

## Quick Jump

### [Scenes](#)

[\[rockport limited\]](#)

[\[internal affairs\]](#)

[\[crystal kingdom\]](#)

[\[rest and relaxation\]](#)

[\[boston\]](#)

[\[maxfuncon east\]](#)

[\[eleventh hour\]](#)

[\[calm before the storm\]](#)

[\[suffering game\]](#)

[\[reunion tour\]](#)

[\[story and song\]](#)

[\[austin\]](#)

[\[san diego\]](#)

[\[tacoma\]](#)

### [Mentions](#)

[\[rockport limited\]](#)

[\[crystal kingdom\]](#)

[\[eleventh hour\]](#)

[\[stolen century\]](#)

[\[nashville\]](#)

Transcripts edited from [TAZscripts](#). **These are for Angus reference only and cannot be substituted for actual transcripts!!** For the sake of not crashing your browser, I cut as much OOC and non-Ango content as possible. Often, this caused me to jump a few lines down mid-sentence. The McElroys *really* like to talk. If you want an exact quote, I suggest checking the episode marker and using [the matching TAZscript doc!](#)

This doc is still split into appearances and mentions, but since Angus's timeline isn't a disaster area, they're just subdivided into arcs. When the transcript picks up with a different episode, they are formatted **[arc acronym #]**. My acronyms sporadically omit 'the', so if you're stuck, they are **motrl, li, ck, eh, sg, rt, tsc**, and **s&s**. Liveshows have no number, and are denoted by location, i.e. **[maxfuncon east]**.

——— signify jumps between closely related scenes, and ° • \* • ° • \* • ° signify completely new segments.

All speakers and characters are named. Keep in mind that players often voice their character's opinions when you use ctrl+f to find specific interactions. If you want to find *all* Merle interactions, for example, you should do a quick scan for Clint too. **Players' lines are highlighted in gray, because I personally have trouble differentiating them from their characters at a glance.**

( [barry](#) • [lup](#) • [kravitz](#) )

## Scenes

### [motrl 3]

[\(back to top\)](#)

**Griffin:** Sitting about two rows behind her and on the other side of the car is a young boy, who is wearing a fancy-boy suit and a blue fancy boy cap. Dressed up very fancily.

**Travis:** Can I roll insight to see *how* fancy? Uhh— oh it's a 16, it's a minus one.

**Griffin:** Oh, a minus one. Then you die. God, Travis, if only you— in trying to discern his fanciness, your nose just starts bleeding, and you fall over and—

**Clint:** You're fancied to *death*.

**Griffin:** Yeah no, he's *fresh* to death. He looks very fancy. Like a schoolboy, but fancy. And he's reading a book like a schoolboy would do, and he's a fancy young man.

° . \* . ° . \* . °

**Griffin:** In this car, you don't see Jess the Beheader. But you do see the fancy boy, he's sitting at a table in the corner still reading his book, just sort of surveying the scene. And you see on one of the walls, on the far side of the room is almost like a little booth almost like a confessional chamber that has its door open. You see Jenkins standing outside of it, seems to be channeling some sort of spell onto the chamber, and then emerging from the chamber is the Juicy Wizard

° . \* . ° . \* . °

**Travis:** I go sit next to the fancy lad.

**Clint:** Yes, I want to walk up to the fancy lad and I want to say to him,

**Merle:** You're a fancy lad.

**Clint:** and I pull out my Xtreme Teen Bible,

**Merle:** You know, being fancy is good, but sometimes it's better to be Pan-cy and not just fancy. Let me read to you about Pan from my Xtreme Teen Bible, what do you say?

**Fancy Lad:** [young, high voice] Uh, hello sir. Thank you for the evangelism, but I'm affiliated already and I appreciate it. And my dad says that I'm not allowed to talk to people who worship pagan gods.

[pause]

**Merle:** Well, that's fine, I guess. But you know, if you're gonna stay close-minded and you're not gonna be open to new ideas, you're not going to grow up to be a very well-rounded young man.

**Fancy Lad:** Ok sir, I apologize if I was being rude before. Please tell me the good news.

**Merle:** Well, I'll tell you what. Let me leave you this Pan [Chick tract](#), and you read it—

**Fancy Lad:** Oh great! Reading's my favorite.

**Merle:** I noticed you were reading a book, so you read this tract, it's by this man named Chick. And it's all about Pan's tiny shoes, and it will lead you to make the right decision.

**Fancy Lad:** Thank you very much. What is your name? My name—

**Merle:** I'm Brother Leeman, just call me Brother Leeman.

**Fancy Lad:** Brother Leeman, hello. My name is Angus, I'm a little boy. I— Do you— I'm going to visit my grandpa in Neverwinter. Have you been to Neverwinter before?

**Travis:** I nudge Taako.

**Magnus:** He's the bad guy [Angus crosstalking trying to say "excuse me"] [whispering] That's definitely the bad guy, that's definitely the bad guy!

**Angus:** Excuse me, sirs. My grandpa says it's rude to whisper, especially on a train. My name's Angus!

**Magnus:** We had to say *dirty* words, Angus, dirty words that you can't hear. *Adult* words.

**Angus:** My grandpa says swears are not—

**Taako:** Hi Angus, where are you from?

**Angus:** Me? I'm not allowed to say.

**Magnus:** Are you from Phandalin?

**Angus:** No, where is that?

**Magnus:** Good. Doesn't matter.

**Angus:** I've never even heard of Phandalin.

**Magnus:** And you never will.

**Taako:** And you never will.

**Angus:** I like to read my books because it's like I get to go on a journey in my mind!

**Magnus:** [whispering] Taako! It's definitely—

**Angus:** What are your names?

**Magnus:** [whispering] What little kid likes reading? It's him!

**Angus:** Sirs, what are your names?

**Merle:** Well, um, like I said—

**Angus:** I already heard your name, sir. Thank you for telling me it.

**Merle:** Oh, right, sorry.

**Magnus:** I'm— I'm Diddley.

**Taako:** I'm Justin.

**Angus:** Diddley and Justin, those are two fabulous names. My name's Angus!

**Magnus:** What's your last name, Angus?

**Angus:** McDonald.

**Magnus:** Angus McDonald, you say?

**Merle:** Angus, do you like magic tricks?

**Angus:** I do. I like them very much, my grandpa said he would take me to one in Neverwinter. He would take me— He told me—

**Magnus:** What's your grandpa's name?

**Angus:** My grandpa told me, he said, "I'm going to take you to a magic trick!" It didn't make a lot of sense—

**Magnus:** Angus, are you off-put by three grown men standing over you, asking you a bunch of questions?

**Angus:** No, I was hoping I would meet people and make friends on the train.

**Merle:** Even though you're not allowed to talk to 'em? That's pretty interesting!

**Angus:** Well, strangers aren't strangers anymore once you've talked to them and learned their names.

**Magnus:** Do you want to go to the pleasure room with me?

**Angus:** I already went to the pleasure room. I went to my dad's library. Did I say my dad? I meant my grandpa.

**Magnus:** What's your grandpa's name?

**Angus:** My grandpa...forgot his name. He's very old.

**Magnus:** Wait, but you also forgot it? You never knew it, Angus?

**Angus:** The memory of my grandpa's name died long before I was born.

**Travis:** It's a word not spoken since the birth of dragons.

**Angus:** He prefers grandpa. I call him grandpa, 'cause he's my grandpa! I love him.

**Magnus:** [whispering] This is definitely a setup. He's the bad guy!

**Merle:** Well let me show him my magic trick.

**Justin:** [laughing] Just let it ride.

**Merle:** Let me show you this magic trick, alright?

**Angus:** Ok, sir.

**Merle:** It- it's called *Zone of Truth*. And when I cast *Zone of Truth*, well, you'll just have to see how cool it is.

**Magnus:** No wait!

**Clint:** Merle casts *Zone of Truth*.

**Angus:** My brain feels like it's tingling. I feel like I'm sneezing, but long. Like a long sneeze.

**Merle:** That's the magic!

**Angus:** Is it- uh- it's not a- I uh- ok!

**Merle:** Great!

**Angus:** I get a chance to roll and resist this, right?

**Merle:** Yes you do, you get to throw a charisma saving roll.

**Griffin:** Uh, he rolled a 24.

**Clint and Justin:** What?

**Angus:** Hey, the tingles went away! That was a weird trick.

**Magnus:** Well, you're growing up!

**Justin:** Can I have a little side chat? If this fool just rolled a 24, he is uhh a really fucking bad guy. That's like some mysterious shit.

**Travis:** [whispering] He's the bad guy!

**Griffin:** Just because someone rolls good, that makes them *evil*? It's a luck-based mechanism—

**Travis:** I've seen the dice!

**Clint:** How can you roll a 20-sided dice and get a 24?

**Griffin:** He had a lotta charisma. He's a charismatic young man.

**Travis:** [laughing] He's in the [Boy Scouts of America](#), he volunteers at his local [soup kitchen](#), he's a great kid. [whispering] He's definitely the bad guy!

**Clint:** Magnus, kill him.

**Travis:** Hold on, he's still a kid.

**Griffin:** [crosstalk] Well don't— he's a little boy.

**Justin:** We're not going to kill a little boy.

**Angus:** Pardon me, sirs, do you have any fruit leather? I just plum ran out.

**Magnus:** Alright, Angus. We're going to go talk to Juicy Wizard.

**Angus:** Uh. Okay. I had a good chat with you and I liked—

**Magnus:** Okay, we're done.

**Angus:** Okay, sirs, well thank you very much for take—

**Magnus:** Angus! Take the hint.

**Angus:** 'Kay, bye, just thanks for the company. Bye!

**Griffin:** As you turn to walk away from him, you swear that you see the color of his eyes just turn blood red, and- No, I'm fucking with you. That's not true.

◦ . \* ◦ ◦ . \* ◦

**[motrl 4]**

[\(back to top\)](#)

**Griffin:** You enjoy the floral pleasure chamber for a little while, and then return back to the dining car. Jenkins retreats towards the front of the car to continue his stewardly business. The only people in the car now are the three of you, and Angus McDonald, the fancy lad from before, who closes his book, sets it down on the table, and says:

**Angus:** Hello, sirs! How was your trip?

**Magnus:** [whispering] Don't trust him.

**Angus:** Mmkay.

**Taako:** Pretty good, Angus. We had a good time. Uh, we sure missed you, though.

**Angus:** I missed you too. Hey, I forgot to ask! What're y'all going to Neverwinter for?

**Magnus:** ...Business.

**Merle:** [in a Scottish accent] Uh... visit our relatives.

**Angus:** Oh, you, you also have rela— I wonder if my grandpa knows your relatives. What relatives live there?

**Merle:** Uh, the distant ones!

**Angus:** Well, in terms of, like, your familial relationship, or are we talking about geographical?

**Magnus:** Emotional.

**Angus:** I know how that go—

**Merle:** Here's the thing. We call 'em our uncle, but it's really just a good friend of our— of my dad's. So, you know, it's not really, not really that kind of connection.

**Angus:** What's his name?

**Merle:** His, uh, his name is, uh, Willard.

**Angus:** And what are your guys' names?

**Merle:** [confused] I'm Leeman.

**Magnus:** Still Diddley.

**Angus:** No, I'm sorry, I'm sorry. What are your guys's real names?

**Magnus:** Huh?

**Merle:** Uh?

**Magnus:** 'Scuse?

**Taako:** What do you mean, pumpkin?

**Magnus:** Pardonnez-moi?

**Angus:** What is— What are the names that aren't fake that you guys actually have?

**Magnus:** [whispering] I don't trust him!

**Merle:** [whispering] Hm, I really don't trust him now.

**Travis:** I lean over to Taako.

**Magnus:** [whispering] Should I...kill him?

**Justin:** I cast Detect Magic.

**Griffin:** His book is sort of a plain blue book, without any sort of cover art. It's not [The Secret](#), and if it were— I mean, it is secretive, you cannot tell what the book is, but you do detect traces of magic on it for divination. Divination is the school of magic about learning secrets long forgotten, predicting the future, finding hidden things, and foiling deceptive spells.

**Travis:** Griffin, can I roll to see if I can snatch the book out of his hands, and hold it above his head, tauntingly?

**Griffin:** [Amused] Absolutely, you can.

**Travis:** Ok. What would I roll?

**Griffin:** This is a bullying check, or cyber-bullying. 'Cause we're doing this on the internet. Uh, no, it would be— probably a sleight of hand check, if you're just gonna very quickly try and grab this out of his hands, and he—

**Travis:** I rolled a 16

**Griffin:** Ok, and he will contest that with... gosh, I don't know.

**Justin:** Dexterity, probably?

**Griffin:** Yeah, probably dexterity, he's got a plus four to dexterity... That's a 20!

**Travis:** [indrawn breath] Damn it.

**Griffin:** You uh, you try to snatch it out of his hands, and he quickly rips it back and he says,

**Angus:** Don't do— Don't try that again! Just— I need to know what your guys's names are, right now!

**Travis:** I try it again. [succeeds]

**Griffin:** Okay, you snatch it out of his hands and hold it above his head.

**Angus:** Okay, that's not cool, man. I get it, I'm not as tall as you are—

**Clint:** Laugh condescendingly, Trav.

**Travis:** Okay, I uh, I roll to laugh condescendingly.

**Griffin:** Oh, you can just do that. It's a free—

**Travis:** Success! [condescending laughter]

**Merle:** We're just teasing ya, little fella. Just having some good sporting with ya.

**Angus:** It's a great prank, and a really good goof. I need to know what your rea—

**Travis:** I toss the book to Taako.

**Angus:** Okay, so we're doing this now, huh?

**Merle:** It's called monkey in the middle.

**Angus:** I know what it's called.

**Magnus:** No, I can't read magic.

**Justin:** Ok, I look at it and I do an arcana check on the book.

**Griffin:** Okay, this book has some divination magic built into it, and you actually recognize it as a interceptor book, and what it can do is intercept messages that are transmitted through magical means, and then display them in a plain text version of any language of the reader's choosing on a page of the book.

**Justin:** And does it like, stick around, like—?

**Griffin:** And, actually, funny you ask, as you pick it up, the book, and open it up to figure it out, the book sort of magically responds, and you can read the last message that was intercepted by the book, and it reads:

**Book:** Leeman Kessler and Co. not who they say they are. [STOP](#) Charm magic spell performed at the station. STOP Hand over to authorities immediately upon arrival in Neverwinter. STOP

**Justin:** Does the interceptor, as its name would imply, keep the message from getting where it's going, or is it just sort of like—

**Griffin:** Yes.

**Magnus:** Angus, where did you get this book?

**Angus:** That's not important, what is important is that the three of you tell me exactly what you're doing on this train and what your real names are.

