a copyright on that. If we have a sentient talking flower—

Griffin: Well, this one doesn't talk.

Justin: Oh? No talking—

Griffin: It looks up at you. It's not going to tell you its name.

Travis: What would you guys think—

Griffin: It looks fuckin' pretty intense.

Travis: What would you guys think about combining flower and ship?

Justin: Well, it's not your turn.

Travis: I know. That's why I'm asking.

Justin: So, that's what I think.

Travis: Okay.

Justin: [titters] That's what I think. I think you need to stop—

Travis: It's Scorpo's turn!

Justin: I know, but don't put ideas into Scorpo head.

Travis: You're right, he's so suggestible.

Justin: [chuckles]

Scorpo: What do you—what's that?

Griffin: He looks down with his telescopic eyes.

Scorpo: Oh, Jesus... I guess... I really don't want to mess this up, you guys. I'll—

Lorovith: Then pick at random!

Scorpo: I'm gonna water the flowers, because that's a thing I think you can do with flowers in real life, right?

Rictus: Sure!

Griffin: [titters] And with that, the flower transforms and it looks almost—

Travis: Into the deadliest flower!

Griffin: It transforms from this hyacinth flower into a single lily. And it actually looks like maybe it's a bit of a downgrade, because like the other one was sort of a stocky, bulbous spring plant, and this one's just kind of a...

Justin: Right.

Griffin: A lovely, herbaceous, single-petaled flower. And says:

Lily: Oh, dear... My name is, well, Lily. And...

Justin: [chuckles]

Lily: You should have stuck with the other one.

Griffin: You hear Scorpo say:

Scorpo: Damn it!

Griffin: You're up, dad.

Clint: I'm gonna start a new node.

Griffin: You'd like to start a new node? Okay.

Clint: Combining water and fire.

Justin: Heck yeah, dude. Classic enemies.

Griffin: Classic. I mean, you mix those two together, and I think you kind of knew what the result was going to be.

Clint: Mm-hm.

Griffin: You create a steam elemental, and you see this figure take shape. It is sort of an amorphous, foggy cloud, who looks up at you and says:

Gabe: Hi, I'm Gabe!

Travis: [laughs]

Clint: [chuckles]

Russ: Hi, Gabe...

Griffin: He has joined the board.

Justin: Hi, Gabe. [chuckles] Oh, that's fun.

Clint: [laughs]

Justin: Wait, Gabe's raining knives? Amazing!

Travis: *Ooh!*

Clint: [laughs]

Gabe: That's right, with my four hundred knives, I'm the most powerful elemental around.

Justin: There is like a subset of a subset of people that are busting up right now. If you're deep into the lore on the management of Steam, and also the knife collection of Gabe Newell. [titters]

Griffin: Can everybody, real quick, do a...

Travis: Barrel roll.

Griffin: Do a dexterity check for me, please.

Travis: Dexterity check or save?

Griffin: Just a dexterity check, please.

[sound of dice thrown]

Travis: Thirteen total.

[sound of dice thrown]

Clint: Dirty twenty!

[sound of dice thrown]

Justin: Oh, my dexterity is not great. Ten, minus two, eight!

Travis: Minus *two*?

Justin: Okay...

Griffin: He's a big—

Justin: I'm...

Griffin: He's a big—

Justin: I'm a big guy!

Griffin: That was also, that—Juice, that's a dex save. I need a dex check, please.

Justin: Oh? Well, that's a horse of a different color. [chuckles]

[sound of dice thrown]

Justin: Ah, yes, five minus two, three!

Griffin: Much, much, much better.

Justin: Much, much worse.

Griffin: Hellgrammite, you were looking down the sort of—as you finished your turn, you were—you were facing the evoking board and looking back towards the center of the island, towards the Ziggurat. And you saw nobody on the observation deck. There was just absolutely nobody there. And you, all of a sudden, hear your alarm go off. Which, I'm not going to make you make the sound, because I think it would be pretty sonically unpleasant, but it is a shrill, piercing cry that—

Clint: [pterodactyl-esque sounds]

Travis: No.

