

The The Adventure Zone Zone: Royale Wrap-Up!

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Griffin: Hello, everybody, and welcome to The The Adventure Zone Zone, the world's only podcast about a podcast hosted by—

Clint: Podcasters.

Griffin: The members of that—of that original podcast.

Travis: And appearing in the feed of that podcast.

Griffin: And appearing in the feed of the orig—yeah, you d—that's true.

Justin: It is somehow part of the podcast and not part of the podcast at the same time.

Travis: Meta!

Griffin: The podcast they do about the podcast when they don't—when they're not doing the current podcast. Anyway—

Travis: This is the true metaverse here.

Griffin: We are going to be talking about TAZ Royale, answering your questions—

Travis: Do you know what they call it in France?

Justin: Here he goes.

Griffin: I'll be glad, honestly, to see the backside of this joke.

Clint: [laughs]

Griffin: I will be—

Travis: I wanted to get it in one last time, you know?

Griffin: And I'll tell you what's b—what was rough is, life found a way to really fuck up our record schedule on this season like a few times throughout the—throughout the run of it. So we would have stretches where we—where we did not record, and then I think we would just forget. Like... let's let the what do they call it in France joke like rip again. And so this is the—this is a sort of 21 gun salute, I feel like.

Travis: I never forgot. I always thought it was funny every time.

Griffin: Oh, okay. Well, never mind then! We got some questions sent in by you all, to our email. Thank you all so much for sending those in. And you guys ready to get started?

Justin: Yes.

Clint: I would say so.

Griffin: That was the first question sent by Mike. Thanks, Mike.

Justin: Thanks, Mike. [chuckles]

Clint: Are you ready to get started?

Justin: Was that... was that serious, Griffin?

Griffin: Here's a question, it says, "Have a good time, guys."

Justin: Hey, was that serious, Griffin?

Griffin: And that's from Susan. Susan's question—

Justin: Was that—was that one real, Griffin?

Griffin: No, that one wasn't real.

Justin: That question for you was sent in by David Peterson. He wanted to ask Griffin, was that one real?

Griffin: Whoa.

Justin: And David, you have your answer.

Griffin: Holy shit. How is this happening?

Clint: Here's one, who is—who is David Peterson? That's from Claude.

Griffin: Wow—

Travis: Claude Peterson, his dad.

Griffin: That sucks, dude.

Travis: Yeah, I know.

Griffin: That sucks for David.

Justin: Dude, yeah, sorry cl—sorry, Claude, you have a son, and he's beautiful and he's a TAZ fan. And he's not going to change that for anybody.

Clint: [chuckles] Oh, man!

Justin: Sorry, pal. You just don't get it.

Travis: If you can't handle the volume of the podcast, you're too old!

Justin: I'm going to ask the first question in the list, because it's the only way out of this bit. [chuckles] "Was there any moment that made you decide you wanted to play your character differently?" And that's from Valerie.

Travis: Yes.

Justin: What was it?

Travis: Oh, okay. In the beginning—

Clint: God created.

Travis: He, yeah, no, Rictus was a very... I wouldn't say pacifist, but like I was really making an attempt. Because I wanted to play him as a kind of aspiring healer, who just happened to have been born a necromancer. But wanted to like use his powers, you know, to show that like you could do good. And then Griffin stole my key as The Gentleman at the end of the first thing—

Clint: *Oh!*

Travis: After I went through so much, like Rictus went through so much to like not hurt anybody. And it forced him to like steal a key, and it ended up costing Bobby Dazzler his life.

Griffin: Yeah.

Travis: And that guilt weighed real heavy on Rictus and turned into a vendetta against The Gentleman. And then that sent him down a pathway I had never expected.

Griffin: Yeah, I really enjoyed the pathway that Rictus went down and then had to try and sort of reckon with. Because you were trying to be a nice guy, and then this one dude did this one pretty fucked up thing. And then—

Travis: Yup!

Griffin: It was like, I was honestly surprised at how kind of... I don't know, single-minded you were.

Travis: It was because of that moment, because the death of Bobby Dazzler weighed very heavily on Rictus, and he blamed the cowardice and the sneakery of The Gentleman for it, and decided that The Gentleman did not deserve to win, and in many ways, live.

Justin: So, I think I—we will—probably going to bump up against this phenomenon a couple of times, but I feel like it's interesting. This is endemic to TAZ Royale, the way it's structured. And part of what I found really interesting about it, like none of these characters had a "story" or a like destiny kind of story that they would be fulfilling, due to the nature of the fact that we were working at cross-purposes. So like you couldn't go in knowing that, you know, my whole thing as Lorovith is like I always try to do the right thing, and I always want to help everybody.

And also there's this special sword that I'm supposed to get that'll let me kill the super dragon. Like that's not the story, right? And so, I think what Travis is talking about was similar to what I encountered with Doober, where it's like, we kind of needed to find our own reason to fight, and our own reason to like... maybe motivation as a character is a better sort of way of putting it. Where I think everybody kind of went in with this general sort of like, I want to go in and win this thing, in order for us to have compelling stories that couldn't be everybody's main focus.

Griffin: Yeah.

Justin: So I think that like I—at least both I think Trav—I think all three of the characters actually really had like turns where it's like, oh, so this is the kind of story that they are going to be sort of dealing with. And we were discovering that I think sort of as it—as it happened.

Travis: Yeah.

Griffin: I really, really enjoyed that about this season. We've done some debriefing ourselves, which we didn't record, if you can believe it or not. Sometimes we talk about our shit, just for us, just for funsies.

Travis: And it's content right down the toilet.

Griffin: It's content right down the toilet, but it's, you know, that's how the sausage gets made. The toilet sausage. And—

Travis: Like in prison!

Griffin: There was I—

Justin: Ugh!

Griffin: I think that the... the structure of like the killing game, the survival game, was at times something we had to kind of work against. But I do really, really, I did enjoy how it kind of forced us to sort of like localize all of the... all of the stories and all of the events to like what was happening on this island during this, you know, conclave. And I feel like it was a lot easier to sort of see what you guys were like jiving with, and trying to just really, really hone in on that stuff. Whether it was like the beef with The Gentlemen, or Justin adopting an adult man, or you know, Hellgrammite's sort of will he, won't he kind of pursuit of power.

Travis: And the bridegroom thing I think was a big like hook for Hellgrammite of like what's the deal with Akari, I think was the name of it?

Griffin: Yeah.

Travis: And Hellgrammite. There was also a moment, and I don't know if you meant for it to be this big of a like lure for me and Rictus, but when, you know, we set his house on fire—

Griffin: Right.

Travis: And you talked about like near the end, as Rictus avoided like the time freeze, that there was like a look of pure hatred in The Gentleman's eyes. And I was like, oh, this dude sucks. He's got to go down. Like, this has gone from like we have a beef with each other to like, oh, I hate him.