**Taako:** How about we have the book, so why don't you tell us some stuff and then we'll give you your book back.

**Angus:** How about—

**Magnus:** Quid pro quo, Mister Angus, quid—pro—quo!

**Taako:** What he said!

**Angus:** How about I'm a little boy who knows that you're lying, and I can yell and yell and yell, and get you in lots of trouble.

**Merle:** How about except for me, we're much bigger than you and we can thump your gourd.

**Magnus:** [crosstalk] Okay, wait, wait, hold on—

**Taako:** [crosstalk] The only good thing about him knowing you're lying is that you don't have to do the voice in front of Angus.

**Taako:** You know what? Here.

**Justin:** I toss him the book.

**Travis:** Yeah, I'm on board with that.

**Angus:** Thanks.

**Taako:** You seem okay, so what's the skinny, kid? My name's Taako. You probably recognize me from TV!

**Angus:** [laughing] TV hasn't been invented yet, sir!

**Taako:** This is a place out of time. TV might have been invented.

**Angus:** I can explain everything if you come with me in my sleeper car. There might be prying eyes. And listening ears.

**Magnus:** Yeah, nothing weird about three grown men accompanying Angus to his sleeper car. Let's go!

**Taako:** Make sure we pass all the paparazzo on the way.

**Griffin:** Uh, the three of you retreat with Angus to his sleeper car. It actually, uh, is a lot nicer than yours, which seems weird. But he sits down on the bed and opens up his book and he says:

**Angus:** My name is Angus McDonald. That part you already know. Uh, I am – and I'm not being braggy, because my grandpa says not to do that – but I am the world's greatest detective.

**Travis:** I roll my eyes.

**Angus:** Okay. I mean I did detective good enough to see through your horseshit, so I can't be too bad.

**Merle:** [Scottish] Are you saying you're a boy detective?

**Angus:** If you want to be reductive. I have a motto and that's "Age ain't no thing." Anyway, I'm the world's greatest detective and I'm on the trail of a serial killer named the Rockport Slayer. I was hired on by the Rockport City Council and they—

**Griffin:** I didn't think those words through, I just sort of said them.

**Angus:** I was hired by the Rockport City Council to track down the Rockport Slayer. He's a serial killer who has been giving them no shortage o' trouble. He's been in business in Rockport for a few months now. What he does is he targets wealthy individuals and he murders 'em and he takes their riches. But he never leaves a trace behind him. And so I'm trying to track him down. I explained that, right?

**Merle:** [crosstalk] That makes perfect sense.

**Magnus:** Listen, Angus, I think we are working towards a similar goal. The three of us, we work for an organization... let's leave it at that.

**Angus:** What's it called?

**Magnus:** I can't... tell you. I literally—

**Angus:** Good detective work requires that you obtain as much information about the case as you possibly can!

**Taako:** I'll tell him what it's called. It's called the [static] of [static].

**Angus:** Is there some sort of magical charm preventing you from telling me what it actually is?

**Merle:** Well, the thing that's preventing it is the [static] of [static] that we wear on our [static].

**Angus:** Okay?

**Griffin:** He looks over your bracers.

**Angus:** Oh, I see, those are some sort of communication-impeding bracers, right?

**Magnus:** Dang, Angus!

**Taako:** You are good. Whoo!

**Magnus:** You are, you're real good!

**Taako:** That was, uh, right between the eyes. Got 'em.

**Angus:** I have reason to believe that the serial killer, the Rockport Slayer is somewhere aboard this train. Because last night he murdered the real Leeman Kessler.

**Taako:** Um, can I ask you a question, Angus?

**Angus:** Yeah, please.

**Taako:** So in the book, there was a message. Does your book tell you who a message is sent from, or do you just sort of snatch it out of thin air?

**Angus:** Uh, according to this it was sent through a magical line down the rails by a Tom Bodett.

**Merle:** I knew killing him— I told you—!

**Magnus:** Aw, we should've killed Tom Bodett!

**Angus:** Tell me this. I know that you all are restricted in what you can and can't tell me through magical means but can you tell me this— was Leeman Kessler carrying something very valuable?

**Magnus:** He was.

**Angus:** Can you tell me anything about it?

**Magnus:** No.

**Taako:** Let me try. It, um, it was one of the [static]

**Angus:** Nope. That's not doing it.

**Taako:** Not working?

**Merle:** Look, kid, we're taking a lot of things on faith here. You're gonna have to take some things on faith, too.

**Magnus:** Angus, here's what we can tell you.

**Angus:** Okay.

**Magnus:** This item, if it falls into the wrong hands, is remarkably dangerous, is incredibly bad.

**Angus:** And this item, if my suspicions are to be believed, is locked up in the safe in the cargo car. Is that correct?

**Magnus:** Well, that's not really *that* impressive. That's where we lock stuff up, Angus. You didn't really, like, deduce the shit out of that one.

**Taako:** He wasn't, he wasn't showboating.

**Magnus:** [crosstalk] Oh, okay.

**Angus:** [crosstalk] Yeah, I'm just sort of working with you now.

**Magnus:** Oh yes, then yes, you're correct. Uh, that is correct, Angus. It's stored back there—

**Angus:** [shakily] Oh no, it's too late for that conversation, but let's move on.

**Magnus:** Okay. So the issue that we're dealing with, Angus, is it's back there. We... don't know very much about the item except that it's very dangerous. We have no—

**Angus:** Have you tried explaining to the engineer so he can open it up so you guys can secure it?

**Taako:** Here's the problem: What we're talking about is so, like, big deal, we— this is gonna sound phony, but we don't know who we can trust. Listen. Look at us. We're three grown men trusting a baby with the secrets. We're not professionals—

**Angus:** I'm not a baby! I'm f— I'm a— eight— What— How old—? I'm te— Did I say how old I was last time?

**Merle:** Ten.

**Angus:** Ten it is!

**Taako:** A master of observation indeed.

**Merle:** It's this attention to detail that convinced us.

**Angus:** If the object of value that the three of you are trying to claim is somewhere on this train, then I have reason to believe that the Rockport Slayer is somewhere on the train too. So we need to—

**Griffin:** As he's talking and explaining this to you, you see a shadow through the frosted glass of the sleeper car breeze past the windows, and Angus gets very quiet.

**Angus:** [whispering] I have reason to believe the Rockport Slayer is—

**Taako:** I can't hear you!

**Angus:** [whispering] Well there—

**Magnus:** What was that?

**Angus:** [whispering] I don't— p— prying eyes!

**Merle:** [loudly] What?

**Angus:** Prying eyes—

**Magnus:** Huh?

**Angus:** [loudly] The prying eyes! There's prying eyes and prying ears!

**Magnus:** [whispering] Hey, shh! There's prying ears everywhere, Angus!

**Merle:** [whispering] What're you yelling about, kid, are you crazy?

**Angus:** [pause] I am a hundred percent sure that the three of you don't possess the competency required—

**Magnus:** Solid.

**Angus:** —to perform multiple murders without getting caught by me already.

**Taako:** [amused] He *is* a good detective.

**Magnus:** That's pretty good.

**Merle:** Is that your way of saying we're off the suspect list for being serial killers?

**Angus:** For now.

**Merle:** Okay.

**Angus:** But I will need you to help me catch, and apprehend, which also means catch, the real Rockport Slayer who I know is somewhere aboard this—

**Griffin:** Uh, from outside, down towards the front of the train, you hear a high-pitched shriek.

**Angus:** Oh no, we need to go check that out right now!

**Magnus:** Wait, "aboard this" what? "Aboard this" what?

**Angus:** ...Train.

**Magnus:** Okay, let's go!

**Merle:** Oh, whew, okay.

**Griffin:** The three of you move from the sleeper car towards the passenger car. Before you even reach the door to the chamber between cars, you see a large pool of blood on the outside of the closed door. And there is actually a little bit of blood on the door itself also. But the door is closed.

**Angus:** I don't like the look of this one bit.

**Magnus:** Alright. Well, you go first.

**Angus:** Okay. Sounds fair!

**Griffin:** And [Angus] opens up the door to the space between the sleeper and passenger cars and walks inside. And from where you're standing, you can see a scene of pretty tremendous gore. Are you walking into the space between the cars or are you—?

**Merle:** That is not like you at all, Magnus.

**Griffin:** I was gonna say, that's not very "Magnus rushes in" of you.

**Travis:** Oh yeah, Magnus rushes in!

**Merle:** Look, kid, you did the detective work, we'll do the heavy lifting, alright?

---

**Griffin:** Uh, in the corner you see Angus leaning over the body of Graham, the hedge wizard. He is not beheaded and beheaded. He's doesn't seem to have any wounds. He's just lying on the floor. Angus is leaning over his body, and says,

**Angus:** He's just fainted.

**Griffin:** There is a considerable amount of blood on the floor here too.

**Angus:** Look over the body as quick as you can before anybody else gets here.

**Merle:** That's my job. Let me look at the body.

**Magnus:** Wait— okay.

**Clint:** Is he bleeding from the neck and the- and the wrist?

**Griffin:** Oh, yeah yeah yeah. He's a sprinkler right now.

**Magnus:** [crosstalk] Angus.

**Griffin:** Angus looks at you, and he goes,

**Angus:** We need to get Graham to a uh, a bed or something as quick as—

**Griffin:** And he stops and, uh, looks up, and he says:

**Angus:** Nobody move.

**Travis:** I turn around.

**Magnus:** What?

**Griffin:** With a flick of his wrist, Angus produces a hand crossbow from his sleeve and shoots it at the ceiling, and as he does, you hear a growling sound, and suddenly a

figure starts to take shape on the ceiling. And Angus points at the door behind you and says:

**Angus:** I'm gonna get this guy out of here, you three *run!*

**Magnus:** No, wait, hold on. We got this! It's cool!

**Griffin:** And with that, Angus grabs Graham and, with a surprising amount of strength for a little boy, pulls him out of the chamber. And just as he does, this crab-like creature above you— the teeth on his mouth begin to spin. His mouth begins to glow.

**Taako:** I'm following Angus. I'll see you all in hell

**Griffin:** Angus has just pulled Graham into the passenger car, and he told you to run the other way.

**Justin:** I like pushed Angus outta the way, like, gimme, I'm gone.

**Travis:** I'm going toward the passenger car I guess. 'Cause it's better to stick together I guess.

**Griffin:** Uh, the three of you follow Angus into the passenger car, uh, and he yells:

**Angus:** Shut the door!

**Justin:** I shut the door.

**Griffin:** Okay. Uh, you slam the door behind you, and as you do, you hear a deafening roar come from that room, and the door seems to buckle and rattle.

[long period of foley goofs]

**Angus:** Wow, that door sounded so realistic!

**Griffin:** You feel a burst of hot air come from behind this incredibly lifelike rattling fantasy door.

**Angus:** What're you doing, I told you to run towards the back of the train! Sirs!

**Magnus:** Well we wanted to, like, protect you.

**Angus:** I don't need protecting! I need— you know what a great thing to do to protect me would be?

**Griffin:** And the door behind you just blasts open and that fiery crab monster lurches through and Angus yells:

**Angus:** It would've been great if you had brought it in any other room, except for the room that we're in now!

**Taako:** [crosstalk] Well, how were we—

**Angus:** If you had maybe t—

**Magnus:** [crosstalk] You know what, listen...

**Angus:** If you could've aggro'ed him, and trained him toward the back of the train— Oh I get why they call it that now. Anyway, we better roll initiative.

**Griffin:** Just behind you is Angus who is still dragging Graham, the fainted Juicy Wizard, away from this crab, who is directly in front of you.

**Clint:** So Angus is heading towards the front of the train...

**Griffin:** Angus is basically trying to get Graham away from... the monster.

◦ . \* . ◦ . \* . ◦

[motrl 5]

[\(back to top\)](#)

**Griffin:** In the passenger car is Angus, who is looking all around that chamber in between the cars where the murder took place, or I should say where the corpse was found, you don't know whether or not the murder actually took place there.

---

**Griffin:** Everybody's in the passenger car right now. Angus is in the space where— the scene of the crime, just sort of going over everything.

**Magnus:** Alright. Turn out your pockets.

**Griffin:** So, Angus and Graham outturn their pockets. Angus has his hand-crossbow, and his Book of Interception and a toolkit. A detective's toolkit with a, like a mirror on a stick on it and a notebook and a magnifying glass and a dusting kit and a grappling hook and... all kinds of stuff.

**Clint:** So basically the whole "turn over all your weapons" only applied to us.

**Griffin:** What do you mean?

**Clint:** Kid's got a crossbow! And, what's-her-name can summon an axe!

**Angus:** A very well-concealed crossbow!

**Taako:** Let's talk to Angus for a second. Hey, Angus.

**Angus:** Hey! What's up!

**Taako:** You're su— you're like a great detective, I dunno why you're letting the babysitter's club here, the three of us, like, trying to piece it together—

**Angus:** I've actually been watching you. You've been doing a surprisingly good job!

**Taako:** Thanks for the vote of confidence—

**Angus:** I've already figured it out, of course.

**Taako:** Yeah, well, why don't you give us a hint? A little hinteroo.

**Angus:** Isn't it more fun if you try and figure it out for yourself?

**Merle:** NO.

**Taako:** No.

**Angus:** I'm pr— I was just kidding, I haven't really figured it out yet, I was just like putting—

**Taako:** [bummed] Oh, that's what I thought, okay.

**Angus:** —listen, I'm a 10-year-old boy!

**Taako:** You're the, can you give a—

**Merle:** You're a 10-year-old douche!

**Magnus:** Are you the world's greatest detective in comparison to your age? Is it a sliding scale thing?

**Angus:** I'm the best detective in the world, I'm very young, and I'm very, um... I'm very self-conscious about my age, so I...

**Magnus:** Great.

**Angus:** I guess I put on a front. I'm glad that I have somebody to talk to about this!

**Travis:** I turn to Jess!

**Angus:** I'm going through a lot of changes right—! Oh, okay, bye.

**Travis:** I turn to Jess.

**Angus:** [fades away] Alright, bye.

◦ . \* . ◦ . \* . ◦

[motrl 6]

[\(back to top\)](#)

**Griffin:** The three of you are stacked up, [SWAT Team](#) style on the door to the cargo car. You're about to [slice the pie](#) with Angus who has his hand crossbow out. He's got his back up to the wall against the door with the hand on the door, ready to go in. Before you all can breach, Angus turns to the three of you and says:

**Angus:** Now listen, if we find the culprit in this room, you have to promise me that you'll help me apprehend him. Don't kill him. Or her. Whoever it is.