Griffin: Thank you so much.

Justin: Oh, he just went right for it.

Travis: Yeah...

Clint: Sort of like that, sort of like a, what is that? An Aztec death whistle situation. You are the fastest—

Travis: Or like a cat in heat.

Griffin: You're the fastest of the crew here to turn and look where the source of this sound is coming from. So, you are the one who sees, for just a split second, you see The Gentleman, The Gentleman from Wizberry, who used his time-stopping power in the last trial to steal Rictus' key at the last sort of second. You see him, *ploop*, appear and look kind of like, I mean,

appropriately enough, alarmed. And then notices he's been caught, and then he, *ploop*, disappears again. You get the impression, I think, because you were aware of his presence, that he stopped time to try to spy on what it was you guys were creating. But when you caught him with this alarm, he realized he had been foiled.

Travis: I hate that guy.

Griffin: And scooted away. Looking up at the clock, you all have about... you all have like six minutes left. You guys have been really merging with aplomb here. Scorpo climbs down from the tower and comes over to regroup, and says:

Scorpo: I... I haven't been able to... surmise much. The earthen team has conducted their business deep within the mountains. And the water team, they are doing theirs within the... within the glass flowery structure that I cannot see. The fire team is doing theirs pretty well out in the open. And right now, I saw they've got like a little tree guy. And I'm not sure if it's gonna stay that way, but I mean—

Rictus: Man, I hope they do better than that.

Scorpo: Well, anyway... I'm really sorry about the last turn, I... Please don't make me do this anymore.

Hellgrammite: May I suggest, Scorpus, go down—why don't you go down there where my alarm is? Because I've programmed it to accept you, it will not ring for you, and maybe you could patrol that area? I just saw The Gentleman—

Rictus: *What?*

Hellgrammite: There for a split second. Yes, yes.

Rictus: Ah, I hate that guy.

Hellgrammite: Just popped up, *ploop*! "Hello!" And then was gone again. Scorpus, maybe if you're down there, you could, you know—

Scorpo: It is Scorpo, and—but that's cool...

Travis: I'm pretty sure Scorpus is the bad guy from Farscape?

Clint: [titters]

Griffin: That sounds right to me. You, so, if you want to—

Justin: Serpantor is who I keep thinking of. No, he was the bad guy from G.I. Joe. [chuckles]

Griffin: If you want to—

Justin: Sergeant Slaughter.

Griffin: If you want to reassign Scorpo—right now, you've got him sort of at the top of the wizard tower, trying to spy on the other teams. You can totally reassign him to stay like on the observation deck, to ward off anyone who might try to snoop on what it is you're doing.

Justin: I like that, at this point.

Griffin: Okay. Cool. Yeah, I mean, also, Scorpo can stop screaming his ideas at you.

Justin: [chuckles] "His ideas" in air quotes.

Griffin: Yeah, his great, great, great ideas.

Clint: Got us to Lily.

Justin: His great, super good ideas. Okay.

Griffin: Okay! Scorpo stands sentinel at the center of this long observation platform that you guys are on the end of, and we return to the board with Justin's turn.

Lorovith: I'm adding fire to the lily!

Griffin: Just, well, let me give a recap real quick, for the folks at home.

Justin: Oh! Okay, sure.

Griffin: You guys are getting sort of low on motes. You got two water, two plant, two fire, one earth and one wind. And then you have a few hybrids in the middle of the board. You have a ship elemental, you have a steam elemental and a lily elemental. Again, you can stop at any time when you have something that you like, or when you run out of combination options, that's what you'll be stuck with as well. Go ahead, Juicer.

Justin: would like to add fire to the lily, please.

Griffin: You add fire to the lily. As you hover this sort of red marble over the slot that the lily is in, Lily looks up at you like:

Lily: Oh, are you sure?

Lorovith: Nothing personal!

Lily: Oh... okay. Maybe I'll turn into something cool?