Griffin: This is what's interesting to me about The Gentleman, about Rictus, is like, all the stuff The Gentleman really did to you, you guys were also kind of—like it is a game of betrayal and killing, and I feel like at certain points, certainly you participated in that. You all kind of participated in that. So like, you being set off by The Gentleman's look of hatred after you burned his house down is like, yeah, he is going—he is going to look that way. I tried my very best to play The Gentleman not as like a mustache twirling like *nya!* He stole your key because like that's what his power allows him to do, and

so he did it. He used his power to survive, and it really wasn't anything personal. I didn't have any kind of like plans for him to be your nefarious kind of archrival. But it kind of, I had to go that route because you hated his fucking guts so bad.

Travis: He was just such a wiener! You know?!

Griffin: He was a huge wiener, don't get me wrong, absolutely.

Clint: I felt like Hellgrammite was pretty much on task almost the whole season. I mean, I think what varied was what he let people see. And for us, that was kind of tough to play, to try and keep Hellgrammite's motivations and his real state of mind hidden from you guys.

Griffin: Yeah.

Clint: That—that—

Travis: You did it so well, though, Dad.

Griffin: You did, Dad, I—we—again, we talked about this before, when we sort of debriefed. I loved Hellgrammite's whole fuckin' deal, man. I never knew what you were going to do. Like I really, truly didn't know what you were going to do. And whether or not you were having this change of heart, or whether it was like all for, you know, for play pretend. I mean I guess it's all for play pretend.

Travis: It was... you were so consistent and yet indecipherable at the same time. It was so fun.

Justin: I'll also say that like I'm not down with the bug man is one of the first angles that I found a way in with Lorovith.

Clint: [chuckles]

Justin: Like that was like, and it was very... I will say this, that can—that energy can get kind of like *eah* to listen to. And especially if the other player is like taking it personally. But like you... Hellgrammite rolled with it in such a

like accepting way that it was fun every time. Like it never felt bad, it's like, because you knew—[chuckles] it was like, go ahead, funny man!

Clint: [laughs]

Justin: You got your own—dislike me all you want. I got a kinda—my own thing going. Which like worked, because I never really like had insight to it as Lorovith. It was just always sort of like, fuck this guy. [chuckles]

Travis: It was one of the things that I really enjoyed about this season, because it's fun to play with, of like the three of them ended up working together a lot, but I don't think they ever got like close, you know? We were never having deep conversations about our backstories and our wants and needs.

Griffin: Yeah—

Travis: Yeah!

Clint: I mean—

Griffin: Discouraged.

Justin: They weren't a party, I mean—

Clint: And we talked about that on that train trip when we first started talking about Royale, was that the big challenge was going to be that, you know, we weren't going to be... weren't going to start off as buddy buddies. And we weren't going to come together as a team, because that is antithetical to what... what the whole setup of the—of the arc was. That eventually, I mean, the three of us would be pitched against each other and... and two of us were not going to survive.

Travis: Speaking of Hellgrammite, Nicole asks, "Hellgrammite might be my favorite character Clint has played. I found his pathetic and self-serving nature hilarious and unique. What was the inspiration behind Hellgrammite?"

Clint: Blackadder.

Griffin: Oh, okay.

Travis: Oh?

Griffin: Yeah!

Justin: Mm-hm, that makes sense, yeah.

Clint: I really—in kind of a combination of the four main seasons of Blackadder, and the fact that Rowan Atkinson played these different Blackadders as sometimes obsequious and, you know, sometimes, you know... acting like he was hungry for friendship and, you know, camaraderie and all this other stuff. But always with a little bit of a sneak. So, Blackadder, one of my all-time favorite TV shows of any kind. And so yeah, especially Blackadder 2—

Travis: And Zorak, right?

Clint: Huh?

Travis: And Zorak. And Zorak.

Clint: Well, Zorak physically, yeah. And the voice came from Zorak.

Travis: Yeah.

Griffin: [chuckles]

Clint: Yeah. And I always had a little Zorak right there next to me! You know, for inspiration. So yeah, I loved playing him. He was a—he really was fun. And I kind of... I mean, I missed the team coming together kind of angle. I'm not going to lie. That's always one of my favorite things about, you know, TAZ.

Justin: Mm-hm.

Clint: But this has such a fun, cool energy to it that, you know, it was kind of a joy to see.

Travis: Justin, did you ever get a little John Blackthorne, from Shōgun? A little pop—

Griffin: I mean, he slipped into that—

Travis: Funko Pop.

Griffin: I think a couple times, talking about—

Justin: I mean, guys... guys, look at DnD Beyond.

Travis: Yeah.

Justin: That's my—that's been my character icon the entire time—

Travis: Locked it right away!

Griffin: [chuckles]

Justin: Because it's like a, I don't know, it's... it's a great—it's like I'm just gonna do—[chuckles] As much as I love Shōgun, the show, the thing that really sticks with—is for some reason, doing impressions of Shōgun is really funny.

Travis: Yeah.

Justin: There's like this w—[chuckles] And I, I don't know—

Travis: No, because I remember you doing the impression of him describing The World As You Know It to me a couple times after we started watching the show. [chuckles]

Justin: Yeah, and that's like, yeah, I don't know, that is... that's absolutely my inspiration for his voice.

Griffin: There was a question from Kelly and Julia towards y'all and me about whether you picked your spell that you wanted to do first, and then based a character around that. Or if you had the character, and then you just kind of picked the spell for it. I'm curious what your guys' answers—

Clint: What the... the initial spell that we had?

Travis: Yeah.

Clint: I think that Swarm was always Hellgrammite's go-to—

Travis: But did you pick Swarm first, or did you decide—

Griffin: Infestation.

Travis: Infestation, or decide to play—

Clint: Infestation.

Travis: Like a Thrikeen, and then find that spell?

Griffin: Yeah, this is a chicken and egg question. Did you pick your spell first, or did you pick the character first?

Travis: Because I found Wither and Bloom in the list of spells, and I liked the idea of a necromancer spell that harmed and healed at the same time.

Griffin: Yeah.

Travis: Right? And that gave me the idea of like the dichotomy for a necromancer that wanted to be a healer. And like we—Griffin allowed me to like—because it was a level two spell.

Griffin: Right.

Travis: And I was like, can we make a level one version of this? Because I have this idea for a character.

Clint: I think the character came first. I think Hellgrammite came first. I think the Thrieken angle of it was a big part of it. But yeah, I did it informed of... of insect powers and insect magic. Because there's, you know, quite a few insect-based things, you know, wall crawler and, you know, all the, you know, the other stuff like that. So I kind—I think Hellgrammite came first, and then I was lucky enough to find Infestation. Because I had used something similar as Zooks. The—

Travis: Yeah.

Griffin: Yeah.