**Magnus:** Ooh, that's a big ask.

[Justin hisses]

**Merle:** We really wanna kill him.

**Magnus:** We only know like, two things.

**Merle:** Jumping away from fire and killing are the only two things we're really good at.

**Taako:** We don't have our weapons, though, so it would come down to fisticuffs.

**Magnus:** That's true.

**Merle:** Aw.

**Taako:** Beat a man to death with your bare hand.

**Angus:** I've found that not killing is pretty easy. I go long periods of time without killing anybody.

**Taako:** Hey, listen, we all have droughts, kid. Don't feel bad.

**Angus:** Okay. Breaching in three, two, one—

**Magnus:** Wait! Wait!

**Angus:** What— Yeah?

**Magnus:** Angus.

**Angus:** Yeah?

**Magnus:** Check your book.

**Angus:** Okay?

**Griffin:** He pulls out the Book of Interception that he used to discover your true identities and cracks it open, and says uh:

**Angus:** What am I looking for here?

**Magnus:** Is there anything since just before we heard the scream that alerted us to the Jenkins murder or anything after? Any information we should have before we move forward?

**Griffin:** He flips through the book really quickly:

**Angus:** This is not a *great* time for it, we're about to do some action-packed SWAT shit, but... No, I don't see any messages in here.

**Magnus:** Okay.

**Angus:** Can I breach?

**Merle:** Yeah. Yeah.

**Magnus:** [mockingly] Can I breach?

**Angus:** [crosstalk] Can I breach please?

**Magnus:** [crosstalk] Excuse me.

**Angus:** Are you all trained for SWAT hand signals?

**Magnus:** [crosstalk] No.

**Angus:** [crosstalk] And know about slicing the pie?

**Magnus:** Yes.

**Angus:** Okay.

**Merle:** Yeah.

**Magnus:** I've had pie.

**Angus:** [fast talking] Three-two-one-breach!

**Griffin:** And he slides the door open. The four of you slice the pie in opposing diagonals into the room. Angus with his weapon drawn, Taako's got his umbrella which is a little bit less imposing. Merle and Magnus you are unarmed, but you move into the room, a flock of doves fly in—

**Griffin:** Angus starts overturning the room, looking for clues.

---

**Taako:** So here's— this is interesting. You know this counters, sort of, what I was thinking because, y'know, Jenkins's hands were missing, right, and what I was thinking was this— the rule of the safe is that you have the employee of the Rockport Express— have to have their hands on the safe for an hour. And his hands were missing. So what I

had thought was, maybe someone had taken his hands so they could put them on the safe. But there are no hands on the safe.

**Griffin:** Angus looks up from his dusting for prints on the safe, and he looks up at you, and he says:

**Angus:** Yes, I had the same suspicion a while ago— in fact a really long— like basically from the start, I had that suspicion.

**Merle:** Yeah, yeah right.

**Angus:** The only issue is that it's not just any employee, it has to be the engineer of the train. Who's locked away in the engine car.

**Magnus:** How do you open the engine car?

**Angus:** You don't. The engineer is the only one that can get in there.

**Magnus:** Unless you have the wand.

**Taako:** Unless you have the wand— Jenkins's wand, right? Jenkins's wand would let you go into any area. So, that would be the only way— if it was the pleasure chamber—

**Angus:** You're throwing a lot of spaghetti at the wall— I think there's—

**Taako:** Oh, sorry, we're trying to just like, piece this out, right?

**Angus:** I noticed something very suspicious about this room. And I'm wondering if you can help me confirm my suspicion. Can one of you try and open the rear door? The caboose door? For the train, please.

**Justin:** I can do it.

**Griffin:** You can not, in fact it seems like it has been fused shut. Somehow.

**Justin:** I wanna cast Detect Magic.

**Griffin:** Okay. Normally when you cast this spell you can see sort of faint glowing traces around the magical items in the room. You cast this spell and your vision just goes white. Just goes blinding white, as if, like, everything is glowing. Everything around you is glowing.

**Taako:** Bad news compadres, this place is magic as *hell*.

**Griffin:** The only spell that can sort of detect is the spell Ghost Sound. Which sort of can produce a sound to anybody who is nearby, the sound is of the caster's choosing.

**Clint:** I'd like to cast [Locate Object](#) on the magic wand of the transporting closet.

**Griffin:** You can't pick it up. Meaning, it is not within one thousand feet of you.

**Travis:** Okay, I have a theory. This is Travis, not Magnus. I think the ghost sound that we're hearing is the sound, like, to make it seem like the train is moving. And where we are— we've been transported to a fake location. That is not the actual crypt safe on the train.

**Angus:** If that's correct then this is a very unsafe room for us to be in. And I recommend that we move back to the dining car.

**Magnus:** I agree. Let's do that.

**Merle:** So, Taako, usually, when we retreat, you lead the force.

**Taako:** I'm out!

◦ . \* . ◦ . \* . ◦

**Griffin:** The four of you are in the dining car now, Angus has summoned Jess and Graham to the dining car to fucking crack this thing. Wide open. That's what he says.

**Angus:** It's time to fucking crack this thing wide open!

**Griffin:** He actually turns to you guys and says:

**Angus:** Do you guys want to take a stab at this first? I've done this a lot and it's really exhilarating and I'd love for one of you to share this, y'know, parlor scene experience. If we have any takers.

**Magnus:** Okay. So, let me... Think.

**Angus:** I mean I've already gotten everybody sorta like— horny for the solution.

**Magnus:** Well, yes, thank you.

**Angus:** I've got—

**Taako:** Hey- peak and back off, that's the secret, peak and back off.

**Merle:** So, obviously, somebody has used the transportation closet to take the magic wand somewhere. Because if it's not what th—

**Magnus:** No, somebody has used the wand.

**Taako:** No, no no no no. *We* were somewhere.

**Magnus:** Somebody has used the wand on the door to that... Crypt.

**Merle:** Ah.

**Taako:** We were somewhere else.

**Magnus:** So that we can't actually access the actual room where the crypt is because they *are* using Jenkins's hands on the crypt. But now we can't access the actual crypt. Instead, when we walk through the door, we're in a, like, kind of [Ocean's Eleven](#) fake vault location.

**Angus:** That's exactly right! It would confirm my suspicion. Watch this!

**Griffin:** He walks right back into the cargo car with the crypt safe. And there's a small scrap of paper, a ticket stub, lying on the floor. And he crinkles it up into a ball and throws it at the door, and it seems to just sort of hit an invisible barrier at the door frame and fall to the ground. And he walks back through and says:

**Angus:** You can't take an item from one of those pleasure rooms out of the pleasure room. So that room is almost certainly a fake. Good detective work, uh... Whatever your name is.

**Magnus:** It's Magnus, but that's not important right now.

**Angus:** Let's—

**Magnus:** So, whoever—

**Merle:** It usually is.

**Angus:** Let's talk about the murder itself. I wanna hear what you guys found about the method. *Of* the murder. How this murder was executed, what *was* the cause of death for Jenkins?

**Magnus:** Um... Beheading?

**Taako:** Behanding?

**Angus:** Yeah that—

**Merle:** Beburning?

**Angus:** No, the behead- I mean, that's a— that one's pretty obvious but if you guys are having trouble, a thing can't live without a head. You guys are like, keyed into that.

**Magnus:** Listen, we can't get [CSI](#) out on it! We weren't able to check lividity in time of death and shit. We saw that he didn't have a head and there was blood everywhere. That's the best we can do.

**Angus:** Uh, what— did you notice anything else strange about the scene of the crime?

**Magnus:** His hands were cut off and it was two different cuts.

**Angus:** Yes, exactly! What could've possibly— let's identify, first of all, what could've possibly caused the killing blow, what could've possibly beheaded—

**Magnus:** It was Jess's beheading axe.

**Angus:** [pause] Well...

**Magnus:** No! The crab thing.

**Merle:** You said it was completely clean?

**Angus:** It was a totally clean cut, which would—

**Merle:** Is it possible that... that using that transportation magic, the body was transported differently from the head?

**Angus:** I think you're close! It couldn't have been the axe because the axe is soulbound to Jess, and Jess has an alibi because she was in the room with Graham.

**Magnus:** If the head—

**Angus:** But also a weapon of that size would've made a tremendous noise. And it would've alerted everybody on the train that the murder was taking place.

**Magnus:** If the head was in the pleasure room or in an alternate room, and then the magic was shut off, would that have done it?

**Angus:** I think that's exactly it! And we have a clue that can confirm that. Remember, when we first came to the scene of the crime there was blood on the outside of the door as well. Which makes me think that they turned up a port in that door, stuck poor Jenkins's head through, and then shut off the port. And because the door would've still been open, that would explain the blood on the other side of the door.

**Magnus:** That's why we can't find the head.

**Angus:** That's why you can't find the head. There was no sign of a struggle, or sound of a struggle, in that room. Which makes it simple to deduce that the victim was asleep when they were killed. But why the hands? That's the problem I keep coming back to.

**Magnus:** The hands are for the safe.

**Angus:** I think that's entirely *possible*, although, again, Jenkins's hands wouldn't open the safe.

**Merle:** It wasn't Jenkins's hands.

**Angus:** What are you saying?

[Travis gasps]

**Merle:** I'm s—

**Magnus:** J'accuse!

**Taako:** [in Justin voice] Oh my god.

**Merle:** It was the engineer.

**Taako:** What about- okay, but wait, I'm—

**Magnus:** Jenkins is the assassin!

**Taako:** Jenkins... Killed the... Okay, listen. Okay. Listen. I have a moment of lucidity and I don't want to waste it. Jenkins killed the engineer. Took the head, so the body couldn't be identified. Switched clothes with him, took the hands off the body, swapped the body with *his* clothes, and then opened the pleasure chamber into the engineer's room so he'd kill in there. Right? So that's how he got in the engineer's room with his wand. With his magical closet.

**Merle:** And then burned up the body to prevent further investigation.

**Taako:** Burned the body to prevent further investigation.

**Angus:** I think you're close! I think that definitely he destroyed the body with the fiery crab to keep us from figuring out that it wasn't Jenkins. I think a much simpler solution—

**Taako:** By the way, classic Jenkins to use a crab instead of just using a spell slot.

**Magnus:** [crosstalk] Oh, classic. Classic Jenkins.

**Taako:** Just burn *one* spell slot Jenkins!

**Magnus:** C'mon!

**Angus:** [crosstalk] If we're 100 percent accurate on this, I think we need to be a lot more respectful of Jenkins's magical potency.

**Magnus:** [crosstalk] Nah, Jenkins is a real weiner.

**Taako:** [crosstalk] I would sooner die!

**Angus:** I think a much easier method for him to access the engine car is when he took a drink service in there!

**Merle:** Ohh! Drink service...

**Taako:** Ohh, well I liked mine better, but that's fine.

**Merle:** I'm glad you're contributing, Angus.

**Taako:** I'm also glad the engineer is *drinking*.

**Magnus:** He's still in there! 'Cause when we talked to the engineer, the engineer answered.

**Angus:** The engineer answered *through* the audio device above the door which could have easily just been [ghost trick](#), it could've been a Ghost Sound... it coulda been any number of spells.

**Magnus:** Cool, so where is Jenkins now?

**Angus:** This is a very curious, curious question: Remember when we were talking in my sleeper car?

**Magnus:** Yeah?

**Angus:** About how- and I revealed my true identity and you guys revealed your true identities?

**Magnus:** Yeah, we all grew closer as friends.

**Jess:** What are you *talking* about?

**Angus:** Oh, I'm the world's greatest detective. Anyway, you remember, before the murder? Before any of this even happened, we were interrupted by the sound of somebody moving past the sleeper car towards the back of the car. If Jess and Graham were in the front of the car, the engineer was already dead, who—

**Magnus:** We'll call him Jingineer—

**Angus:** He had a name. And it was... Hudson. Remember all those great Hudson—remember all those great Hudson Hawk goofs? If Hudson was already killed, and Jess and Graham were in the front of the car, and the four of us were in my sleeper car, who was that moving towards the back of the car, and where are they?

**Magnus:** J-Jenk— is it Jenkins?

**Angus:** Yeah, I mean, yes.

**Magnus:** So Jenkins is in the actual final car...

**Taako:** Jenkins is in the *real*... with the *real* crypt... in the real room.

**Magnus:** All right.

**Angus:** What I'm finding curious is *why* he didn't just kill the engineer *in* the engine car, cut off his hands in the engine car, and take his hands to the crypt? To the cargo car! Before—

**Magnus:** Because he had to alleviate suspicion from Jenkins.

**Angus:** I think that's right, he had to— whenever this job is done, he doesn't want anybody looking for him. And it's a lot easier to escape and start a new life as a *corpse* than as a criminal.

**Angus:** I have a theory for how the corpse found its way into the space between the passenger and the sleeper cars—

**Magnus:** Well somebody probably helped it. Cause it's... it's just a corpse. I was just saying, like when you're a corpse, you can't—

**Merle:** Let's hear your theory, little man!

**Angus:** Does anybody else want to take a stab at it?

**Taako:** Oh, well we've— well, we've had such a good hit-rate so far! Well, maybe the... the weird crab carried it? On its back?

**Magnus:** It was on the drink cart.

**Angus:** In the drink cart Eureka! Bazinga!

**Magnus:** Shut up! [laughing as he talks] You already knew the answer Angus, I don't need-I don't need your pity!

**Angus:** No! I'm just, I'm very proud of the three of you. You've been much more competent than anybody on earth would have ever thought.

**Taako:** Oh thank you!

**Merle:** Well, wait til you get to know us.

**Taako:** Yeah, we, we blew up a whole city once.

**Merle:** Sh-sh-shhh!!

**Griffin:** He walks over to the three of you and starts whispering:

**Angus:** What I don't understand is, if Jenkins was also the killer of Leeman Kessler, how does he know about this item that I can't hear and apparently nobody seems to know about except the three of you?

**Magnus:** Is he a member of the Bureau of Balance?

**Angus:** Is he a...? You just static-ed out right there.

**Magnus:** Oh, the [static noise], that's not for you.

**Angus:** Okay.

**Magnus:** I'm- I'm asking like, my compatriots.

**Angus:** The really tricky part is how we're gonna be able to get to Jenkins before we arrive in Neverwinter. Graham, how long do we have? Until we arrive?