Justin: I've already dropped it.

Griffin: Holy shit, dude.

Justin: [smacks hands] Yes!

Travis: That's a good one.

Clint: Ha-haa-ha!

Travis: Yeah, that's great.

Griffin: You drop a fire onto the flower, and as you do, it disintegrates into ash instantly. And you're like—

Travis: Oh!

Griffin: Whoa, that was fuckin'... what a waste. An ash elemental? This is gonna suck shit. But then the ash starts to glow at the center of the pile. It starts to glow a bright orange. And then the ash explodes outwards. And from it comes a little red chick. Not quite a chick, it's not a fuzzy little chick, it's got these bright orange and red and yellow feathers, with a long beak, and it seems to be radiating heat. You have created a phoenix.

Travis: Ooh!

Clint: Ooh-hoo!

Griffin: A phoenix elemental. And it looks up at you and says:

Phoenix: My name is Phoenix Right. Sorry. And—

Justin: [laughs] Phoenix Wrong.

Phoenix: And I can't be killed!

Travis: That's pretty good.

Phoenix: I'll just come right back to life, so, pretty good one. Seems like you broke the game there, dude.

Hellgrammite: Wish you were a little bigger, but...

Justin: We'll work on it.

Hellgrammite: Yeah, yeah. That's cool!

Travis: Can I combine a water and a plant to start a new node?

Griffin: You can, yes.

Travis: Then that's what I'd like to do.

Griffin: You combine a water and a plant to create... you see it start to bubble as you mix the water and plant nodes together in this new divot. And it starts to bubble, and you think like, what's this going to turn into? You realize it's making a swamp... swamp land sort of material. And you're like, oh, shit, Swamp Thing coming. But then like a humanoid form doesn't come out of it, it's just sort of a bubbling little puddle of gunk swamp. And he says:

Swamper: My name is Swamper! And—

Rictus: Hi, Swamper!

Swamper: Hi.

Rictus: No swamping.

Swamper: What's that?

Rictus: Swamper, no swamping!

Justin: Swamper, no swamping. [laughs]

Clint: No swamping, Swamper! [chuckles]

Justin: Now, this guy... this guy, we're leaving! [chuckles] This—

Swamper: Hey, hey! Listen, mix me up with the phoenix.

Justin: No way!

Swamper: Swamp—hey, Swamper wants—

Justin: No way, Swamper rules, dude!

Swamper: Swamper wants to mix with the phoenix! Swamper things he'll turn it into something cool.

Justin: Hey, dude? Swamper no swamping is basically my favorite thing, and there's no—I will fight anybody tooth and nail.

Travis: But now I want to give Swamper what he wants?

Swamper: Give me the phoenix! Mix it up. I want to eat that little chicken.

Justin: We've gotta deny Swamper. If you give him what he wants, he'll go away.

Travis: No, he'll just evolve and be a stronger Swamper.

Griffin: Yeah, man, can you imagine?

Justin: Whose turn is it?

Clint: So, at the end of the—at the end of this session—

Griffin: Yes?

Clint: We can have more than one elemental?

Griffin: No, you will only have one elemental. You will have to pick one of the ones that you have—that you have chosen.

Justin: So, can I just clarify something?

Griffin: Yes, please.

Justin: Are we going to need to combine all of them?

Griffin: No, you can stop at any time.

Justin: Okay, so we're gonna have to kill something. Like something—what happens to the ones we don't use?

Griffin: They will vanish into the ether.

Justin: Okay.

Griffin: And be returned into their primal elemental elements, and return to the island.

Justin: Before we do that, we would definitely combine all of them to see what the hell would happen, right?

Travis: Well, maybe.

Justin: [chuckles]

Griffin: I guess, yeah—

Travis: But it might—

Justin: Right? I mean...

Griffin: Get really weird with it.

Travis: It might ruin 'em.

Justin: Okay, great.