Clint: You know, the... I think we—it was even Infestation, wasn't it? But it was sea-based creatures.

Griffin: Yeah, that's right. I mean, he had other spells! We didn't have the—he was also a ranger, if memory serves, not a wizard.

Clint: Yeah.

Travis: Juice, what about you?

Justin: Just a cool, just, it's a good... If you get one spell, it's a good sort of all purpose, you know, you can lash things, you can grab things, you can pretend it's a grappling hook and see if the DM will let you get away with it. [chuckles]

Travis: Yeah!

Justin: You can use lightning lure. I also read that it's the... it's a—it's—it does more than its fair share of damage for a cantrip.

Griffin: Yeah.

Justin: So, I went, I just... yeah, man, cool.

Travis: Dad, I had a follow-up question for you. Did you ever figure out what your biokinesis school of whatever it was that you took was?

Griffin: Yeah!

Travis: Or what it did?

Clint: We never—

Griffin: Really scared the shit out of me when you—when you—biomancy I think—

Clint: Biomancy.

Travis: Biomancy! That was it.

Clint: I kind of goofed around with, there was one where you could detach your hand, and another one where you could grow in size or shrink in size. But there's already a power, I mean like Enlarge and all that stuff. You know, I think it got to the point where we had too many spells.

Griffin: Yeah! I think—I think that's—I think that's a good—a good observation.

Clint: I think that becau—and I mean that when you just have a handful of spells, it forces you to try to think of creative ways to do it, and I'm kind of infamous for getting yelled at for that. But no! I love the idea of the biomancy, but I just don't think we ever, between me and Griffin, I don't think we ever really got a handle on what to do with it.

Griffin: Yeah! The bigger issue, and there was a question... let me see if I can find it, about sort of the way that we handled magic and not utilizing a lot of the wizard's kind of defining class features. Ray asked a question about this. Things like scribing additional spells on top of what they learned from level up, having a huge spell list, et cetera, whether or not—like why we did it that way. I actually really, really liked this idea of like everybody gets one spell, because it helped kind of like shape the laws of magic in the world and really did help shape the characters. I would say...

Justin: It's a great shorthand, too.= If you have to introduce like a bunch of... you know, second... second tier, third tier, whatever.

Griffin: Right.

Justin: Like, ah, yeah, he's a... he's a guy that shoots lemonade out of his—

Griffin: Right. So like 95% of the other Aspirants were, I started with the spell and then kind of worked back from there.

Travis: No way! Burger Man wasn't just bouncing around in your brain already and you're like, "I gotta let Burger Man out!"

Clint: [chuckles]

Griffin: I really liked detective magic. I think Scorching Ray was used by Scorching Ray—Scorching Ray.

Travis: Yes.

Griffin: Who was like Ray Romano. That was like all that I had—

Travis: Gone too soon.

Clint: I love that guy!

Griffin: I had a list of names from like a couple of years ago, of just like wizard names. The only one I ended up using off of it was Randolph, which it says in parentheses, Gandalf. There's one on here called Cream Supreme, and I didn't use Cream Supreme and I feel bad—

Travis: Ah man!

Clint: [laughs]

Griffin: It says here in the notes, "Cream Supreme, a big hype beast boy who can conjure food and water." I don't—I just forgot to circle back to Cream Supreme. But I really liked it, because I feel like when we have too

many spells, especially during like live shows, it really slows shit down sometimes.

Travis: Yeah.

Griffin: I feel like there's a choice paralysis that happens. And I felt like this would be a way kind of around that. And also to sort of like encourage you guys to think of other solutions for things. Like I really, really enjoyed all the shit you guys did in the—in that first trial, the Trial of Abjuration, when you only had one spell and you had to like figure it out. And also like it gave us some moments of when you got new spells, it was like an exciting thing, it felt like. And not just like a, you know, you leveled up and you got 50 fuckin' things, and you're not going to use half of 'em.

Travis: I don't know if anybody asked this, but I will say like favorite trial, the Trial of Necromancy, survive in the house with the zombies attacking I think was my favorite. That was just so fun.

Griffin: Oh, good!

Travis: It felt like suddenly we're in like Resident Evil, but with magic, it was great.

Justin: Mine was illusion. I really thought that ending, I did not see that coming, and it really got me hook, line and sinker. That was cool to be caught unawares like that in a... and get to like role play that really. Like because that's not—you know, that was—that was a lot of fun.

Griffin: Dad, did you have a favorite trial?

Justin: It wasn't a question, Griffin would just like to hear a few more plaudits.

Griffin: [chuckles]

Justin: [chuckles]

Clint: No, I liked illusion too. I liked the way it—yeah, the twist was very cool. And I think that the final challenge was really—

Travis: The fight with Chris.

Clint: Yeah. Was really, really cool. I really—

Griffin: I really didn't have an ending sort of like in mind. It felt sort of disingenuous to have an ending in mind. I kind of knew that like the Octave wasn't necessarily real. And I feel like there were a few moments where you guys kind of glanced off of that realization. Specifically like you guys were never able to touch them. There were a couple of times where like I think you took a swing at them, Rictus, and your hand like went through them. And he was like, "Oh, it's a good thing this is an illusion form of myself." But also like you tried to use your telepathy to talk to the thrike—and it didn't work, because he's not... he wasn't real.

Clint: Right.

Griffin: And so there were like a few—a few times where I kind of at that, the idea of like Chris being... I also had a sort of general thing of like these memory stones were being kind of taken from people and being ingested into a hive mind situation. Sort of as a, you know, I guess an AI kind of analogy. And having that sort of be the sort of big bad I think was something that I knew that I kind of wanted to get to. But it was not something I had set in stone.

Like if you guys started to really take swings at each other to like kill, and get to an ending where just one of you guys like pulled it out—I was fully expecting like Hellgrammite to just go full mask off at some point and start offing—just start offing people. Publicly, I guess, in a more public manner, to try and like take home the vict—I wanted to leave room for that kind of stuff to happen. So all of the kind of like big finale stuff was a bit later on in development.

Clint: Well, we also have kind of a follow-up question from Amanda. "Was Chris always planned to be the big bad of the campaign with all the

members of the Octave dead? Did the guys make any gameplay choices that changed that storyline?"

Griffin: Hm... Okay, so yeah! I mean, a big one, I think I just kind of like laid out my ideas for like the Octave not being—not actually being there, not being real in what I just said. One big choice is like, that was not going to be the Trial of Illusion. I had another Trial of Illusion kind of like in mind. I had like a whole—a whole thing that was going to happen. And then Rictus went into the Crystallarium, which I was like surprised he did. And then it was like, okay, well, this is an opportunity to really kind of just move—to just jump the thing forward.

Travis: Which is so funny to me, by the way, because like honestly, and I told Griffin this afterwards, I thought that's what he, as Death, was saying, like, "Hey, get in there and find out what's going on." And then I did it and Griffin was like, "I didn't expect you to do that." And I was like, "But you were telling me to do it?!"