**Griffin:** Graham reaches into his Juicy robe and pulls out a pocket watch.

**Graham:** Uh, about 25 minutes!

**Angus:** We don't have very long!

**Magnus:** About 25 minutes, yeah, we- we just heard him.

**Angus:** Okay...

**Magnus:** I have a question for boy detective.

**Angus:** Yeah, shoot!

**Magnus:** So the rule of "You can't bring items back from the pleasure chamber."

**Angus:** Yeah?

**Magnus:** What happens if we could successfully bring an item back?

**Angus:** You can't!

**Magnus:** Would it disrupt the magic?

**Angus:** It wouldn't do anything to the magic. It just wouldn't go through.

**Magnus:** How do we disrupt the magic?

**Angus:** Either by stopping the caster from channeling the spell or destroying the item that's channeling the spell. We do—

**Taako:** Wait wait w-w-w-wait! Are there windows on the crypt car?

**Angus:** There are no windows in the crypt car. There's only the caboose door.

**Taako:** Son of a bitch.

**Magnus:** Is the wall punchable?

**Taako:** Are there windows on the cars next to it?

**Angus:** Uh, there's a door before the dining car—

**Magnus:** Yes, but you were saying there's a door at the back of the cargo car, and in the fake train, it's fused shut.

**Angus:** Right, I suspect that's because pleasure chambers can only have one entrance.

**Magnus:** So if we were able to get around to that door, from the outside of the car...

**Taako:** How sturdy are the walls of the train?

**Angus:** It's a train... so... pretty sturdy!

**Taako:** Fairly sturdy, right?

**Angus:** I would say they're about, in terms of sturdiness, they're about, uh, train level, which is to say pretty sturdy.

**Taako:** What if we were to go back into the dining car, I cast Levitate on Magnus, put him out a window, and he goes and knocks out the side of the cargo car?

**Magnus:** Or the door.

**Merle:** Or all the way to the back and come through—

**Magnus:** That's what I'm saying.

**Taako:** Or go through the back of the caboose. Either way, if I levitate him and put him out the back of the train, then he could get around to the back or the side and look for another way in.

**Angus:** And then he'd have to... take down Jenkins on his own?

**Magnus:** Yes.

**Angus:** That seems pretty dangerous.

**Taako:** Well, no! All he has to do really is *distract* Jenkins long enough to bring down the port. We have the Far Stone, right? So we can use the stone to keep in contact. And as soon as he brings the port down, we can go in, and take Jenkins to Brown Town!

**Magnus:** Here's what we're gonna do—

**Taako:** And! And here's the good new— The best news is: there's no way he's gonna use any spells on us! We know how finicky he is about conserving his slots.

**Angus:** Again, I have to stress this, I think his incompetence may have been a ruse, and if you try to step to him, you may get...got.

**Taako:** Hey, Angus, you're the world's smartest kid, have you ever heard of a man named Magic Brian?

**Angus:** I can't— you just static-ed out for me.

**Magnus:** Exactly!

**Taako:** Exactly!

◦ . \* . ◦ . \* . ◦

**[motrl 7]**

[\(back to top\)](#)

**Griffin:** Jess and Angus and Graham all barge into the cargo car where you have just destroyed these meat monsters and one of the meat monsters just destroyed Jenkins and Jess yells:

**Jess:** Let's get busy!

**Griffin:** And her axe appears in her hand.

**Taako:** And that's the— my entire plan for how we stop the train. They missed it. I guess they missed it, but it's really good.

**Angus:** Can you uh, can you start over from the beginning?

**Taako:** [Groan of reluctance] Hachi-machi. We'll compare. Contrast and compare. They're bored, they don't wanna hear my plan again.

**Griffin:** Angus leans over to you Taako and says:

**Angus:** [whispering] I think we should probably find that item you guys were looking for first. Before anybody else can get their hands on it.

**Magnus:** Okay.

**Angus:** That was just, not for you. That was Taako, that was in Taako's ear.

**Taako:** Okay.

**Angus:** But I guess I'll whisper to you too. We should find the item...

**Justin:** I bend down and pick up the compass that [Jenkins] was using.

**Angus:** What is that? What have you got there?

**Taako:** I think it's a compass but not pointing motion. I thought I'd know more about it, but I don't.

**Angus:** What is it pointing towards?

**Taako:** It's a dowsing thing.

**Angus:** A dowsing rod. Interesting. What if the killer was... the killer's victims were all extremely wealthy. What if that dowsing rod was able to point at like the most valuable thing? It would explain how we could find your object that nobody knew about. Because if it's as powerful as you say I imagine it's incredibly valuable.

**Taako:** Well that's a good point.

◦ . \* . ◦ . \* . ◦

**Angus:** I'm— I'm really glad that everything's working out for you. A wand got eaten by another staff, it was really cool and you did a thing with a monocle and all that's great.

**Travis:** We solved this one guys.

**Clint:** But we're still hurtling towards our death.

**Angus:** But— Graham, what are we looking at now?

\_\_\_\_\_

**Griffin:** Graham is— is punching in other buttons and Angus is:

**Angus:** I— I'm too young to die. Oh, god, no this is gonna be terrible. What can we do?

\_\_\_\_\_

**Travis:** Okay. Done, fuck it. You know what? I trust you Taako. I lay my hand on his shoulder.

**Magnus:** I trust you.

**Taako:** Oh— Excellent.

**Graham:** We'll be at the—

**Clint:** I lay my— I lay my hand on his hip and say:

**Merle:** That's as high as I can reach.

**Griffin:** [And then you dip. He dip. We dip, we dip.](#)

**Angus:** These are all really great goofs, but we're gonna hit the gate in one minute.

**Magnus:** Be cool Angus, for one second! This is a teambuilding moment.

\_\_\_\_\_

**Taako:** Aw shit, you know what? You know what? We're just. Let's just jump. How bout that?

**Merle:** Yeah!

**Taako:** Let's just jump off a moving train.

**Angus:** Are you sure about this? It seems like it's gonna hurt a lot, sir.

**Justin:** I push Angus off the train.

**Taako:** You're fine!

**Angus:** Oh go— oh gosh!

**Griffin:** You throw this canary in the mineshaft off the train. You see him roll... a good distance. He sits up and gives you a thumbs up, but he's missing two teeth.

◦ . \* . ◦ . \* . ◦

**Taako:** And— oh, everybody, I just remembered something terrible!

**Magnus:** What's that?

**Taako:** We forgot to get the valuables off! Before we did that. Out of the safe.

**Travis:** And Merle and Magnus just kind of glare at Taako...

**Angus:** Oh no! I was transporting my grandpa's favorite silverware! I was gonna give it to him as a death-day present!

**Merle:** Oh well!

**Magnus:** He'll be happy you're alive, Angus. That's present enough.

**Angus:** No, he said specifically, "Bring me my silverware. I'd like to see it *one* more time on my deathbed."

**Magnus:** Well, maybe you'll get lucky and he'll be dead before you get there!

**Angus:** ... We can only hope.

◦ . \* . ◦ . \* . ◦

**Griffin:** You've got Angus and Jess and Graham in tow. You walk into the station, and standing on the platform are a bunch of very well-dressed people with luggage who are just looking at you, mouth agape, because they just watched a fucking train disappear. And the Neverwinter Militia run up, and Angus produces a small badge from inside his jacket and goes:

**Angus:** It's okay, they're with me.

**Griffin:** And goes and starts to talk to them, and the the chaos of this scene eventually subsides a little bit, and you are inside the platform.

---

**Griffin:** Angus walks away from the militia who have started to disperse off the platform and he walks up to you and says:

**Angus:** I gotta say you guys, I'm really proud of you. This was one of the toughest mysteries that I've ever solved on my— by myself, and, I—

**Magnus:** Well... Wait, hold on, I'd say we solved this one together.

**Angus:** Of course, yeah, no, it was a joint effort—

**Merle:** WHOAAA, I'd say we solved it alone, without you.

**Angus:** Well, that seems... mean, I'm trying to like, do a heartfelt goodbye speech.

**Angus:** I want you guys to have something, 'cause I was gonna take it back to the station, because it shouldn't fall into unsafe hands but you guys seem like you'll be able to take care of it, and maybe you'll get a lot of use out of it.

**Griffin:** And he pulls the rusted compass out of his pocket, and—

**Clint:** I take it!

**Griffin:** Okay, and he hands it to Merle, and Merle, you pop it open and it seems to be pointing... toward Taako's bag, which is weird, but you don't—

**Justin:** I have the monocle in there.

**Griffin:** Oh.

**Travis:** Oh, shit! We forgot to get Pringles for our roommate.

**Angus:** And I have one other gift for you.

**Griffin:** And he retrieves... it's a miniature, it's like one of those snack size canisters, and it's Sour Cream & Onion which is not the best kind of Pringle—

**Angus:** They're yours if you want 'em. I was gonna have 'em as a traintime snack, but I forgot to eat 'em in the train times.

**Taako:** And I have, I have something for you. I managed to get one piece of the treasure out of the, out of the crypt. And it's—

**Angus:** You got my grandpa's silverware?

**Taako:** Ah, well—

**Angus:** You got the whole set?

**Taako:** Sadly, I was only able to preserve a few pieces of it, but something's better than nothing, I guess.

**Justin:** And I hand him three forks.

**Angus:** ...Thanks. I was really— you got me really excited that you rescued the whole set, 'cause I think— honestly I think if I just show these three forks to my grandpa, he's just gonna get angry.

**Taako:** Listen, kid, I'm not a magic worker, okay?

**Magnus:** ...Wait—

**Taako:** Well, I am, but— *technically* speaking, I am in fact a magic worker, but... I'm busy.

**Angus:** If you, if you guys ever run into any mysteries that you can't solve, just drop me a line, and I'll be there in a flash!

**Griffin:** He hands you a card that just says "Angus McDonald" on it, but there's no phone number or anything 'cause phones don't exist, so it's not the *best* business card, but he gives it to you anyway.

**Travis:** We'll use the port wand to find him.

**Justin:** Does it have his LinkedIn address? Then I can find him on LinkedIn, just do that.

◦ . \* . ◦ . \* . ◦

[li 2]

[\(back to top\)](#)

**Director:** I have another thing that I need to talk to you about. Because we're putting all of our resources behind the three of you, it's time that we offered you greater assistance when you're on a mission. And, to that end, we've hired a new seeker, whose sole responsibility will be providing you with live intel when you're hunting down a grand relic. Can I see your stones of far-speech for a moment?

**Griffin:** You fork over your three walkie-talkie-esque stones of far-speech and she withdraws a small wand from her robes and she points it at each one, and she twists her wand a little bit and hands them back to you. And she smiles, because the next thing you hear comes from your stones of far-speech, you hear a voice say:

[???: [Griffin in higher, sweet voice] Hello, sirs!

[Magnus, Taako, Merle all gasp.]

**Magnus:** It's... it's the Boy Detective! It's Angus!

**Griffin:** And the door behind you opens and standing there, in the doorway, you see holding another stone of far-speech, Angus McDonald!

**Taako:** That's my dude!

**Clint:** By popular demand!

**Taako:** Coulda' sworn you died.

**Griffin:** He is wearing a bracer of initiation, and he walks up to you guys and says:

**Angus:** That's right, I'm gonna be working pretty closely with you three from now on.

**Travis:** I take his bracer away.

**Griffin:** [pauses] You pull on it, but it's, like, firmly attached to him.

**Angus:** Okay so we're still doin' this, huh?

**Taako:** Angus, this is embarrassing, I thought— if you put a gun to my head I woulda sworn you died.

**Magnus:** It was super good to see you though.

**Taako:** [talking over Angus] It's so good to see you. I thought you—

**Angus:** You guys destroyed the train, and we all jumped off of it, and you gave me the only remaining piece of flatware from my grandpa's set.

**Magnus:** Oh yeah, yeahyeahyeah--

**Taako:** [laughing] That was some cold shit, huh.

**Director:** Angus was beginning to be a bit of a thorn in our sides. He began to take on some cases from people planet-side, who began to file these missing persons reports for people they couldn't remember. And it began to get kinda complicated and he was getting a little bit hot on our trail so we figured y'know, if you can't beat them, hire them.

**Magnus:** So now he's our pet.

**Griffin:** And she tousles his hair a little bit, and he blushes.

**Clint:** Aww.

**Magnus:** Now we own Angus.

**Angus:** Well, I dunno—

**Magnus:** I'll add him to my inventory.

**Angus:** [laughing] I wouldn't say that much—

**Magnus:** One Angus.

**Angus:** —but if you do have questions about something or if I have any intel about a mission I'll be able to give it you guys on the fly.

**Magnus:** Good boy, Angus.

**Angus:** Well, I'm not a dog, so—

**Magnus:** [gruff] Good boy!

**Angus:** I'm just a co-worker. I would say that—

**Magnus:** Well, good to see ya Angus.

**Taako:** Yeah, this has been great. And you're not dead, right? Just to double check.

**Angus:** Nope. Still... corporeal...

**Magnus:** Wait... are you evil?

**Angus:** Nope—

**Magnus:** Cool.

**Angus:** I'm great.

**Griffin:** The Director reaches down to her desk and pulls out a roll of parchment, and jots some stuff down on it. And hands it to you, Magnus, and she says:

**Director:** I need the three of you to do me one last favor, if you can report down to the voidfish's chambers, and give this to Johann, we need to feed the voidfish this particular information. When a member of our order passes away we have to get rid of all knowledge of them from the world below. It's sorta an ugly part of the job, but it's necessary to keep little rascals like Angus off our case.

**Magnus:** That little asshole.

**Director:** Well...

◦ . \* . ◦ . \* . ◦

[ck 1]

[\(back to top\)](#)

**Griffin:** So yeah, you've invited a few guests over, a few like, we'll call them essential personnel at the Bureau of Balance. The Director showed up, Avi showed up, he's a little tipsy, Killian is in the mix. Angus is there. You didn't *invite* Angus...

**Justin and Travis:** Ugh.

**Griffin:** But, you know him, he's a detect—

**Travis:** He's a real Angus.

**Griffin:** He's a sleuth, and he figured out that you're having a party and he rolled up.

---

**Griffin:** Angus walks up to you guys, and he hands you all three books, and they are each different—

**Travis:** Nerrrrrd!

**Angus:** Well, um, I thought—

**Merle:** Were they out of socks?

**Angus:** No, I- you guys don't need socks, it doesn't seem like, um, but these books mean a lot to me, they're from my favorite young adult book series—

**Griffin:** And as you unwrap them, they are different installments in a young adult mystery novel series, titled *Caleb Cleveland: Kid Cop*. Which is a young adult series about a young detective, and Angus says,

**Angus:** These books were very formative for me, and they taught me a lot about, um, you know, checkin' things out and solving crimes, and cracking clues! That's sorta the three main pillars. Checking things out, solving crimes, and cracking clues!

**Travis:** I put my arm around Angus's shoulder and I say:

**Magnus:** For Candenights, I promise not to play keepaway with any of your stuff for the coming season.

**Angus:** [Kind of teary-breathing] Do you really mean it?

**Magnus:** Yes.

**Travis:** And when I take my hand away, I've stuck a "Kick Me" sign on his back.

**Angus:** This is the best - this is a Candenights miracle. [Calling out to others] Did you guys hear that!

**Clint:** I kick him.

**Angus:** [startled and sad] Oh God.

**Taako:** Uh, listen Angus, I have something for you too.

**Justin:** And I reach in my bag and I pull out three spoons.

**Angus:** [Gasps]

**Taako:** Now listen, I uh, it took me a while to buy these back from... the place where we lost them- don't think about that too much.