[theme music plays]

Griffin: Hey, everybody, this is Griffin McElroy, your dungeon master, your best friend, and your dungeon master, and your best friend. And your dungeon master. Hey, some quick announcements here before we get back to the rest of the episode. Did want to tell you that we have one more leg of our Twenty Thunder Drive Tour, coming to Salt Lake City in San Diego.

We're going to be doing MBMBaM in Salt Lake City, and MBMBaM and TAZ in San Diego. Tickets for all of those shows are on sale now over at bit.ly/mcelroytours. Come out and see us! Come help us close out this year of touring, and we're going to—we've got some fun stuff planned, so! We also got some merch up in the Merch Store.

Have you been there? Have you been in the Merch Store? Have you been there in a while?! It's at mcelroymerch.com, there's all kinds of great stuff over there. Including a new Garyl shirt, designed by Lin Doyle, that I am absolutely just wild about. And ten percent of all merch proceeds this month will be donated to Equality Florida, which is dedicated to securing full equality for Florida's LGBTQ community.

Hey, we also have a newsletter, we don't talk about it much, but if you want to keep up to date on all the stuff that we're doing, because we are doing a lot of stuff, you can sign up over at bit.ly/mcelroynewsletter, and be the first to know about new tour dates and projects, and everything else that we're doing. All the pies we got our sticky little fingers in. Okay, enjoy the rest of the episode! Bye!

[ad read]

[theme music plays]

Griffin: Right now, you guys have one of each type of element. You have water, earth, fire, plant and wind. And then you have in the center, ship, steam, swamp and phoenix. So, it is up to you what you do. You, before this next round starts, you see someone come down to the edge of the observation deck. You see The Gentleman, who sheepishly waves—

Travis: I kill him!

Griffin: He—[titters] okay.

Travis: No, no... I don't kill him.

Griffin: He waves and says:

The Gentleman: Hello! Gentlemen, may I—

Travis: I cover up Swamper, so he can't see him.

Griffin: Okay, yeah, if you want to put your body in front—actually, Scorpo is sort of on defense mode. He is huge, so he's gonna put his body sort of in front of—

Travis: In retrospect, I probably should have blocked the phoenix.
[chuckles] But Swamper seems more precious.

Griffin: He says:

The Gentleman: I was hoping I might bend your ear for just a moment, so we could talk a bit of strategy before the combat part of the trial begins. Would you be open to that?

Rictus: No.

Hellgrammite: No?

The Gentleman: Oh... okay...

Rictus: Which team are you on?

Griffin: He is on the water team, directly to your north.

The Gentleman: Thank you—

Hellgrammite: Why would we share our information with you? Why would we strategize with you?

Lorovith: Please, please, I apologize for the Bug Man. He doesn't understand the niceties of competition. Please, I'd love to hear you out. I have thirty seconds. Go.

The Gentleman: Thank you, Lorovith. I... some representatives from my team in the water quarter have been discussing sort of our options with those in the earthen quarter, the gladiator types. And we have decided to align ourselves together to defeat the fire quarter first, before the rest of us can have it out in a sort of free for all battle. It is our assumption that the first team that will be eliminated in the battle, will be... *eliminated* from the

competition. And so, it would behoove us three to team up against the weakest of the—of the four teams. And then we can duke it out amongst ourselves for prizes and rewards once the, you know, the whammy prize has been assigned.

Rictus: May I... can I point out a flaw in your logic?

The Gentleman: Yes, I suppose, Rictus?

Rictus: Wouldn't it make more sense for the three weakest teams to team up against the strongest team, knock them out, and then we have a better chance of winning the overall thing?

The Gentleman: Perhaps. But these wheels, these cogs, are already in motion. And as you can see—

Griffin: He gestures up to the clock, there's like two and a half minutes left on it.

The Gentleman: We are running a little bit low on time, it would be hard for us to pivot now. And the gladiator team seems pretty dead set on taking down the fire quarter team. So, I don't really understand what the hesitancy is. There's no way they could stand a chance against three teams united. And then the, you know, twelve of us would be certain to survive this trial. And I don't know about you, but that's the most important part for me.