Clint: [chuckles]

Griffin: I don't remember his exact—I mean, what he told you was like something bad is happening here and you—you know, we gotta do something. But use your power wisely and be careful. And then—

Travis: I was like, "Got it!" [laughs] "Got it, chief!"

Griffin: First part—

Travis: A wink!

Griffin: And you're like, "Let's go."

Travis: Yeah, I'm picking up exactly what you're putting down. [chuckles]

Griffin: Yeah, so like—

Travis: I was not.

Griffin: I had a general backup idea of like the Trial of Illusion, which is like, what if I called it something else? Like what if I said, oh, and this is the Trial of Enchantment, but actually it was secretly the Trial of Illusion the whole time, and that was like the big illusion. It was never going to b—it was hard to figure out how to do a trial specifically about tricking you guys, while you knew you were in a trial about tricking you guys.

Travis: Yeah.

Griffin: Like I had this idea of like what if there was a... what if you guys were like in a room, and like everything—but a few things in the room were all mimics, and you tried to like get to the bot... But that would just like, if I thought about how you guys would play that out, you'd just start fuckin' throwing shit at every object in the r—it would just be you guys standing around throwing shit, using big AoE spells on st—like, I don't know. If you know that something's trying to trick you, you can't really... It really does limit your options as a—as a GM. But I'm happy things worked out the way they did! That was—that was the big one, is the ending kind of came about in a more expedited banner, I would say, than I was sort of expecting.

[theme music plays]

[ad reads]

Travis: "Were you guys planning on Doober being such an important character, or did that just happen by chance? I feel like his introduction really made this season special. From Kate."

Justin: Damn. Okay, let's figure that out. How'd that happen?

Griffin: [chuckles]

Justin: That one got away. That one got away! [chuckles]

Griffin: There was, in the Trial of Transmutation, everyone was split into I think three or four groups, and him and Randolph were in y'all's group. That one wasn't necessarily random, like I was trying to think of who would be fun for you guys to have in your small group, so I put some folks that you

guys had had some like contact with, some beef with in the past. I specifically didn't put The Gentleman in there, because I didn't want you to like do another trial where you're just focused on killing The Gentleman over and over again. And I honestly wanted to give that beef a bit of a break.

Travis: Fair deuce, yeah.

Griffin: And I just fuckin', I thought Randolph and Doober Sweetleaf was just like fu—I just thought it was funny, and I thought it would be a fun energy to put them in there and had the idea of like, what if Doober just kind of is like a... can't really do anything. And so Randolph is sort of protecting him, and he asks for help from like the biggest dude there. And I really did not think it was going to be much, much more than that, because there was every oper—there was every chance that, you know, you would just kill—like you would use that opportunity to get them out of the game, to kill them. But you obviously went a different route that was, I think, much more— much more exciting and interesting to sort of... sort of follow.

Justin: Yeah, it was weird, like I didn't intend for that to be—I think it was a joke at first, that was—and I think the joke was that I mistook Doober for a child, even though Doober—and I—and part of my fixation was, you have to understand, part of my fixation was I legitimately thought Doober Sweetleaf was a child named Doober Sweetleaf, so I could not get it out of my head that Griffin had named a little boy Doober Sweetleaf. [chuckles] I thought that was so funny. And then he talked like a little boy.

Griffin: Right.

Justin: So I just thought he was a little boy.

Griffin: Yeah.

Justin: And so I was being kind of paternal towards him thinking like, man, it's so funny this guy's name is Doober Sweetleaf. [chuckles] And by the time I had sort of gotten it in my head that he was in fact an adult man, the dye had been cast, and I think that I had found a vibe for Lorovith that made sense. Because I like... this guy was not going to... Okay, so initially, if you think about where he was living, he like won the... the best hut. And he

gave it up so he could go live on the cliff side. And that had been my intent to sort of be about like this guy that couldn't quite get comfortable where he was. And right around the time that the Doober thing started happening, it started to feel in my head a bit too close to the Firbolg.

Griffin: Okay.

Justin: Who was very much that like fish out of water, like not really... not just fish out of water, but like outside of the rules of the thing and just kind of like, you know, what is it all—you know, I'm sort of an outsider here, even amongst all the other outsiders. And I just like, I don't know, it... in a season that was so much about all these different characters and all these different personalities, it occurred to me that like having someone who is by his own nature an outcast, like we just weren't going to have time for him to shrug that off. So it was kind of like I realized he needed some sort of relationship, beyond the antagonistic one that he had developed with like...

Griffin: Grakhan?

Justin: With Grakhan and with Hellgrammite. The truth about Travis' character, and I don't know—we've n—I don't think I've ever had this... The entire season he was creeped out by that stuff. And that's why he gave Travis' character a wide berth.

Travis: Yeah!

Justin: And we never talked about it. And but we never really talked about anything.

Griffin: [chuckles]

Justin: Because I did not—that whole thing kind of creeped me out, but I realized like with so many characters, you're not going to just have a conversation about why these two guys don't talk! [chuckles]

Griffin: That—well—

Justin: It just doesn't ma—

Griffin: It's not just—

Justin: It does—it doesn't come up! It doesn't matter!

Griffin: It's not—

Justin: But—

Griffin: I'll say—

Justin: But just so you know, Lorovith was like deeply unsettled by all the necromancy. [chuckles]

Travis: Yeah! It worked for me, honestly, Rictus felt very separated from everybody, and that was great because he had been like raised locked in—

Griffin: Right.

Travis: His like castle and everything with his family, and he didn't have like friends and stuff. And so like, he was very separate from everybody. And it's why I—it tickled me pink that I liked Pranklin, and Pranklin and Rictus became buds. [chuckles] Because Pranklin didn't talk, and it was like all just Rictus being like, "I like this dude."

Griffin: Yeah.

Travis: And it just developed over time, and it cracked me the hell up.

Justin: I, okay, I think the other thing that this—some of the relationships that we developed with NPCs, I don't think have clicked as quickly as they have since Balance. And what I thought was if—when I was thinking about this beforehand, I think a lot of that is disposability. It felt a little more safe to develop a quick—well, safe and required to have a quick decision about a relationship you have with a character.

Griffin: Right.

Justin: And just start playing it. Because they could like be wiped out with the next round.

Travis: Yeah.

Justin: And it wasn't something you were necessarily going to get like stuck with. So you just had to start like, you know, whoever you ran into first, you didn't trust that you were going to bump into 'em later, because that's not guaranteed in the story.

Travis: Right.

Justin: You know, like... you know, you had to kind of play everything as it—as it lay.

Clint: And the element of subterfuge too.

Griffin: Yeah, for sure.

Clint: I mean, you bump up against somebody and you know, you're kind of using them, which I think we all learned from Survivor.