**Angus:** Wait, what you just said- like, I'm deducing, that what you just said when you-

**Merle:** Shh, shh.

**Taako:** I had a little extra gold, so I uh, bought you these three spoons.

**Justin:** And Griffin, that'll get rid of the extra gold I had, after last week.

**Griffin:** Okay, that's fair.

**Justin:** I bought these three spoons for Angus.

**Angus:** This is amazing! It was a 48-piece set so now I've got um.

**Travis:** My hand starts to creep towards taking them away from him. I grab my wrist and pull it back. No!

**Angus:** Yeah, a promise is a promise. Thank you, this means a lot to me, I'll keep work- this is my personal quest. I know a lot of people are invested in my storyline and that is to recover the remaining 44, you know, knives, spoons, forks, pieces of flatware that belong to my grandfather and once I do, maybe I'll uncover a terrible secret about the universe!

**Merle:** And this is for you, Angus. It is a whetstone shaped like a duck.

**Angus:** Well, this is great. I can use it as like a paper weight or something.

**Merle:** I thought you'd like it.

**Angus:** How did you know I like ducks so much?

**Taako:** Haven't we talked enough?

**Angus:** I guess so...

**Magnus:** Is it adventure time yet?

**Angus:** Thanks, bye.

**Griffin:** There's actually one more person that has a gift to give you, and it's the Director! And she walks up to you and discreetly hands you three envelopes.

**Justin:** As Angus is walking away, I chuck a macaroon at his head.

**Taako:** I forgot! That too!

◦ . \* . ◦ . \* . ◦

**Magnus:** Is there anyone else in the lab, or were you the only one working on the project?

**Lucas:** Yeah, I mean, I have some, robotic helpers but they, don't possess the sort of sentience required to pull off a stunt like this. I don't know what it is that has taken over this stone but right now I'm trapped in my own medbay because right outside is a crystallized room. I should explain: [blah blah blah]

**Travis:** I look at Angus.

**Magnus:** You got all that? Because none of that made sense to me.

**Griffin:** He's been writing all of this down.

**Travis:** Okay, great. I'm glad we got this girl Friday.

◦ . \* . ◦ . \* . ◦

**Griffin:** Angus chimes in through your Stones of Farspeech which you have tucked away inside your suits so you can sort of communicate. And you hear him say:

**Angus:** Be careful in there. According to the psych profile I've drawn up based on what the Director has told me about Lucas, he's a pretty reckless individual, and I'm willing to bet his experiments aren't above-board safety wise.

**Magnus:** Cool.

**Merle:** Is there any way to turn off the radio in the suits?

**Angus:** I mean, I wouldn't advise it. I'm gonna provide some good helpful intel and some charming dialogue.

**Taako:** Can you at least try to talk a little lower, darling?

**Angus:** [slightly lower] H-Hi.

**Taako:** Butch it up a bit?

**Angus:** Okay lemme. [lower, but also old and strained sounding?] Hi everybody, it's me Angus.

**Merle:** Oh god, that's worse.

**Angus:** [not much lower-pitched but slower] No, I'm here to provide you with valuable-

**Merle and Taako:** Nooo, no--

**Angus:** -valuable intel.

**Taako:** No, it's like Will Ferrell's [impersonation](#) of Harry Caray fell down a flight of stairs.

**Merle:** And landed on [Grandpa Simpson](#).

◦ • \* • ◦ • \* • ◦

[ck 3]

[\(back to top\)](#)

**Travis:** Griffin, before we go on I wanna do something I should've thought of last episode. I wanna contact Angus and see what he knows about the Philosopher's Stone.

**Angus:** H- Hello? What did you guys need?

**Magnus:** Hey Ango, um—

**Angus:** [amused] Is that happening?

**Magnus:** Yeah, [D'Jangus](#). Um, what do you know about the Philosopher's Stone? We just ran into like a crystal golem thing that like sang to us. And it was like—

**Angus:** Yeah, that definitely shouldn't happen. The Philosopher's Stone is just a very powerful, sort of cypher for transmutation magic. And it allows you to change really any material into any other material, but it shouldn't be able to animate material! Because I mean, that's just beyond its capabilities!

**Magnus:** Do you know anything about like a crystalline demon? It was like a glowing ball of light, it sang, it was really creepy, it sounded like a vocoder.

**Angus:** How did it find you? Tell me everything.

**Magnus:** Uh, well we were walking across a crystallized—[propellers spin]

**Angus:** Yeah, I mean, it sounds like it was somehow inspirited by a ghost or something like that, but it, you said it came through some sort of rift? In spacetime?

**Magnus:** Yes.

**Angus:** That's not... ghosts can't really do that. So I'm not a hundred percent sure what we're up against here. Um, but I'll start cracking the books and see what I can find out for you.

**Magnus:** Alright, do that.

**Taako:** Thanks, Ango.

**Magnus:** Let us know if you come up with anything.

**Angus:** Yeah, no problem! I— I love you.

**Magnus:** Love you too.

**Merle:** Shut up, don't— no, please, no.

**Magnus:** I'm a big fan.

◦ . \* . ◦ . \* . ◦

**Hodge Podge:** Hello there! My name is Hodge Podge. Are you kids ready to learn?

**Magnus:** Yes.

**Taako:** Yeah, I could learn.

**Merle:** Sure.

**Hodge Podge:** Please select a difficulty setting: child, adult, or master.

**Magnus:** Ch— child!

**Hodge Podge:** Child accepted. Child mode activated.

**Justin:** Before anybody else does anything I call Angus.

**Angus:** Hey this is Angus.

**Taako:** Angus.

**Angus:** What's up? What's crackin'?

**Taako:** Hey listen, are you down here? 'Cause I can swear I'm talking to you right now. Are you down here?

**Angus:** No, I'm back in the Director's office, we're working on what that thing was, that crystal golem that attacked you.

**Taako:** A likely story. Do you have a brother? I swear to God there's a little robot down here that—

**Magnus:** Did you sell your voice for like a robot company?

**Taako:** Yeah, did you sell your voice to a robot company?

**Angus:** I'm not— do you think I'm a robot?

**Magnus:** No!

**Taako:** Yes! A friendly robot.

**Angus:** No, I'm a flesh boy.

**Merle:** Oh my God, that, it just gets worse!

**Taako:** That's the worst way you can say—

**Merle:** A Flesh Boy?!

**Angus:** If you guys— I need to get back to work. Do you need something? Is it pressing?

**Magnus:** No.

**Merle:** Oh I'm sorry, are we inconveniencing you while we were about to get blown up and burned up!

**Angus:** Okay, help me help you—

**Taako:** Yeah, sorry, if we don't want to talk to you, you disappear from existence, ask anybody! That's how it works.

◦ . \* . ◦ . \* . ◦

**Hodge Podge:** Play easy! You don't want to [lowers voice] break me, do you.

**Merle:** [nervous] No...

**Magnus:** Oh wait, I have a great idea...

**Merle:** No! You don't! You just had a horrible idea!

**Magnus:** I do! Hear me out! Hear me out!

**Travis:** I pick up my stone of farspeech.

**Magnus:** Angus.

**Angus:** Yeah? What's up?

**Magnus:** I want you to just stay on the channel and listen.

**Angus:** Yeah, okay, that's great. Um, what are you doin'?

**Magnus:** There's like a robot who's asking us questions, and I want you to—

**Angus:** Oh, like a puzzle game! That's my favorite!

**Magnus:** Yeah, I thought that might be the case.

**Hodge Podge:** Please select a category. Math, science, m—

**Taako:** Spelling.

**Hodge Podge:** Spelling. I'll give you another chance. Spell "aarakocra."

**Angus:** Oh, guys, this one's easy. It's A-A-R-A-K-O-C-R-A. Tell him A-A-R-A—

**Magnus:** A-A-R-A—

**Angus:** K-O-C-R-A.

**Magnus:** [crosstalk] K-O-C-R-A.

[celebratory beep noise]

**Hodge Podge:** That's right.

**Taako:** Phew.

**Hodge Podge:** Please wait. Error detected.

**Magnus:** Tits.

**Hodge Podge:** External communication detected. The three of you aren't cheating, are you?

**Magnus:** No.

**Merle:** ...A little.

**Magnus:** *No!*

**Griffin:** The room starts to glow blue a little bit, and then you hear Angus go:

**Angus:** Hey, guys, is something going— Guys is— I can't— wrong wi— oh—

**Griffin:** And then the line goes dead.

**Hodge Podge:** Now it's just the four of us. It's time to have [lowers voice] *some real fun.*

◦ . \* . ◦ . \* . ◦

[ck 4]

[\(back to top\)](#)

**Griffin:** That blue light that has been surrounding the room this whole time is now gone, and you just hear everybody just yelling at you, all at once. You hear Ango and he's cryin'. You hear Ango cryin' and he's like,

**Angus:** [breath hitching] I thought I was helping you guys and I knew I shouldn't have been doing it. And then when it went dead I thought you guys had died and I was just trying to help and I'm so sorry- I'm s-

**Magnus:** [crosstalk] Ango. Angus. Angus! Director, slap Angus for me.

**Director:** Uh, that doesn't- I think that would show up on the HR report-

**Magnus:** Do it!

**Director:** He's a little boy and I'm like an adult woman-

**Taako:** Don't think, smack! [dissolves into laughter]

**Director:** A little - a light-

**Taako:** Less talky, more hitty!

**Magnus:** It's smack o'clock!

**Director:** Okay, a little one.

[light patting noise]

**Angus, whimpering:** Ow! God!!

**Magnus:** Pull yourself together, Ango.

**Taako:** Someone quick, get a picture! Get that on the 'gram!

**Merle:** Kick him! Now kick him, right in the butt. Kick him real hard in the butt!

**Taako:** Push him- make some spaghetti and push him in his spaghetti.

**Merle:** Oh yeah, that's a good one!

**Magnus:** Call him some names!

**Taako:** You're like a [Patch Adams!](#)

**Angus:** [sniffing] I'm so glad- I'm so glad that the three of you are alright... [more sniffing]

**Magnus:** Can you put an adult on the phone?

**Merle:** We appreciate it, Anus.

**Taako [laughing]:** Yeah, let's talk to an adult please.

**Angus [sniffing]:** Anyway, I had this idea. What if you asked him something that the Voidfish had erased.

**Magnus:** Yeah, no, he's dead. He's dead, it's fine.

**Merle:** He blowed up. He blowed up real good.

**Magnus:** We got it.

**Angus:** [voice immediately returns to normal] Oh, thank goodness. Okay. Well, b– I– I love you, bye!

◦ . \* . ◦ . \* . ◦

**[ck 5]**

[\(back to top\)](#)

**Griffin:** As that white light disappears in through the rift, you see Noelle has her little satellite dish that she has on top of her head that was pointing at her, and she says:

**Noelle:** Hey, I just wanted to let y'all know, I scanned that thing, just to try and figure out what it is, and it's definitely of undead origin. But it's got traces of divine energy, all around it. I'm trying to figure out– do you guys know what's going on? I'm not a big fan of that thing.

**Griffin:** Angus actually chimes in through your Stone of Far Speech, and he's like:

**Angus:** Argh, this is killing me! This all sounds so familiar but I just can't place it.

**Griffin:** You hear him flipping through some books and he's like:

**Angus:** I'll keep digging into it, you guys just keep on moving in, and just regroup with the rest of the team.

**Taako:** It may be familiar, but it's not *too* familiar because I've never heard anything like it.

**Travis:** But [not too not familiar](#) because it seems like [Clint starts laughing] something I would know about.

◦ . \* . ◦ . \* . ◦

**[ck 11]**

[\(back to top\)](#)

**Griffin:** Noelle, Carey, Killian, and the three of you have made it to the main hall, and you are standing in front of the Director. This is the room where one of the walls sort of opens up into a massive window into the chamber where the Relics have been destroyed. It is really late, some groggy looking staff have assembled to help conduct in

the destruction of the Philosopher's Stone. Davenport is in the room, by the Director's chair. Angus is off in a corner, somewhere, basically half asleep, but he gives you guys a big thumbs up and a big cheesy grin.

**Justin:** Angus— I give Angus a thumbs down. And I go, "Pbbttt."

**Travis:** I do the thing where you put your hands together and then you put two fingers through and twist it around and then you wiggle the two fingers.

**Griffin:** He looks amazed.

**Angus:** Wow, oh my—

**Griffin:** He runs up to you, Mag—

**Angus:** Oh my God, sir! Have you become— have you been learning wizardly magicks?

**Travis:** I take his nose.

**Angus:** Oh my God! ...Why doesn't it hurt?

**Justin:** I cast Prestidigitation to make it look like his nose isn't there.

**Travis:** Even Magnus is surprised!

**Griffin:** His childlike wonderment turns to absolute terror, as he goes:

**Angus:** No, please! Give it back! Give it back! I need that to smell.

**Travis:** [crosstalk] I eat it. Mmm! Mmm!

**Taako:** Hey Angus, do you know how you're going to smell now?

**Angus:** No.

**Taako/Merle:** Terrible!

**Griffin:** He reaches up and touches that— he feels that his nose is still there and he goes:

**Angus:** Wow, okay, that was kind of a dark one.

**Travis:** (imitating Angus) *Kinda messed up.*

**Angus:** Good job, by the way. I'm really proud of you guys.

**Griffin:** —and walks back to the corner he was standing in.

**Magnus:** Couldn't have done it without you, Dangus.

◦ . \* . ◦ . \* . ◦

[li 3]

[\(back to top\)](#)

**Griffin:** So you, Taako, decided for your time off, and maybe you can talk a little bit more about the motivations that have led you to do so, because I thought this was a surprising character choice. You decided to give young Angus McDonald, boy detective, some tutelage in the ways of magic after he expressed some interest in it in the last episode.

**Justin:** Yes. I feel guilty about the whole silverware—

**Griffin:** Oh just the silverware, not like the constant ceaseless bullying of this ten year old.

**Justin:** That's kind of like, fun ribbing. Just like, two equals ribbing each other. I don't feel particularly guilty about that, no, I feel a little guilty about stealing his family's silverware and lying about it.

**Griffin:** And pawning it off, for like, I think you bought like a soda pop with it.

**Justin:** In the grand scheme of our adventures, it was not a lot of money.

**Griffin:** So you've decided to give him some magic lessons. It's mid afternoon, and you are in the Bureau of Balance cafeteria. It's between meals, basically, you got a big open room right now, you've moved some of the tables out of the way. And in walks little five foot nothin' Angus McDonald, wearing his Sunday best, and he's holding a little dinky wand. And he just prances into the room, he's very excited.