Lorovith: Hm...

Rictus: Hm... Uh-huh.

Lorovith: Doesn't feel very supporting?

Rictus: It doesn't at all.

Lorovith: But I'm sure it gets the Bug Man's rocks very hard! Ha-*ha-ha*!

Hellgrammite: No, I wouldn't—no... I understand chain of command, and [whispers] don't we already have an alliance with the—

Lorovith: There he goes. Look at the—look at the spider spin his webs. I love it!

Griffin: [titters]

Rictus: We respectfully decline.

Hellgrammite: Yes.

The Gentleman: [sighs] Ah... well...

Hellgrammite: Actually, I decline not so—

Rictus: Yeah, me neither. Huff my duff.

Hellgrammite: Yeah. Buzz off, fuzz nuts.

Rictus: Get him.

Justin: I don't think either of those characters said that. You might say it as a joke, but—

Travis: Yeah.

Justin: I don't think you guys are really saying that.

Travis: Okay.

Griffin: Did you actually say "buzz off, fuzz nuts?"

Justin: I don't think that characters would say that. Like—

Travis: Would you say—do you think Rictus would take "kiss my grits?"

Justin: No, he would say like, "Ye old, verily." You know, like—

Travis: Oh, okay, yeah, yeah, yeah.

Justin: [chuckles]

Clint: "Buzz" is an insect term.

Rictus: Away, vile scoundrel.

Justin: There we go.

Griffin: Okay.

Justin: Now we're—man, we're making a podcast.

The Gentleman: Well, this complicates things.

Justin: This is why Matt Mercer chose Brennan as his son.

Travis: Yeah, yeah, yeah.

Justin: This is why—

[group laugh]

Justin: This is why he adopted Brennan and not us.

Travis: It all makes sense now.

Justin: We told him we would eat for one, and still he wouldn't take us.
[chuckles]

Travis: Yeah.

Griffin: Still wouldn't do it. Okay, he sort of heaves a sigh, and then takes off in a sprint back towards the water quarter, as time starts to tick down on the clock. Dad, it is your turn. One of each of the primal elements, you have a ship, a phoenix, a steam and a swamp.

Clint: I really want to combine the phoenix and the ship...

Griffin: Oh, shit?

Clint: Oh...

Justin: I really wanted someone to do it too, Dad. And I'm really glad you're doing it, and not me, because it's kind of the best of both worlds. [chuckles]

Clint: Okay.

Travis: Hm, okay.

Clint: That's what I'm gonna do.

Griffin: Hell yeah, man. You pick up the phoenix, and your fingers kind of burn a little bit. And you're like, "Wait, let me pick up the ship instead. That's crazy." So, you pick—[titters] you pick up the ship elemental, Nautileen. And she sees you dropping her down—

Justin: How big are these things in your imagination, Griffin?

Griffin: What's that?

Justin: How big are these things—

Griffin: They're little. This evoking board, it's like a...

Justin: Okay.

Griffin: It's like two feet in diameter, so—

Justin: So, it's more like—it's like—is it like... Should I imagine the big—the board from Perfect Match? Where you just have like a circle representing the person—

Griffin: Yeah, it's like a Beyblade arena—

Justin: And they play a little clip like, "Hi! I'm Nautileen." [chuckles]

Griffin: Yeah, right? Yeah! You're merging Nautileen, you're sending them out on a one on one date.

Justin: Right.

Griffin: You start to lower Nautileen onto Phoenix Right, and the bird looks up at you like, "Really? Like, are you sure?" But you drop Nautileen onto the phoenix. You mix ship and phoenix to create—*pffshew*... holy fuckin' shit, man.

Justin: Oh, no...

Clint: Wow?

Justin: That's crap.

Griffin: I don't know why that would happen.