Griffin: Sure.

Travis: I'm also just now realizing like, as we were playing this game, I was getting way deep into the Dungeon Crawler Carl books, and like how much that probably indirectly influenced my view on this. Where that's like a bunch of them competing in a game to survive through floors and challenges, and how for Carl it very quickly becomes like us against them. The people running the games versus the people actually participating in the game. And I'm j—it just now occurring to me how quickly Richtus was like, "Actually, fuck all this." This thing where just like everybody I meet is dying and him instantly being like, "So I'm going to help this person and I'm going to help this person and I'm going to help this person."

Griffin: I think it made sense for Richtus to be the first one to kind of lead that conversation of like, "I'm not gonna... I don't want to keep killing y'all."

Which is very convenient that that conversation happened after The Gentleman was dead.

Travis: Yeah!

Clint: [laughs]

Griffin: It should have been—

Travis: You know!

Griffin: More framed like, "Now that he's—now that I killed him." Like *killed* him—

Travis: Yeah—

Clint: I'm not—

Griffin: No more.

Clint: Anybody else.

Travis: But he didn't kill him! He didn't kill him.

Griffin: Well, he didn't—

Travis: Because it burned off his gauntlet. That was what set it off, because Richtus was so pissed to have that vengeance taken from him.

Griffin: *Yeah!*

Travis: That's when he like charged in and he was like, "This whole system's fucked." Like—

Griffin: That's when you attacked—

Travis: You took that moment—

Griffin: I think that's when you took a swing at—

Travis: Yeah!

Griffin: At one the Octave, yeah. Okay, I almost, I've been hesitant to talk about this. John asked a question. "Was John Arbuckle an illusion created by Chris, or just a hapless human who took a job running the atelier who is suddenly without a job?" I had a—when I put him in there, it was just like a joke. Because we had done—we always do cats. And it's a joke show. It is ultimately at its core a joke show—

Travis: Yeah.

Griffin: But I also, I started to think about what if this was set in like the far future of Earth, that got magic on the day of Story and Song. And there's some stuff that like kind of glances at that, there's some stuff that kind of talks about that. If you guys—the whole like eggs and the history lessons thing, I realized like after the first one like, well, they're not going to do that again. And so there are like a couple of times where they talk about like the first gift of magic they received was... was divination, when they received the message of magic from beyond the stars. Like that was sort of alluding to the events of Story and Song, where people got sort of magic powers on that day.

That was not really a thing that organically came up, and it was also a thing that like anytime I talked about like this is Earth, or you remember hearing about the Titanic or something along those lines, like it didn't seem to catch your interest. And I felt like I didn't want to... I didn't want to go down any kind of like alley that would take us away from the more localized stories that we had found like doing this season. So ultimately like I dropped it. But like I had the thought of like, maybe John Arbuckle is—

Justin: Wait hold on!

Griffin: Garfield in disguise—

Justin: Stop, stop, hold on—

Griffin: And he's investigating—

Justin: I have to clarify something for myself.

Griffin: Yeah?

Justin: I have to clarify something for myself. You're... part of the rationale that you have for us not digging into connections between this and Balance are that we didn't blink at references to Earth and the Titanic? That was—those were the watchwords—

Griffin: It seemed to—

Travis: Because we were on Earth! So this wasn't the planet or the universe—

Justin: Like here now, like some of the locations in the world of Balance that might have been easier for us to detect, might've been—

Griffin: Sure, no. Well, I didn't want it to be set in that world, right? Because like, I don't know, we have been ve—we've talked about this a lot, like very hesitant to really... do a lot of shit in the world of Balance, to like expand that story, like... And I think we feel just as strongly now having, you know, just wrapped up the, the graphic novel adaptations of that. So I don't know, I wouldn't want to do like—

Justin: But there's like threads! You know, if you look at—if you look.

Griffin: Here's the thing, you guys didn't seem interested in the threads. Like you guys didn't... you guys didn't follow up anymore on like the Earth stuff. And I also like, I don't know—

Travis: Earth stuff is boring, Griffin! We have to deal with Earth stuff every day!

Griffin: Yeah. So...

Justin: If it had been called the Pietanic, and it had been made out of pie?

Griffin: Now we're talking.

Travis: Ooh. Hello, hello. This is one I was curious about. "Was there any connection between the necromancy Octave member being called Four and Rictus being the fourth? How did that Octave member get his name? And is there any other fun lore like that that didn't make it into the season?" That's from Percy.

Griffin: There was not a connection there. And when you suggested there was, I kind of panicked, because I was like, oh, shit. Because I had already kind of like figured out at that point that they were all kind of these... these illusions. And so I didn't think it would make much sense for—

Travis: There was a long period, Griffin, where I thought Four was Rictus from the future.

Griffin: Yeah. See, that's what I was very, very nervous about.

Travis: [chortles]

Griffin: Because I was like, shit, he's going to think it's Rictus from the f—not a joke, I was like, oh, damn. And so I had him kind of stop showing up. All of the names of all the Octaves were numbers in different languages.

Travis: Oh, get the fuck out. Really?

Griffin: Yeah. So, there was, Coxie, which is Finnish. Then there's, gosh, I mean... Trace. Osham I believe is Ukrainian, I want to say. They were all just sort of different languages for—

Travis: Oh my god.

Griffin: Different numbers and—

Travis: Deep as hell.

Griffin: So yeah, four was just like, the number four being held up on four fingers was just like, I don't know, another version of that. It's just the number that was kind of left over after the other ones were given number names that sounded like names. And so yeah, that's how that happened, and it just—

Justin: And it don't take more than that sometimes, folks. [chuckles] I mean—

Griffin: Really don't.

Clint: I want to read this one from Jessica, because I think people would like to know this. "How far in advance do you share what characters you're going to play with each other? When you came up with the season, was there any bug stuff pre-planned, or did it all get added when Clint showed off his character? Was it hard incorporating the bug stuff?"

Justin: Let me see if we—is this in Slack? Did we do this in Slack? Because we might be able to see who actually like came in first, if we go back—

Travis: Well, I remember us having a conversation about it like on a tour bus or something.

Griffin: We were on a train, yeah.

Travis: A train.

Griffin: We got a train from—

Travis: Yeah! And we...

Griffin: I wanna say like Minneapolis to Milwaukee, or something like that?

Clint: I had two—I had two characters, Bavage and... and Hellgrammite. And Bavage was basically a sound-oriented, based on the old Muppet character from the first season of Saturday Night Live. [chuckles]

Griffin: Geez.

Clint: The great and powerful Bavage, who just screamed and sent out waves of sound.

Griffin: I'm glad you picked the other dude, then!

Clint: Well, you guys kind of talked me out of the other dude, and talked me into Hellgrammite. So—

Griffin: Just from the screaming—

Travis: We liked the villain, yeah.