**Angus:** Hello sir! It's magic day! It's magic day!

**Taako:** I suppose... I'm already regretting this.

**Angus:** [very quickly] Oh, I'm sorry, I can tone it down if you'd like, I'm just excited to begin my magic. My magic adventure into the arcane arts!

**Taako:** Okay, alright. Let's calm down a little bit.

**Angus:** Let's - what kind of spells am I gonna learn today?

**Taako:** No spells today, the first day isn't about spells. It's about the spells you don't learn. Really, on the first day-

**Angus:** [crosstalk] Okay!

**Taako:** How many spells don't you know?

**Angus:** All of them?

**Taako:** Mmm, good start, all–

**Angus:** I mean, I know all about the principles of arcane interaction and sort of the different schools of magic and how they behave, I've done a lot of studying up. But for some reason I just can't seem to get the dang magic to come out!

**Taako:** Sure, here's your first problem: what is this you're holding here?

**Angus:** My magical wand?

**Taako:** Yes, what is this you have here, where did this come from?

**Angus:** Leon gave it to me because I helped him solve a couple mysteries on the side. Those didn't make the episode cut, but there was a whole little campaign we went on together!

**Taako:** Okay. See, the problem is, a lot of people get wands and they think "Well, magic time, baby," like starting a car, but really a wand is just a conduit for the magic that has been inside *you* all along.

**Angus:** That's wonderful!

**Taako:** Yeah, it's pretty inspirational 'n shit. So-

**Angus:** [interrupting] So how do I get that magic to come out of me, sir?

**Taako:** Put the wand down first.

**Angus:** Okay.

**Griffin:** He very gently, very gently sets it down. Like, very very very– This thing is more precious to him than his family's silverware. He sets it down gentle on the ground.

**Taako:** So, the first thing is: what if you don't have your wand? Well that's a good question, it's on the table right? So you don't have it. So here's the first spell I'm going to teach you, are you ready?

**Angus:** Yes sir!

**Taako:** Mage Hand!

**Angus:** Oo-oh! I've heard of Mage Hand.

**Taako:** That's good! Mage Hand, it is a cantrip, which is one of the easiest things to cast. And it's conjuration, which just means making something out of nothing.

**Angus:** I know what the words mean, sir. [pause] I'm sorry, I didn't mean to step on your thing,

**Taako:** [crosstalk] You got a problem here?

**Angus:** [crosstalk] No, please teach me.

**Taako:** Is this a problem? Trying to salt my game?

**Griffin:** You run him through sort of the incantation, that conjures Mage Hand up out of nothing, and after a good ten minutes of him just standing with his hands, his open palms, like, an inch apart, a very very small spectral hand, with just a single finger, just the ring finger appears, and instantly just, like, falls on the ground and starts twitching. And Angus sees this like, monstrous, just pained hand and he starts:

**Angus:** Oh! Oh god!

**Taako:** Kill it! Kill it!

**Angus:** [crosstalk] What did I make?

**Taako:** Angus, kill it! Dude, stab it with something!

**Griffin:** He picks up a fork from the table and stabs the hand-

**Taako:** [crosstalk] Stab it! Stab the hand with the fork, quick!

**Griffin:** He stabs the hand with the fork and it dissipates back into smoke.

**Angus:** That was terrible!

**Taako:** That was great! You did a something out of nothing! That's magic, baby.

**Angus:** I guess that's true. I'd like to make a full big hand next time. Hey Taako, can I ask you a question?

**Taako:** Yeah, sure!

**Angus:** Who taught you how to do magic?

**Taako:** Uh, that. That's a long story, I didn't so much learn, I used to be a chef, um, a long time ago.

**Angus:** That's right, you made me those macaroons. Those tasted so good. I ate it as a Candenights treat for myself by myself in my room.

[Taako lets out a pitiful aww]

**Angus:** Yeah, I just cuddled up next to the Candenights bush, and there weren't so many presents under mine but that's okay. And I ate the macaroon and it was the highlight of my holiday.

**Taako:** I tried to learn— I was a chef and I thought transmutation magic would help... you know, spice things up a bit, right? Nobody's impressed if you put mustard on a hotdog, because you had the mustard, but what if you went into a box with just mustard and a hotdog and came out with like, chicken cordon bleu? People would be really impressed by that, right?

**Angus:** That would be amazing, sir!

**Taako:** Chef du Jour. So yeah, I tried to do that, I wasn't really that um... comp-e-tent at first. And then I sort of lost control. And I was transmogrifying things sorta left and right without really thinking about it. Which was a bad scene. And then—

**Angus:** Well, absolute power corrupts absolutely! As my grandpa said.

**Taako:** That's not relevant here, but a fine point and well observed.

**Angus:** So why don't you cook very much anymore, sir? The macaroons you made were so delicious, and I wonder why you don't cook for your friends more often sir?

**Taako:** [sighs] Well Angus, uh, one time I transmogrified something that... I transmogrified it into something you really shouldn't eat, ever? For life, to live, I mean? And, uh, a lot of people ate that. And that went... so sideways. I just decided I would never again cook for people I cared about, because I couldn't risk, um, y'know, something happening to them. Until I get this under control, I guess.

**Angus:** That's very sad, sir. I'm sorry for making you bring that up. I can tell that it upset you.

**Taako:** Yeah, that's okay. I just don't cook for anybody who's close to me. That I care if they live or die, I guess, more specifically.

**Angus:** You did let *me* eat the macaroon.

**Taako:** [High pitched] I did! I did. Hmm... that must have been a lapse, I gue- you know what, in hindsight? That was a lapse of judgement. I was actually just really excited about making macaroons, and I'm fairly certain that I didn't, ummmmmm, poison—

**Angus:** [crosstalk] Didn't goof that one up!

**Taako:** Didn't goof that one up, as near as I can tell. I mean, you're here, right? You're fine! You were- have you always been this height?

**Angus:** Um, I have shrunk like, four inches in the past couple months!

**Taako:** Not related. I'm sure that's not related.

**Angus:** I thought it might just be weird moon gravity stuff.

**Taako:** [interrupting] Weird moon gravity stuff? That's exactly— I was about to say that when you said it. It's amazing.

**Griffin:** You spend the rest of that day conjuring up Mage Hands, with different numbers of fingers on it. Just to kind of jump to the end of it, it's been about a week and a half, and you've given him several lessons. And you're back in that cafeteria between meals again, and Angus says,

**Angus:** Sir, sir! Check it out! Check it out!

**Griffin:** And he holds out his hand, and a small but pretty steady flame appears in it. And he has cast a very competent version of the cantrip Produce Flame. He's holding it up to you looking for approval.

**Taako:** That is awesome. Congratulations, Ang— Agnes.

**Angus:** Thank you sir! I— Did you say Agnes?

**Taako:** [laughs] You have done an amazing job. You know, if you keep it up, then someday you might be a better wizard than I am!

**Angus:** Tha— that's very kind of you to say, I hope—

**Justin:** And I grab him by his lapels.

**Taako:** [low voice] And when that day comes, little man, oh when that day comes... I will summon whatever powers I still have at my disposal, that you have not *siphoned* away from me, and I will take all of my canny and all of my cunning and all arcana still within my reach, and I will use it to *strike you down*. Little man, don't ever, *EVER*, again challenge my power. [long pause] It's a monologue I'm working on, Agnes, sorry, that wasn't actually directed at you. That's from a one-man show I'm doing.

**Angus:** [nervously] O-oh okay, so that was just from your play acting then, sir.

**Taako:** You peed your loincloth there, Agnes! I know you got a little suit. Peed Your Loincloth is the name of the show. You Peed Your Loincloth, it's the name of the show I'm working on.

**Angus:** C-can I get t-tickets?

**Taako:** [laughs] Oh, can't you just conjure them, Mr. Wizard? Mr. Big Tough Magic Boy?

**Angus:** This is kind of, uh, uncomfortable now.

**Griffin:** But he holds out a small, a small cardboard box. With a small ribbon around it. Which he undoes and opens up, and there's some macaroons inside!

**Angus:** I made th-these for you, sir. To thank you for the magic lessons.

**Taako:** Oh hell yeah! Thank you so much, Agnes. I am going to enjoy these, uh... in my bunk!

**Angus:** Y-you don't wanna eat one right now, sir?

**Taako:** Yeah sure, I'll eat one right now, what the hell. Only going around once, right?

**Griffin:** You take a bite into it, and the texture's fine, and the texture's hard to nail on a macaroon. It is completely flavorless. It's just— there's no flavor in it, whatsoever.

**Taako:** [unenthusiastic] It's fine. It's just fine.

**Angus:** I-I know I probably goofed up on the flavor profile, a bit.

**Taako:** I'll tell you what, you got the texture exactly right, and really with a macaroon that's the hard part. You gotta make sure to rise, one thing that might help is if you give the pan a little shake after you actually dollop out the meringue you can remove some of these peaks. And also sugar, any sugar. At all. Would be great.

**Angus:** Dang, that was it. Yep.

**Taako:** That's the one, yeah. That helps with structure.

**Angus:** I was wondering if you could maybe use Prestidigitation to get some better flavors on these bad boys.

**Taako:** [sighs] You could, but really— you shouldn't cross those streams, little man. That got me into some bad trouble, I wouldn't recommend it.

**Angus:** I was just hoping maybe you could just show me how Prestidigitation works. [Taako sighs] But I understand if- no, I understand.

**Taako:** [tired] No, it's fine. Yeah, Prestidigitation. So this has two components, V and S. Here you go. I'll just make these sort of... taste better.

**Griffin:** You point your Umbra Staff at the box of macaroons, and begin to cast Prestidigitation, but Prestidigitation does not come out of your Umbra Staff. It feels like, actually, your Umbra Staff is sort of exerting a will of its own? And Prestidigitation doesn't come out of it, the spell Scorching Ray does.

**Justin:** Aw dag.

**Griffin:** And you blast this little box full of macaroons into dust with a powerful version of the spell Scorching Ray. And you actually have to hold your elbow to prevent the recoil, this is a powerful ass version of this. And once you do this, Angus goes,

**Angus:** Well, uh, okay, I can understand if you didn't like them sir, but that's all you had to say. You didn't have to burn 'em all up.

**Taako:** No, it— I— that's not what I cast.

**Griffin:** Scorching Ray comes out of your Umbra Staff again, and this time your Umbra Staff, like, pulls your elbow so that it's pointing in a straight line. And it's firing the spell Scorching Ray into the wall? And you can just feel the Umbra Staff, like, making you trace a shape. And it carves out the letter "L", in fire, in the wall. And then it does a "U". And then it does a "P". And then the staff shuts down. And you feel it like, just kind of, lose any power that it was exerting over you in that moment. So your staff, you lost control of it and you blasted the letters L U P into the wall.

**Taako:** Why? What does that - what is L U P?

**Griffin:** Angus takes out a notebook and he says,

**Angus:** Sir, I appreciate the magic lessons, but it sounds like you've just given me an even better gift. A new mystery to solve!

**Taako:** Aw fuck.

◦ . \* ◦ . \* ◦ . ◦

**[boston]**

[\(back to top\)](#)

**Griffin:** Uh, I should mention that you shared that cannonball with a special guest, one specifically requested in Jess's letter. "P.S.", it reads,

**Jess:** If you're still in touch with him— just a thought, but could you bring the boy detective too?

**Travis:** YAAAAAY! [audience screams and claps]

**Clint:** No, no!

**Travis:** Ango!

**Clint:** Come on! I hate the boy detective!

**Travis:** No you don't.

**Clint:** I *hate* him!

**Travis:** Noo you don't.

**Justin:** What is, uh, how is he reacting to the cannonball?

**Griffin:** He was a champion.

**Justin:** Of course he was.

**Griffin:** Uh, but you do get a hearty,

**Angus:** Hello, sirs!

**Griffin:** And standing in front of you in front of Chaos Stadium is Angus McDonald, who is a bit winded. The three of you managed to shake him in the busy crowds of the Protector's Enclave, but he is the world's greatest detective, so he managed to find you.

**Angus:** Sorry I lost track of you! I looked away for just a second and you were gone!

**Clint:** If we kill anybody in this story does it hold for the rest of the—

**Griffin:** It would be a paradox.

**Angus:** I'm glad that I managed to find you, I was worried that I was not gonna be included on this adventure.

**Clint:** (under his breath) Oh, shit.

**Justin:** Despite our best fuckin' efforts.

**Travis:** I wanna point out that Justin did that in Justin voice, not Taako voice, so that's not canon.

**Griffin:** Yeah, you guys are being really sweet to Angus.

**Justin:** For a change.

**Griffin:** I should also mention that today is Angus's birthday.

**Travis:** Awwwww.

**Griffin:** Which is probably how you were convinced to bring him along in the first place. You probably, like, tore off that part of the letter and were like 'I dunno man, she didn't mention you, I'm sorry.'

**Travis:** I feel like Magnus got him something. Like maybe a carved wooden duck?

**Justin:** Get him a carved wooden stag. That would be—

**Travis:** I give him a carved wooden stag, sure.

◦ . \* . ◦ . \* . ◦

**Griffin:** He takes it back,

**Merrick:** Thank you, thank you. Hey, uh, you, little boy. Little boy. Are you a Jeff Angel fan??

**Magnus:** Please don't talk to our little boy.

**Merle:** He's OUR little boy.

**Taako:** Bought him fair and square.

**Griffin:** He fishes out a little angel wing button from his nerdy khakis and he hands it out to Angus, and Angus says,

**Angus:** Oh, heck no, sir! I'm no chump mark!

**Griffin:** And he takes it back.

**Travis:** And I high-five Angus.

**Griffin:** He says,

**Merrick:** Oh, sorry, sorry kiddo. Welp, [beat] off to business! Business, business time for me!

————

**Griffin:** Angus goes over to check out Brock's locker, start digging through his belongings—

**Travis:** His *Brock*?

**Griffin:** —his Brock, looking for clues.

————

**Griffin:** Yeah so, the catwalk is actually two long beams that intersect with two other beams going in the other direction—

**Clint:** How high up is it? Like real, real high?

**Griffin:** It's not that high, it's about 25 feet up? There's some lights hanging off of it over the ring. The ring, by the way is a hexagon-shaped? There's six sides. Six points.