Justin: [chuckles]

Griffin: So, you see these two forms kind of like drop into each other, and they start to try to take a few different shapes, like not really sure what to do. But then the ship just kind of like quadruples in size. It is gigantic. It is taking up a lot of space on the board. It is hard to keep the other stuff on the board. It is literally just a massive, massive steamship cruiser, with two big legs, sort of at the center of it, pointing down. And from the sort of captain's deck on top of the ship, you see two tiny eyes in there who looks up at you and says, "I am... Titanic."

Clint: Please name him Hugh.

Griffin: What?

Clint: Please name him Hugh?

Justin: Ah, I was gonna—no, well, go ahead.

Griffin: What were you gonna name him, Juice?

Justin: Titan-Nick.

Clint: [laughs]

Griffin: That's good.

Titan-Nick: I am Titan-Nick.

Justin: [chuckles]

Titan-Nick: The unsinkable. I am a vessel of human ingenuity.

Justin: I just have to credit neal.fun, because big boat plus phoenix at first making the Titanic seems weird, but think about it. That boat crashed and then has re-arisen in the public mind.

Griffin: Yeah.

Justin: Bigger and better than ever before. It has had a much longer, more notable life because it crashed.

Travis: This is true.

Justin: It is the phoenix of boats!

Griffin: Absolutely. You create the Titanic in elemental form. In [Pog??] form. Back and better than ever, you create the Titanic. And—

Justin: Who's the Titanic of the swamp, though? That's what—that's all I can think about!

Griffin: [guffaws]

Clint: [laughs]

Justin: Is it my turn?

Griffin: Yeah, man, it is.

Justin: Yeah, man, but what's the Titanic of the swamps?

Travis: Yeah, yeah, yeah, yeah, yeah.

Justin: Yeah, yeah, yeah, this is good! [chuckles]

Travis: Do it!

Justin: We're all kind of still sad about the—

Clint: Do it! Do it!

Justin: Phoenix thing, I think.

Travis: Yeah, yeah, yeah! Do it! Do it! Do it!

Clint: Do it!

Justin: Do it, dude!

Griffin: All right.

Justin: The Titanic of the swamps? It's gotta be a fan boat!

Griffin: Sure. You reach down to pick up fuckin'—

Justin: It's gonna be a fan boat, guys. [chuckles]

Griffin: You go to pick up the Titanic, and it's like really heavy. So then you're like, "Oh, man..."

Justin: [chuckles]

Griffin: So then you go to pick up Swamper, and you're like, "That's just a gooey puddle." And you don't really know how to do it, so you just kind of switch the two of 'em together. And the Titanic just—[titters] immediately,

as soon as it touches the swamp, it cracks in half. And you hear Titan-Nick say:

Titan-Nick: No! How can this be?

Clint: Holy mother of god! Swamp!

Griffin: It sinks into Swamper... and now—

Travis: Fuck yeah!

Griffin: As the Titanic sinks—

Justin: The legally indefensible character we've all been waiting for, finally!

Clint: [laughs]

Griffin: As the Titanic sinks into the swamp, you see, actually, the Titanic is full of tiny human beings, who are all like drowning in the swamp water, but then they—

Travis: Yay!

Griffin: But then they reform and take shape.

Justin: No...

Griffin: Now Swamper bubbles, and is like:

Swamper: What's happening to Swamper?

Griffin: And Swamper grows in size, forms thick, meaty legs, a huge, wide trunk, big, strong arms, and says:

Swamper: I'm still Swamper.

Travis: Hell yeah.

Swamper: But now, I'm more like Swamp Thing because—

Griffin: [chuckles] That's what Neal.fun's Infinite Craft has created.

Justin: A legally distinct—no, Griffin, I do have to say here...

Justin: Riley just passed the bar this morning, so I can say pretty authoritatively that if you are using Swamp Thing in the context of Neal.fun's Infinite Craft—

Griffin: Right?

Justin: That is actually legally fair use.

Griffin: Well, I should be clear—

Justin: Because the onus is on Neal.fun.

Griffin: Yes.

Justin: To keep the legally distinct characters—

Griffin: We should be clear here that Swamp thing, "thing" is a lowercase T.