Griffin: Yeah. Bug stuff was not part of the thing, but like it was an easy fix. Like the world being destroyed by like overuse of magic and like a... an escalating kind of like magical arms race, like it f—it's pretty—I felt like it was pretty easy to like really toss anything in there. And the, you know, existence of the—of the Thrikeen and their kind of like backstory as weapons that sort of threw off those shackles and then, you know, fell back into the traditional kind of like hive monarchical sort of arrangement. And then sort of Hellgrammite trying to fight against that, like I don't know, that was—that's—that shit felt pretty easy to... to integrate.

Travis: I had—because I had two as well, and one of them was Rictus, and the other one was, I'm trying to remember his name, but it was like Butt Gumpins or something like that, where he was like a dwarf who his family had the magic to like make fertilizer, so that like things would grow underground. Or like make enough light, the thing that they could farm underground.

Griffin: Damn, he sounds cool.

Clint: [laughs]

Travis: Yeah, he was from like a l—he was from a long line of like poop magic.

Griffin: Yeah, dude, that sounds cool. Why didn't you do that one, dude?

Clint: Royale 2!

Travis: I don't know—

Clint: Bavage and poop magic.

Travis: I pitched it!

Griffin: Sliding doors.

Griffin: But we usually don't know—we usually don't know. Would you say that's fair, that we don't know?

Travis: We talk about team makeup a lot, right? So that—outside of this season, right? That it's not like, oh, we all made wizards to play, or like we brought three rangers to the party. Like we talk about like... that a lot and stuff, but we don't usually share, you know, too deep into it until we get into it. Especially if it's the kind of thing where they're just meeting for the first time.

Griffin: Yeah.

Travis: I remember going into Amnesty, because a lot of that is about like the connections of things and the characters. Like we had sessions here talking about like how are the—how—do these characters know each other, how do they know each other? That kind of thing.

Griffin: Yeah.

Travis: So, it varies. But this one, we talked about it a lot to make sure like that it felt ecoy—that they made sense in the world.

Griffin: Yeah.

Justin: I'll tell you how—why—how I picked my guy. I'll be honest with you. I'll tell you the truth about it. I really wanted to win. [chuckles] And I knew—

Travis: So you got a big, strong guy.

Justin: Now listen, I knew we were all going to be wizards, right? So like, if my wizard is also—I mean, you're seven feet tall, you can only be so weak. So like, my wizard is also going to be a big, strong guy—[chuckles] I thought I could bully all the other wizards. You know what I mean? Because it's like, he's a wizard and also he's a big, tough, strong guy.

Griffin: Yeah!

Justin: Yeah, it's like, it seemed, I mean, it just seemed like a very good strategy to be like also a big, tough strong guy—

Travis: Yeah!

Justin: You know?

Griffin: But there was something so pure and clean about you kind of like metagaming that way, because then Lorovith was... and maybe this was sort of like your intent from the start, like—

Justin: That was it—

Griffin: All about—

Justin: The competitiveness of the Goliaths are...

Griffin: Yeah!

Justin: That is, it's like specific to them. It's a big part of their culture, this like competitive nature. Because I was kind of like cruising through like races and classes and stuff that I hadn't done before, and that was one that I was like, when I was looking into it, I was like, oh, that—like... Somebody who is competitive would probably make it a little easier to role play that and not feel like awkward about trying to get a leg up on other people. Because like even though we joke about it, it really does, it... I mean, if somebody is trying to do something, it can—it feels bad to mess them up. Everybody does want everybody's cool stuff to happen. [chuckles]

Griffin: Yeah.

Justin: So it does like, it felt a little unusual sometimes to be playing that like direct conflict. Or apathy! Maybe more specifically—

Griffin: Yeah, sure.

Justin: To not get wrapped up in people's stuff. I had a... like, there was a weird sensation that I kind of liked, but it wouldn't make sense every time, but like, I kind of felt like Rosencrantz and Guildenstern through a lot of this—

Clint: Yeah.

Griffin: Yeah!

Justin: Season. Where it's like, me and my boy are having kind of a different story over here, and the broader story is definitely like happening. I'm not necess—not everybody's going to be part of the like big overarching thing.

Griffin: Right.

Justin: And it just like, I—it kind of felt like a side story.

Travis: Yeah.

Justin: In a way that like, I don't know... I don't know, I enjoyed playing it in that way. It took some of the pressure off having to be like the chosen ones.

Griffin: Yeah.

Justin: The ones from legend. [chuckles] Which, speaking of which, let's talk about what would have happened if we had beefed it. And why we didn't.

Griffin: Yeah! A lot of people asked this. Emma sent this one in. "With the premise of the campaign being restricted to a finite number of characters in an isolated situation, did you think about what would you do if a player character perma died? Especially once it was narrowed down so that all remaining NPCs were known/named characters. Did you have backups in mind? Were there contingencies or plot armor, et cetera?" That was a conversation that we had had, and was fully an intention that we had. There were a few times where y'all got like pretty close—like I was honestly, honest to god, tempted to—the very first thing that happens, I think it's in the very first or maybe second episode, is Hellgrammite gets absolutely butchered by these big, nasty vines.

Travis: The sword plant.

Griffin: That I tried to lay out like, this shit will fuck you up. And you went at it anyway. And as happened so many times this season during an incredibly perilous thing, like you rolled like dog shit, and got absolutely brutalized. And I thought like, is this an opportunity to like day one prison style like, you know, make sure they know. But ultimately like, I don't know, I thought that there was so much promise with Hellgrammite, and so that's why I sort of introduced these other characters. Like I didn't try to just make it not important, like that event left you a bit indebted to the Spider, and the Spider and the Spider.

Travis: Yeah.

Griffin: And sort of like then gave that to be like a vector of how you were introduced to those characters. But we had talked about like you guys taking over the reins. And then there was a certain point after a few trials where I think we had said every wizard's name that was currently surviving. And then aft—

Travis: I was going to take over Pranklin if I died.

Griffin: Yeah! Did it—did you guys have your o—your sights on—

Clint: Yeah.

Griffin: On anyone?

Clint: I was going to... and like you said, I was going to invoke the Arlo Thacker rule. Yeah.

Griffin: Yeah.

Clint: I was going to—I... I know it's not real interesting or challenging, but I thought about taking over Scorpus.

Griffin: Scorpo. You would have had to learn his name. I did not think that Scorpo was going to be as important of a ki—Scorpo was the result of a die roll. I rolled a dice to see who would be your guys' fourth in the Trial of Transmutation—

Travis: It worked out so well!

Griffin: Evocation.

Justin: A die roll, you say?! [chuckles]

Travis: In a DnD—

Justin: Damn, Griffin!

Travis: Thing?

Justin: [chuckles] That's crazy, dude!