**Clint:** Can the boy detective go up there too?

**Travis:** Yeah, what's Ango doing during all this?

**Angus:** (dejected) I'm sorry sirs, I couldn't find any good clues. I guess this one's just out of my hands. (brightly) Anyway, I'm gonna go get a—

**Magnus:** You looked in the— There was nothing in the locker?

**Angus:** I'm gonna go get a big pretzel and watch the shooowwwwww 'cause. It is, uh, my birthday... so...

**Magnus:** Ango, I am dedicating this fight to you. If I win, you won't die of some terrible disease.

**Angus:** (dismayed) Am I sick?!

**Magnus:** Not yet. [beat] Give it time.

° . \* . ° . \* . °

**Griffin:** You don't even see them appear, it's like they've been there for an eternity but in a different plane. There are five humongous, blood-red arms with these massive hands, clawed hands all reaching upward and kind of slamming the ground. They're all popping out from different points of the ring, on the outsides of the ring. And they're trying to pull a body out of the depths.

And the crowd has scattered, one of the pillars actually falls inward to the crowd, which is mostly evacuated at this point, but it lands. And when it lands you actually see a few chairs away from it, [you see Angus](#), who's like holding a big pretzel—

**Travis:** I want you to know, Magnus is not even hesitating— takes off to grab Angus.

**Griffin:** That's good. So this pillar falls and he's just holding a big pretzel—

**Travis:** I spring off of the ropes to grab him.

**Griffin:** And he's wearing a Jeff Angel t-shirt.

[audience makes scandalized groaning]

**Travis:** I still grab him but I rip the t-shirt as I do, and I whisper in his ear,

**Magnus:** *Fuck* your t-shirt.

° . \* . ° . \* . °

**Griffin:** Magnus, actually, you're in the stands with Angus just sort of running around, and we'll get back into it. Merle, I think you reach into the chest and just fling the ax at Magnus to catch it—

**Travis:** While he's doing that I throw Angus into the ring.

**Clint:** And the ax hits him!!

**Travis:** I'm getting him out of harm's way!

**Clint:** The ax cuts him in half!

**Travis:** 's fine.

◦ . \* . ◦ . \* . ◦

**Griffin:** Yeah, that's fine. You see Merrick reach out and you see this red Mage Hand reach out to try to grab the orb as it flies away from him and you just kind of smack it away from him and it's flying far away and then you see a blue Mage Hand appear and grab it out of the air and suck it back to the ring and Angus is holding it.

**Travis:** YeaaaaaaAAAAAAAHHHHHHH!!

**Griffin:** And he's holding his wand out.

**Taako:** THAT'S MY BOY! THAT'S MY BOY!! MY BEAUTIFUL, MAGIC BOY!

**Angus:** WHAT DO I DOOO?

**Griffin:** And he's like, running around the ring as these four—

**Magnus:** Angus! Keep away!

**Angus:** What does that mean??

**Magnus:** Just like we do with you with your books.

**Griffin:** Okay, Merle he throws the ball at you, make a dexterity throw.

---

**Marie:** You don't understand! Wanton violence and destruction is what summons Garrigos, the only thing that can put him back in the realm of banishment is the opposite of that.

**Merle:** We can do violence!

**Taako:** No, I can do this! [beat] All the spells I cast tonight worked *super* good and they were *really* dope and it was awesome!

**Griffin:** Nothing happens.

**Justin:** Nothing happens.

**Taako:** Angus! That was fucking great.

**Angus:** Thank you sir. It's nice to- it's nice to get positive reinforcement from you for literally the first time ever in my life.

**Taako:** Don't get used to it.

**Griffin:** And as you say that the hands, sensing the huge—

**Justin:** What a sacrifice it was??

**Griffin:** —what a huge sacrifice that was, the hands actually recoil a lot and the ball is now glowing half as bright as it was before.

◦ . \* . ◦ . \* . ◦

**[maxfuncon east]**

[\(back to top\)](#)

**Griffin:** Art Goodfriend leads you towards the cobblestone archway into the hilltop dungeon, and as you walk over there, the gate opens up, and you see a few familiar faces. You see Carey and Killian, and Noelle and Angus emerge from the archway, and Angus is riding on Noelle's robot shoulders and they're just— they're all just having a great time! Their faces are streaked with tears of joy, and they're just like excitedly retelling what happened in the dungeon below! And Carey says:

**Carey:** Oh my god! Taako! You gotta get in there! It's life-changing stuff! Hey Bill!

**Griffin:** And walks past the group.

**Brad:** Say, uh, careful guys, don't fall off her shoulders.

**Angus:** Hello sirs!

**Justin:** Eugh.

**Angus:** I'm excited for what you're going to learn about in there!

**Magnus:** High five!

**Angus:** Vis a vis treating your coworkers nicer!

**Travis:** Weeell, I was about to do a thing, but now maybe not.

**Clint:** If we kill anybody is it canon?

**Griffin:** *Jesus.*

**Clint:** Well I'm just saying!

**Travis:** Ango is still a child! You heard it here first! Clint McElroy will kill a child for humor!

◦ . \* . ◦ . \* . ◦

[eh 1]

[\(back to top\)](#)

**Griffin:** The three of you are in the hangar of the Bureau of Balance getting ready to launch to your destination. Avi's not here, Avi is the hangar operator. So you're not really sure who's going to be blasting you out of this cannon until they reveal themselves... it's a small boy who walks out from behind the cannon.

**Travis:** Ango?

**Griffin:** It's Angus McDonald.

**Taako:** Son of a bitch.

**Griffin:** And he looks... pretty nervous.

**Angus:** [*Shakily*] Hello— uh, hello, sirs! Um, I'm honored—

**Taako:** Angus, how's the magic going?

**Angus:** Oh, it's going very good. My favorite magic spell, if I knew how to use it today, would be to fire you guys off to your destination without killing you. But—

**Magnus:** Cool.

**Angus:** I'm sorry, I'm just very nervous. It's my first time manning the cannon, and, um, Avi showed me how to use it, but I'm just a little boy, and some of the machinery is very complicated. But I think I'll be able to get you where you need to go all safe and sound and away from volcanoes and stuff.

**Magnus:** Ango, if there was one person I trusted to do this well, you're definitely on the short list of people that that might be.

**Merle:** Short list! Hahaha!

**Travis:** That wasn't supposed to be a mean joke, Dad, but thank you.

**Griffin:** He motions you up the stairs to the loading platform and into the glass ball. You hopping in?

**Justin:** Hell, yes.

**Travis:** Yes.

**Clint:** Yeah!

**Griffin:** Mmkay. Yeah, you hop in and shut the seal, the little circular door behind you, and the back of the cannon starts to lift you up into the cannon. The last thing you see,

through the sliver of light between the cannon hatch and the cannon, is Angus's face, and he looks like he's about to break down into tears.

**Travis:** I give him a thumbs-up.

**Griffin:** Okay.

**Clint:** I give him one finger.

**Griffin:** 'Kay.

**Travis:** Well, we don't *have* to be mean every time, Dad.

**Justin:** Yeah, we're homies now.

**Griffin:** You're sealed into the cannon, and you hear,

**Angus:** [*Breathing heavily, speaking shakily*] Three, two, one, mark?

**Griffin:** And you are launched out of the cannon, and, yeah, it's been a while since you've done this.

**Travis:** And he forgot to open the door.

**Griffin:** And you die and that's the end of The Adventure Zone.

**Justin:** That's been The Adventure Zone, guys. Wow, what a ride.

**Travis:** I'm glad we ended on that short high note.

---

**Justin:** Rather discreetly, while we're doing the soaring, I cast Stone Skin on myself.

**Griffin:** Really?

**Justin:** Well, this motherfucker just said he could kill us in fiction that's binding to reality, why would I not cast that on myself?

**Travis:** I read the in-flight safety manual a couple times. Way too much. More than normal.

**Griffin:** Merle, you see out of the corner of your eye Taako's skin turns to stone.

**Merle:** You little shit!

**Taako:** Well, it's because this way, if anything happens to us, I can heal you. I wanted to— it's for the team.

**Merle:** Well, then why didn't you cast it on me?

**Taako:** I only have so many slots, my man.

**Merle:** [*Inhales like he's gonna yell, but doesn't*] Okay.

---

**Griffin:** You see Avi. And you see a *gigantic*, way bigger than the one you just came out of, cannon, that Avi basically has pointed, not quite point-blank, but maybe about ten feet away from the dome pointed directly at it. And as the door opens, he says,

**Avi:** Wow, that was some pinpoint shootin'. That was good work, whoever did that up there did— oh, it was Ango, right.

**Magnus:** It was Ango!

**Avi:** Yeah, I trained him. Yeah, boy, that was a hole in one!

**Magnus:** I pulled the lever.

**Griffin:** He sees you, Taako, and he goes,

**Avi:** Taako, what happened to your whole skin situation?

**Taako:** You know, uh, spray tans went wrong.

**Avi:** Oh man, if you have Stone Skin on, that should've thrown off the trajectory of the— oh, man, if you— if you hadn't done that, you probably would've smashed right into the side of this thing.

**Merle:** He's a hero!

**Taako:** I'm a hero!

◦ . \* . ◦ . \* . ◦

[li 4]

[\(back to top\)](#)

**Griffin:** So you're making your way through this area, which is this essentially just this big beautiful public park... You get the impression that someone is following you. As you're walking through this park, you turn around really quickly and you see a feathered cap duck behind a tree, just like, a moment too late to keep you from seeing it. And it is the feathered hat of this person who's been following you.

**Merle:** Okay! I see ya! Come on out!

**Griffin:** From out behind the tree, Angus McDonald, boy detective, (**Clint/Merle:** Oh, god...) walks out, and he has his hands up, and he says,

**Angus:** I'm sorry! I'm sorry, I'm sorry, I'm sorry! I knew you were going out on secret missions, and I just got so panicked about it, and I tried to talk to you about it but I got too nervous, so I thought I'd just do some detective work, and I'm really sorry!

**Clint:** I take the Adamantium Spanner, and I walk over and I raise it up and—

**Griffin:** While you're doing that, you are tackled by a little dwarven boy right as you're about to clobber Angus, and he says, uh,

**Dwarf boy:** Whaddya get me?! Whaddya get me?!

**Griffin:** He's accompanied by a dwarven girl who looks a few years older than him, and she says,

**Dwarf girl:** God, how many times do I have to tell you? Don't tackle him every time you see him.

**Angus:** Sorry, sir, who— who's this? Who're these people?

**Merle:** (Deep sigh) Okay. Look, kid— Angus, whatever. You gotta promise me, give me your word of honor, that you won't say anything to anybody back at the ol' base about this, OR, the Adamantium Spanner is gonna go splatskie.

**Griffin:** Uh, he promises, he crosses his heart.

**Angus:** Okay sir, who— what— what is this big secret you've been keeping?

**Merle:** (Another deep sigh) Angus. I want you to meet... my... kids... This is Mavis—

**Griffin:** She does a little curtsy, and says,

**Mavis:** Hi, it's nice to meet you? Who your new friend, Pops?

**Merle:** Eh... this is, uh [stammers] a child detective. I think he, I dunno, I think he looks for missing children or something,

**Angus:** That's not— that's not actually true, I just—

**Merle:** Well, whatever the hell, it doesn't matter, you're never gonna see him again, Mavis, so don't worry about it, this is the last you'll see of this guy. And this is my little fireball, this is Mookie.

**Griffin:** Mookie doesn't even address Angus at all—

**Clint:** Good boy.

**Griffin:** Angus has taken off his feathered cap, by the way, and is being very polite now, to your children.

---

**Griffin:** Mavis walks over, and starts talking to Angus, and says,

**Mavis:** He didn't tell you about us, did he? Okay so, uh, I'm Mavis— I'm Merle's daughter by marriage, my mom is Hekuba Roughridge, formerly Mrs. Hekuba Highchurch during their shortly lived marital union. And that's Mookie, that's Merle's boy with Hekuba, and my dear half-brother.

**Griffin:** Angus is just like, slack-jawed at all of this by the way, Angus does *not* know how to respond, and Mavis walks over to you, and— sort of picks Mookie up and dusts him off, and says like,

**Mavis:** Okay so, tell us about your adventures then. Out with it. What have you been up to?

◦ . \* . ◦ . \* . ◦

**Griffin:** So you have a nice day in the park with Angus and your children Mavis and Mookie. Do you have any questions for them?

**Clint:** I kinda pull Mavis off to the side.

**Griffin:** Yeah. Mookie starts trying to wrestle with Angus, who is like, who's definitely never wrestled before?

**Clint:** Oh, he'll kill him.

**Griffin:** Oh yeah, Mookie is just like, yeah, destroying him.

**Merle:** [calling out] Mookie! Go easy!

**Mookie:** Okay, Daddy!

**Merle:** He's a big weenie!

◦ . \* . ◦ . \* . ◦

**Merle:** Oh, honey. [chuckles] You got Dadski here to take care of you, you don't have to worry about anything. You know, I don't like to brag, but in my little group, I'm the go-to guy for any action, any fighting, any combat. Any spellcasting. I'm kind of the guy.

**Griffin:** Angus is standing next to you now when you say that and just gives like a biiiiiig fake shit-eating grin and gives a thumbs-up and nods, to, like, agree with what you've been saying.

**Clint:** And I glare at him and put my hand on the Adamantium Spanner.

◦ . \* . ◦ . \* . ◦

**Griffin:** So they're way far ahead of you and have finished crossing the bridge. You and Angus are sort of further back, and Angus says,

**Angus:** Sir, I know it's none of my business, but I'm curious why you haven't told anybody about your kids.

**Merle:** Angus, I was a really crappy dad, and I was an even crappier husband. And, you know, one of my biggest shames is that I kind of left 'em in the lurch, and I've been... [sighs] Now that I've come into a little bit of dough, I've kind of, you know, been trying to rebuild my relationship with the kids, and, you know, I'd— I don't want everybody to think I was a complete and total shithead. Oh, I'm sorry, poophead.

**Angus:** Oh, you can swear in front of me.

**Merle:** Oh, shit, thank God. So...y'know, I didn't want them to know what a turd I was, but I really... [emotional] you know, Pan has really helped me turn my life around.

**Both:** [laughing]

**Merle:** I'm a new man. I'm a new man in Pan.

**Angus:** You know, just watching you all day, it's just... I don't think you have anything to worry about. I think you're gonna be a good dad, from here on out.

**Merle:** Don't make me like you, you little turdbottle. Look. Thank you. I appreciate it. But I still don't want anybody to know about this, okay?

**Angus:** Okay, it'll be our secret.

**Merle:** Yeah. And, you know what, I trust you, because I think you know that if you say anything—

**Angus:** Yes, I know, you'll beat me to death, I gotcha, I gotcha.

**Merle:** I'll murder ya!

**Griffin:** About eighty yards ahead of you, you hear a commotion. Coming down the staircase from the shopping district of Neverwinter and barreling down towards the docks is a huge wagon loaded with crates of trade goods. Mavis is too busy trying to wrangle Mookie away from the candy store to notice this wagon that is flying directly at them. And they're so far away from you and Angus, too far away for you to do anything except sort of run towards them and watch what happens next.