Justin: Right. [chuckles]

Griffin: So this is just like... something—

Clint: Could I suggest you go from Swamper to Swampest?

Griffin: [titters] That's good. That is how—that is how Evokémon would go.

Justin: Yeah.

Griffin: Okay. *Swampest!* It's your turn, Trav.

Travis: Well, I don't want to fucking touch Swamp thing... Let's see...

Griffin: If you want to set Swampest to the side, to see if you can mix anything better—

Travis: Yeah.

Griffin: That is up to you.

Travis: Let's see... Can we do steam and fire, please?

Griffin: Steam and fire. Okay, you drop a fire mote onto Gabe. He says:

Gabe: Ow!

Griffin: And they mix together to create—oh, cool! You see them start to combine. The flames disappear into the steam, and you hear a sound start to come out of this bright, glowing cloud. *Chfw-chfw, chew-chew-chew-chew*. And as the steam dissipates, you see that there is a sentient V8 engine standing in front of you. And it says: [spoofs engine revving sounds] *vrmm! Vrm! Mm-mhm-mm-mhm!*

Travis: Okay, pretty good.

Justin: This is the closest that improv comedy has ever felt to gambling for me. I feel like I have dry mouth right now because I just don't know—

Clint: Who's up?

Travis: Dad, you are up.

Justin: I wanna, I—we're skipping Scorpo from now on, right? The stakes are too high.

Travis: Yeah.

Griffin: Yeah, yeah.

Clint: Okay, I'm gonna add wind to engine.

Griffin: Okay, to be clear, we are down to just a handful of things. You have one earth, one water, one wind, one plant.

Clint: Yeah.

Griffin: In the middle, you only have Swamp thing, lowercase T, and engine. You're going to mix wind and engine?

Clint: Yes.

Griffin: Okay. You plop one of these little wind marbles into one of the open chambers of the engine. You hear it really rev up and start to get going. And then you see four blades emerge from the top of the engine, as it stretches upward to stand tall. And it starts to spin and spin and spin, and you hear a voice say:

Quixote: Hello, I am Quixote. I am a windmill elemental. I can attack with my blades four times in a single turn. I like...

Hellgrammite: Long walks on the beach.

Quixote: I like vistas over beautiful flowery fields. And I love to generate clean energy for the human beings that live among me. Thank you for considering me for the position—

Clint: [laughs]

Travis: [chuckles]

Quixote: Of your battle Evokémon. I see that I am joined by Swamp thing, who does look to be a more imposing sort, but I promise you, I will do my very best, and will not let you down.

Justin: I'm gonna mix earth and windmill.

Griffin: Okay.

Justin: Because I don't know what it's gonna do. I'm curious.

Griffin: Quixote says:

Quixote: Are you sure? Because I—while I may lack some of the sort of imposing, obvious sort of combat capabilities of some of the other folks you've seen today—

Lorovith: You've had your time.

Hellgrammite: We'll be in touch.

Quixote: You won't, when you do this, it's...

Lorovith: Bye...

Quixote: It's like I die, every time you do—okay—

Lorovith: Okay! This has gone long—

Griffin: Oh, shit! You dropped the earth onto the windmill. You see the windmill plug into the earth, start to spin rapidly. And as it does, it charges the earth up with voltage, with crackling electricity. And after a few seconds, it sort of overcharges, and the little construct explodes. And now there's just this arcing bolt of electricity that stretches out two sort of pronged legs, and stands up tall and says:

Zapdos: I am Zapdos! The Evokémon.

Griffin: Water, Swamp thing, electricity, plant. Time is ticking down.

Travis: Hm... electricity and plant.

Griffin: You take—

Justin: An electric—you're gonna make an electric plant?

Travis: I don't know?

Griffin: That might be how it works.

Justin: Let's see!

Griffin: That'd be crazy.