Griffin: Well, okay, but for... I did that with him, and there was another moment with Hasty Jane, just happened to be like the result of rolling dice to see what with the—was the character, and then they became sort of... important to the plot for—

Travis: Was that when I spit in Hasty Jane's eye?

Griffin: I mean, it was before that, it was like to determine who you like ran into while you were going over there to do that trial. And it just so happened to be Hasty Jane.

Travis: But that was a—that he broke—he broke his own foot to get the key.

Griffin: Yeah.

Travis: That's why he was so mad!

Griffin: Yeah, no, I mean—

Travis: Okay, sorry.

Griffin: He went through... he went through a lot.

Clint: I was prepared for Hellgrammite to die in that first encounter. I really was.

Travis: Clearly!

Clint: I really did think it was going to happen. And then so I thought, well, okay, but I've done all this work on, in my own head, of a backstory and you know, what could it be. Then I thought, well, okay, shifting over to Scorpo would be—and then I honestly, this is... just make him an agent of chaos. I just... because Hellgrammite always had a secret game to play, and I thought that jumping over to Scorpo where he did not have a secret game to play, he just wanted to win, much—

Griffin: Yeah.

Clint: Much like Lorovith, I thought that would have brought kind of a fun dynamic. That's one of the things we talked about on the train, if you remember, was it was going to kind of be freeing to just go for it and do whatever we could, without forming alliances and all that other kind of stuff.

Travis: Oh, yeah, I was just thinking of taking over Pranklin because Griffin hadn't done a voice for him, so I wouldn't have to copy a voice.

Clint: [chuckles]

Travis: So it'd be very easy to just pick that up.

Griffin:

Clint: Juice, what about you? I mean, not that you ever considered Lorovith was going to die.

Justin: No, I didn't! But it did give the whole... You were talking to Dad about like you had—you'd say this backstory and that... you know, that's why you like fought to stay alive. It reminded me of like, I think another part of this season is the threat of that happening. It sort of took the backstory thing, like it lessened it for me because like, in a sense, the backstory that you have is only meaningful if you relay it in the podcast.

Griffin: Right.

Justin: You know? It's not like with other media where like a backstory is going to inform every single part of your character. There's definitely like you—there's things you come up with, but if you don't talk about it on the podcast, it doesn't matter. And I think that like having that looming threat did kind of force you to just play, to like just go ahead and start making choices pretty quickly. And I think that that served it, even though it didn't like happen that we actually—

Griffin: Yeah! To return to the question, there was—I think after the necromancy trial, we had reached a point. I think we had started to have a conversation and realized we didn't necessarily have an answer for it of like, well, what happens now? If someone dies, there's like eight people left.

Justin: If lor—okay. Here's how I will say. If Lorovith had died and I had taken over Doober, we would have ended up with a ver—a much more traditional ending, because I would have played him as—

Griffin: The purist.

Justin: The chosen hero.

Travis: Mm-hm!

Justin: Luke Skywalker, Link, all of 'em in one man. He would have been the guy, the Destiny reveal. That's why Lorovith had to die, that's why his old dad had to die. It's like all led to this. [chuckles]

Clint: [chuckles]

Travis: I also, once we got down to eight people, I was like, oh, Rictus is going to be a ghost, right? Because his family has—

Griffin: Sure.

Travis: Ghosts.

Griffin: That was absolutely—

Clint: Oh, okay, yeah.

Travis: That he was going to be a go—he was going to have far less influence, but way more... like be able to observe everything and move quickly and—

Griffin: Yeah, I mean, we have ways to sort of—I also had a... I don't necessarily want to like expand on it, because it's like one of the things that just kind of never came together. But a like what hap—where do you go when you die, right? Like Death talked about something's wrong, people aren't like crossing over to the other side in this world. But it was like not really a thing that kind of came up, because your guys' characters didn't die. I had it sort of in my back pocket, but never really came to—never really came to fruition.

Clint: I kind of thought that's what you were doing with the zombie magic. The z—I thought, well, maybe he's got that in his back pocket. So that—

Griffin: No, that was very much—and this—I mean, you guys clocked this, especially Rictus, like that was bullshit, like all of that was bullshit. Rictus' like constant sort of like disgust with what was happening was... was I—like very, very insightful, because like that is not what he had sort of discussed being what necromancy magic like looks like at The Crossroads, like where he is from. So like that was also sort of like a clue of like, this is not actually like the highest-level practitioner in the land doing the—like this is a... bullshit movie magic version of what necromancy is.

Travis: Yeah.

Griffin: That, you know, is incredibly suspect. And I think—I think Rictus picked up on that very well. That was not like a hint at when you die, you become zombies.

Travis: Boz asks, "What were your favorite spells you used in Royale?" And I just want to say Unseen Servant is OP, right?

Griffin: Yeah, clutch.

Travis: Like I realized looking at the spell description that there's like four things listed that you can't do with it, which means you can do anything else with it.

Griffin: Right.

Travis: Right? And this idea of like, when I realized that I could have him hunched down behind someone and let me push them over him, like a schoolyard bully, I was like, oh my god, Unseen Servant is the best. This is the best spell ever.

Griffin: Did you pull that maneuver off in the—in the transmutation trial, on like the constantly descending stairwell?

Travis: I remember trying it at one point. I can't remember if it worked or not.

Griffin: You tried to kill... you tried—you tried to kill Hippocrates at one point. And you guys kind of got past that, which I thought was cool.

Travis: Yeah, because I saved him later.

Griffin: Maybe that's what it was.

Travis: Like eight times.

Griffin: Yeah.

Clint: I found, and I had just gotten it too right before that trial, Misty Step saved Hellgrammite in that...

Travis: Yeah, Misty Step rules.

Clint: And that's... that is a cool—especially in something that's... you know, a race or something, you know, against time. That's quite a nifty spell.

Griffin: Yeah.

Justin: I use that one in Baldur's Gate.

Griffin: Yeah, I was just thinking, I use that—

Travis: Yeah, I was thinking the exact same thing.

Griffin: Bonus action? Forget about it. That's crazy.

Justin: I kind of split my spells up into three categories in my head. There was like big choice, which is Fireball. There's little choice, which is Color Spray. And there's go away, which is Spider Climb. So like for a narrative podcast, that's great. Because it's like if you need to do something, but not a huge thing you can't walk back from, Color Spray's a hysterical spell too!

Travis: Yeah.

Griffin: Yeah.

Justin: It is so disconcerting to think that you would be like in a conflict with somebody and then just be like, dazzle! It's like [yells out] aah!

Travis: Ah!

Justin: I did not expect this in any way, shape or form! [chuckles]

Travis: I really like Thunderstep too, because Thunderstep is a teleportation spell like Misty Step, except the exact opposite on the scale of self.

Griffin: Yeah.

Travis: Right? Where it's like, yeah, you could teleport, and you're going to let everyone know you did it. [chuckles]

Griffin: Right.