Justin: That'd be sick. [titters]

Griffin: That'd be sick, if you made a building. Let's see. You pick up the plant mote and drop it into this... into Zapdos, who absorbs it. And now, for whatever reason, it starts to glow, it starts to glow bright blue, and you see a cloud start to form on top of it. It no longer has these legs, now it is a floating, sentient dark cloud that is sort of arcing out these bolts of lightning that it's using like little millipede legs to scurry around. And it says:

Thundros: I am Thundros, the lightning elemental, and I will strike your foes down with—

Travis: Pretty good.

Thundros: With lightning.

Clint: Okay, I want to combine water with lightning.

Griffin: Okay?

Clint: Because I have a theory.

Griffin: All right. You mix water with lightning. You drop it in, and it makes electricity again. You see Zapdos appear, he says:

Zapdos: What's up, guys?!

Travis: Oh, okay.

Zapdos: It's me! Zapdos. I'm back and better than ever. Thanks for bringing me back. I don't know why mixing water with lightning makes

electricity, but that's what happened. Sometimes that happens in Evokémon. It's a confusing—

Justin: Well then I'll combine electricity and Swamp thing.

Griffin: Swamp thing looks at electricity like, "Are you sure? Because these are the last two things." And it, you fuckin'—

Justin: [laughs]

Griffin: You drop electricity into Swamp thing, who just kind of like absorbs it.

Travis: And gets bigger?

Griffin: And says like:

Swampest: Hey, real quick—

Justin: [laughs]

Swampest: I'm like, a swamp. And so, when lightning strikes a swamp, nothing—do you know what happens when lightning strikes a swamp?

Rictus: It makes the swamp more powerful?

Swampest: Not the same thing that happens to everything else, it just remains a swamp. So, I am still Swamp thing.

Hellgrammite: Swampest.

Swampest: I am still Swampest, thank you so much. I do not want to get in trouble with whatever company owns Swamp Thing now.

Justin: You know what sucks about being in the McElroy family? We got—we had access to all of reality's elements, and we still managed to end up on a copyright-infringing character.

Clint: [laughs]

Justin: [chuckles] Like, can we just...

Griffin: This is lowercase T Swamp thing. As you—

Travis: It's a thing of the swamp.

Griffin: To be clear, listener, at the end, electricity plus Swamp thing just equals Swamp thing again. It does it make some new thing. [chuckles]
Which also does happen on Infinite Craft. Okay, with all of your elements combined, you see Swamp thing stand triumphantly at the center of your evoking board.

Travis: How big is—

Griffin: As the chime goes off. He is about three apples tall. As the bell sounds as the clock hits zero, you see Swampest start to kind of like bubble and boil. And he looks down on his body like:

Swampest: What's happening?

Griffin: And you hear the voice of the Octave Trace:

Trace: We have concluded the second part of this trial, and now we shall move on to the finale. Your elementals will now square off in mortal combat. The first elemental to fall, their team will be eliminated from the Conclave. The others will vie for great rewards following this trial. However, your Evokémon—and thanks again, Rictus, that's golden stuff.

Rictus: No problem. Glad I could help.

Trace: Are not going to fight of their own volition. You created these elementals, and so it shall be you who controls them.

Griffin: As trace says that, you see Swampest, as it is bubbling, it starts to kind of like bubble over and grow, like there is more swamp growing inside of it, that is sort of emerging from it. You can see sort of multiple arms start

to stretch out, and they combine into bigger arms. It is growing and growing and growing. While that is happening, you all feel yourselves... for lack of a better term, start to dissolve.

You feel your body start to change and become amorphous. It is not a painful transformation, but you feel yourself getting shorter and closer to the ground. And as you all sort of like look around with your last sort of moments here, you look and see your teammates sort of melting into more swamp, which coalesces into Swampest as it grows and grows and grows.

And now all of you are inside of your elemental creation, your giant, monstrous, 30-foot-tall Swamp thing. You can see through its muddy eyes. You lift up an arm, and you feel yourself in control. All of you are, Voltron style, controlling Swampest, your elemental, in this final battle of the Third Trial.

[The Adventure Zone: Royale theme music plays]

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