Clint: [chuckles]

Griffin: Let's wrap up here talking about sort of next sort of steps. Because usually at the end of these we talk about like, here's what we're doing next season. But we don't have a... we have a few things that we're kind of kicking around, but we don't have a next sort of big campaign thing that we are really all kind of like dialed in on at the moment. We're going to put up some live shows for the next few episodes. If you're a Max Fun Member, you've already got access to these. And then, you know, after we take a sort of short break, we'll probably come back with a sort of a shorter, more lightweight kind of campaign. Maybe not a DnD thing, but something more akin to our, you know, live show format, almost sort of one-shot style stories before we—just so we have time to kind of really percolate on what we want the next big thing to be.

Travis: Now, Griffin, apparently a lot of people asked, so I did want to get to this before we wrapped up, "Ethersea season two, is there a plan for it? Are you working on it? What are your thoughts?"

Griffin: I've got an idea. I've got an idea for what an Ethersea season two could be that I think—I mean, Amanda messaged us the other day, like she was the one who put this list of questions together. Thank you so much, Amanda. And she said like, hey, a lot of people are writing in about doing more Ethersea. And I feel like this is not the first TTAZZ where that has been true. I think I feel differently about Ethersea than I do Balance, where like I don't want to go back to Balance with Ethersea. Like, I think... I do think there's like a lot of interesting stuff that we could do in that world. And so, yeah, I hear you. I would love to go back to Ethersea and I think that there is an opportunity to do it. I just don't have the—I don't got the nugget. I don't got the nugget for it quite yet, quite figured out.

Clint: So you're saying we will get wet again?

Griffin: If you guys could see—

Travis: Not like that.

Griffin: The gesture that Dad did—

Justin: [yells out] *Ooaah!*

Clint: What?

Griffin: It was very like, what's up, fellow kids?

Clint: What?! What did I do now?

Travis: Yeah. It was like Dad—

Griffin: It was really challenging.

Travis: Has snuck into an MTV like beach party spring break thing, and I was trying to pass himself off as one of the VJs.

Griffin: Mm-hm.

Travis: It was horrible.

Clint: I meant we're going to be underwater!

Travis: You knew—you know exactly what you did and what you were doing. You know what it was, you know what you did, and you should feel bad about it.

Clint: Thank you, Juice, for not jumping in on this attack on me.

Justin: I lost the thread. I'm sorry.

Clint: Oh, okay. [laughs]

Griffin: So we will let y'all know when we are going to be putting up... when we're going to start doing this next sort of shorter season as we get ready for the big thing. Taking a, you know, a few episodes, putting up—putting up live shows as we get all that stuff going. We would really—what we've really kind of talked about, and this is more inside baseball, is like trying to do... trying to like sit down and block out like a week where we can just like knock out a whole season of recordings.

Travis: Yeah.

Griffin: Because it really... it really, the number of times this season that like one of us had a major life thing happen that completely kind of destroyed any semblance of normalcy in our broader lives, but also in our kind of like work schedule, that just really, really made it—made it tricky to stay in the moment with Royale. Like I don't—I don't think any of us really want that to keep being true. And ultimately I think it is more the norm to do it in a sort of like batch style. So we've got—we have lots of ideas and we have ideas that we are pretty excited about. But we've just got to figure out like ha—what that looks like, and what season would be sort of the best fit for it. And we'll let y'all know. We'll let y'all know once we know.

Justin: Yeah. And hey, great news. If you're the sort of weirdo that would like this sort of thing, we have a "Pupating is Always a Bonus Action" T-shirt available for a very limited time at mcelroymerch.com. If you were inspired by the finale of the show and you'd like to support it and you're a nasty dog,

pick up the "Pupating is Always a Bonus Action" T-shirt now! It's available through the end of September and then it'll be retired for good!

Griffin: I think that's it. I had a really great time doing this season. I truly, truly did.

Justin: It was fun.

Griffin: And I loved coming up with all of these wizards, and I loved the stories that came out of it. And the... just the whole vibe. I loved the ending of you guys kind of turning on each other and turning on Hellgrammite—

Travis: it was great.

Griffin: Like in the—in the last moment. Like I really... it was—it was a tough season just sort of systematically, but I really liked how it turned out.

Justin: I feel like this would make a good board game. Don't you think this could make a good board game? Like 64 wizards and everybody like chooses which wizard, and then they—you throw Nerf balls or something. I don't know, I don't have a...

Griffin: That's a la—that's more of a LARP, but I do like it.

Justin: Worked out. Yeah, just would like to LARP, I think.

Griffin: God, wouldn't that be a great direction for this show to go?

Clint: LARPing?

Griffin: I don't know how you listen to a LARP—

Justin: [laughs]

Griffin: It is an audio podcast, like first and foremost. So like you would hear a lot of panting, just panting—

Justin: Put on a train.

Griffin: Oh, yeah, a la—a train LARP.

Clint: A lot of foley work too. *Flump, flump*. You know.

Griffin: Well, no Dad, if we did it LARPing, you wouldn't need to do the Foley.

Travis: You—it would—the real—the sounds would happen.

Griffin: It would just be your body.

Clint: *Ah*.

Justin: Yeah.

Griffin: But I'm saying if it required us to run ever, then the whole show would just be like [spoofs panting].

Clint: Yeah, I'm not—no. I'm too old for that.

Griffin: Yeah.

Justin: Hey, thank you so much for listening, and that's going to do it for us for this week's episode—

Clint: Hey, thanks for all the questions!

Justin: Of the the—

Griffin: Yeah! Thank you all.

Justin: Adventure... yeah. Yeah, thank you. And guys, thank you for all your great work.

Travis: You're welcome.

Justin: Griffin, do you want to give 'em the song? Hit 'em with the song?

Griffin: Hit 'em with the song?

Justin: An outro jingle.

Griffin: Yeah, I mean, hey—

Justin: An outro song!

Griffin: A huge, huge, huge, huge thanks to Louie Zong for letting us use "Wizard Disco" as the theme for this season. Honestly was inspirational for what the—what the vibe of the season was going to be, almost as much as anything else. Almost as much as like, you know, watching battle royale movies and TV shows and stuff. Like that song beats ass and I'm very grateful to Louis.

Justin: Louie Zong is an inspiration. I want to be as funny as Louie Zong makes me seem in his cartoons. [chuckles]

Travis: Yeah.

Clint: [chuckles] That's my dream.

Travis: That's what we all aspire to be. You know?

Griffin: We all want to be as funny as we are in Louie's cartoons. That's all. That's all it is. Thank you so much for listening!

Justin: Thanks, y'all.

Griffin: Bye, y'all!

Clint: Thanks, guys!

Travis: Bye!

Clint: Bye, guys!

Travis: Bye!

[The Adventure Zone Royale theme music plays]

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