And what happens next is pretty incredible. Because right when the wagon is about to fall on your kids, it changes directions, suddenly and violently, and it pitches just ninety

degrees to the right instantly, sending the whole wagon and all of its contents crashing through the front wall of this candy shop, sending the jars of sweets inside just scattering to the floor and just just destroying the front facade of this shop.

And Angus is sprinting towards your kids, but you look around just for a moment, and to the left of this scene of destruction, several yards away, you see, obscured by a pile of shipping crates and downed sails, you see the red-robed figure that you've encountered half a dozen times now. And his arm is outstretched and crackling with energy. And he lowers his arm, and he turns to face you, and nods, and then disappears.

◦ . \* . ◦ . \* . ◦

[sg 1]

[\(back to top\)](#)

**The Director:** I'm less worried about the fights that you will, and more worried about your emotional state being compromised while you're in there.

**Griffin:** And then you hear a voice, from like immediately from like behind her chair, and I guess Angus has been hiding back there like the whole time and he says:

**Angus:** Don't worry, sirs! I'll be on the radio the whole time and I can help you monitor your emotional state and help keep you calm while you're in there! So don't worry about a thing! You're gonna be cool as cucumbers when you go through Wonderland and the tortures inside!

**Magnus:** [feigning aloofness] And you are...?

**Angus:** I'm Angus McDonald, boy detective and your very good friend!

**Magnus:** [feigning uncertainty] Mm, it sounds familiar...

**Clint:** Shouldn't there be some kind of little musical sting there, when he says that, y'know, like *Leave it to Beaver* theme or, something...?

**Angus:** Nope!

**Clint:** Okay!

**Travis:** I tousle Ango's hair and I go:

**Magnus:** Of course I remember Ango.

**Taako:** Lemme see what you got, kid! How's it comin'? Let's see it!

**Angus:** Oh yeah, of course, sir!

**Griffin:** He casts Prestidigitation. And a—

**Justin:** He casts a *fucking* level 0 cantrip?! How long has it been? This is the smartest kid on earth and he casts a *cantrip*?

**Griffin:** Okay. He casts a level 1 spell, he casts Disguise Self on himself and he looks like you as a little boy — er well, he doesn't know what you look like as a little boy, he just looks like a smaller Taako, and he says,

**Angus:** [in a caricatured version of Taako's voice] What do you think, sir??

**Travis:** Griffin! Griffin! A taquito?

**Angus:** [in a Taako impression] What do you think, sir? How am I doooooing?

**Taako:** [unimpressed, holding back giggles] You're still Angus, I wasn't fooled for a second.

**Griffin:** He transforms back into Angus.

**Angus:** O-oh. Okay, I'll keep it up...

**Taako:** Very— uh, very good though! You're coming along nicely!

◦ . \* . ◦ . \* . ◦

[sg 7]

[\(back to top\)](#)

**Griffin:** You all hear a crackle of what sounds like static. And the Red Robe goes quiet, and he really quickly puts a finger up to his hood and he extends a finger and an illusory object appears in the shape of your Stone of Far Speech, and he holds out a palm. And you can hear the voice of Angus on the Stone of Far Speech. He's saying,

**Angus:** Sirs? Sirs, are you there, you've been out of— sirs? You've been offline for a while, are you there?

**Griffin:** And the Red Robe is requesting your Stones of Far Speech, and even though you can't see his face, he seems, like, urgent.

**Travis:** I give it to him. I look at Taako and I look at Merle and I say,

**Magnus:** Do it.

[Clint sighs and groans]

**Merle:** I want a receipt. I *want* a receipt. All right, here's mine. [laughing as he talks] I didn't wanna talk to the kid anyway.

**Griffin:** Taako?

**Taako:** Yeah.

**Griffin:** Okay, you all hand over your Stones of Far Speech, and he... crushes them in his hand.

**Clint:** Oh.

**Griffin:** Um, Angus's tiny voice is drowned out as these stones are shattered.

◦ . \* . ◦ . \* . ◦

[rt 1]

[\(back to top\)](#)

**Griffin:** We see inside that dome, at the Director, making preparations to destroy the Grand Relic as Davenport delivers it. We see Angus McDonald, the world's greatest detective, watching this process intently, as he watches most things.

◦ . \* . ◦ . \* . ◦

[rt 2]

[\(back to top\)](#)

**Griffin:** You do see the Director and she is standing in front of the big window looking into the relic destruction chamber. And sort of standing kind of to the side and a little bit behind the Director, also looking in, you see Angus McDonald, boy detective, who... he doesn't actually *look* at you as you walk into the room? He's just kind of looking into the chamber, sort of not distracted at all. But The Director does look over when she sees the two of you walk in.

◦ . \* . ◦ . \* . ◦

**Griffin:** So the two of you come to your senses in this hallway and you have gotten over this illusion magic. And now you hear this very faint kind of, like— it almost sounds like a ticking noise or a faint knock. That's like [whispered] *clang-clang-clang-clang*.

You see something you didn't see with your perception check earlier, and hidden behind a column in this room is a large round bell, an alarm bell that's hanging on the wall. And there's this big hammer just slamming into this alarm bell, so you seem to have tripped an alarm during your fuckin' bad trip here. But there's no sound coming out of it because you see a dome of magic around this alarm and somebody has cast Silence on this alarm, keeping it from alerting everybody outside.

And standing in the doorway behind you, you see Angus McDonald holding a wand outstretched.

**Taako:** Hell yeah! Nice magic, little man!

**Angus:** Start talking, I– I need to know what you know.

**Griffin:** Taako and Merle, you both resist as Angus McDonald, the world's greatest detective, casts around you a field of Zone of Truth.

**Merle:** [laughing]

**Taako:** That was adorable.

**Merle:** Nice try, kid!

**Taako:** He invented Zone of Truth, this guy.

**Merle:** I *am* Mr. Zone of Truth!

**Travis:** To be fair, you should make a third roll.

**Griffin:** Yes, Taako, you hear from inside your bag somebody say:

**Barry:** Ay, I'm hidin' in this guy's bag, and I'm gettin' kinda claustrophobic, and also I'm not supposed to be up here!

**Taako:** Oh, shit.

**Griffin:** And actually, like, Barry's head is popping out of your bag now as he starts to like, get out of the bag.

**Taako:** Okay– Ango, you got me. I have to tell the truth. This is Barry, he lives in a bag. What else can I tell you?

**Angus:** Um, you can start with everything? What do you know, what's going on here? Tell me now and Taako, I swear, don't lie to me. I'm the world's greatest detective, you don't think I know that somethin's up?

**Taako:** I can't lie, you cast Zone of Truth on me.

**Merle:** We resisted, though.

**Taako:** Well, okay, now he knows *that*.

**Merle:** Oh.

**Taako:** So yeah, so we resisted, I was trying to lie, I'm sorry. My partner over here apparently has an internal Zone of Truth that's always sort of just going for the gusto, yeah.

**Merle:** I *am* a holy man.

**Taako:** Yeah, sure. Um, so...

**Merle:** So let's kill him!

**Taako:** No, okay. So here's the deal, um... oh gosh, where to start. The Bureau of Balance is bad, we think, this guy in my bag says they're bad. Um.

**Angus:** What happened to Mag—what happened to Magnus, really?

**Taako:** Really?

**Griffin:** I'll say this about a—I'll say this about Angus McDonald: his Insight is as such that he's fuckin' hard to lie to regardless.

**Justin:** How about this? I won't resist. I don't resist the Zone of Truth. I willingly submit to Zone of Truth.

**Griffin:** So you're tellin' the absolute truth about like, Magnus is in this mannequin body and everything?

**Justin:** Uh, my position is I trust Angus McDonald entirely. That's where I'm at. And I'm saying that out loud:

**Taako:** Angus, I trust you implicitly and here's the exact 100% truth as we understand it because if anybody can fuckin' figure out what's going on, it's you. So hook me up.

**Griffin:** He lowers his wand and I think he's got like, kind of a cool little holster for it, maybe? Or maybe it's like a little fanny pack situation that he puts it into?

**Justin:** Come on, we all know it's on a lanyard, guys.

**Griffin:** Okay, it is definitely on a lanyard.

**Angus:** Taako, thank you. You... I feel like you all have been keeping me at arm's length for a while, but I promise you, I'm good at this. Let me help. I love the Bureau. I love the Director. She's given me an enormous opportunity here, she gave me a home! And so I don't think she's doing anything *wrong*, but those spheres that Davenport takes into the relic disposal chamber? Well, they're not the same spheres that come out.

**Griffin:** He throws a piece of chalk down and it kind of rolls and sort of stops at your feet.

**Angus:** She just did it. She just destroyed the Animus Bell. I made a little mark, discreetly, on the sphere before they took it in and it wasn't on it when it came out. So I don't know what's going on, but, like, obviously you don't have to be the world's greatest

detective to know that there's a bait-and-switch going on. But I'm— I feel like we don't have the complete truth of what's going on here. So if you say that you can find it, let me help you get there.

**Merle:** Well, it's right down this hall, on the other side of that door.

**Taako:** But listen, Angus? You should know something.

**Angus:** Yeah?

**Taako:** If you stick with us, you are... you're kind of a bad guy, too. This is not specifically, technically, something we're supposed to be doing.

**Griffin:** He kinda smiles and starts to walk towards the door and he says,

**Angus:** The ones lookin' for the truth, well, they're never the bad guys. I know that from my Caleb Cleveland novels.

**Griffin:** And walks towards the door.

**Clint:** [giggling]

**Travis:** God, I love Angus.

**Taako:** Precious.

**Griffin:** You're at the door. It's the same sort of style of vault door as the one that you all came into earlier. But it has a, like, a keypad on it with seven empty spaces above the keypad. And you don't get anything from the coin and as you, like, motion to it, Barry, who is now also sort of outside of your bag just kind of, like, shrugs, like "I don't know." And Angus takes a look at it and he says,

**Angus:** This doesn't appear to be trapped or anything. Maybe just, I don't know, Taako, Merle, maybe just try somethin' out, just to calibrate our efforts?

◦ . \* . ◦ . \* . ◦

**Griffin:** Taako and Merle? You're now in the Director's private quarters with Angus McDonald and with Barry.

---

**Griffin:** Okay, you have a flask and there's no, like, spigot for this one, but the tank is just, like, open on top and you can just dip your flask and you drink it.

**Justin:** Okay, I pass it to Merle.

**Clint:** Better give some to Ango.

**Justin:** Yeah, I'll give some to Angus though.

**Merle:** Angus, do you see this? Your big hero? Lucretia? Has got *this* tank with you know what in it, right?

**Angus:** No, yeah, obvious—obviously something's wrong.

**Griffin:** He takes a drink and he, like, steps backwards. And yeah, all of a sudden, all of you can see, there's a smaller baby Voidfish floating in this canister. And Merle and Taako... Angus seems to react to that and he's like,

**Angus:** Woah, a little baby Voidfish! How cute!

**Griffin:** And he starts, like, tapping on the glass.

**Travis:** Woah, don't do that. Come on, kid.

**Griffin:** And the baby Voidfish, like, holds up a little tendril up to the glass, too.

◦ . \* . ◦ . \* . ◦

**Barry:** Boys, don't put up a fight. It's—things are in motion now and we just kinda gotta go with the flow, but. You're gonna start remembering soon, but just take it slow, please, I'm begging you. You gotta take it slow.

**Angus:** I don't know what you're talking about! I just see this Voidfish, this cute Voidfish.

◦ . \* . ◦ . \* . ◦

**Griffin:** The four of you, Angus and Merle and Taako and Barry, are in front of the Director and each of you kind of has a couple of guards standing nearby.

◦ . \* . ◦ . \* . ◦

[s&s 1]

[\(back to top\)](#)

**Griffin:** NO-3113 has her robotic arms outstretched and she's barring the door into this dome, while Angus is magically levitating some furniture to build a wall in front of the entrance to the room.

---

**Davenport:** ...where's the ship, Lucretia? We need to leave before it's too late. This plan, it didn't work, so we leave here and we try again. We leave here and—

**Griffin:** And he turns to you, uh, Taako, and he says,

**Davenport:** Barry, Taako, we leave here and Lup comes back.

**Taako:** What?

**Merle:** Ooooooh. Okay...

**Davenport:** We leave here and we start a new cycle and we're all back together again. That's how it works, remember?

**Merle:** Okay ya'know, we can't run away this time, dude! [laughs a little] I mean! I mean, Taako's life has gone to shit, okay that's fine! But I got *kids*! And you know— Magnus, we got all these people relying on us.

**Griffin:** And you hear Angus speak up from the door he says,

**Angus:** Sirs, please don't... don't... don't go! Don't leave us to this. *Please*.

**Davenport:** I'm sorry, kid, but it's— this is— this is the end of everything if we get caught up here.

◦ . \* ◦ ◦ . \* ◦

**Griffin:** As you grab your weapons and prepare for battle, Taako, you feel something brush up beside you. It's Angus, who's taken position next to you with his wand held in the dueling position you taught him. And he looks up at you and, without speaking, just nods.

The three of you and Angus are going to be taking on these other three enemies. You have Hand, you have Swordsman, and you have Rhinoceros.

---

**Griffin:** Next in the order is Angus, who points his wand at the hand and casts Lightning Bolt. And the hand just barely dodges out of the way as this crackling bolt of electricity shoots out of his wand, but he still takes half damage as he gets caught by one of the forks of lightning coming off this bolt. And the bolt keeps going and a corner of this room catches this bolt and some of the furniture back there is caught up in flames.

---

**Griffin:** The hand and swordsman are fairly close together. [Taako] and Merle are kinda side-by-side fightin' these two things out. And Angus is by you too.

---

**Griffin:** The hand is going to take a long swipe at the three of you, Merle and Taako and Angus.

Merle and Taako, both of you kinda drop down real quick and get out of the way of this thing. Uh, Angus is not as fast. Angus is just sorta slapped by this hand, and he goes

flying backwards sort of into the pile of furniture that he bundled up in front of the door. Uh, and Angus takes... yikes. 19 points of damage. [You just kinda watch his little form just kind of go bouncing backwards into this pile of chairs and tables and stuff.](#)

---

**Travis:** Having seen the hand hurt my dear Ango, I steer the rhino towards it. Um, before you figure it out, I'm gonna Action Surge, and once I get it headed towards the hand, I'm gonna jump off.

**Griffin:** Taako, you were facing the hand, you see a rhinoceros charging through the fire and flames. And I think what you see, since the hand was like right next to you, I think it was like about to rear back and just like, open palm push right into you. But instead what you see is a huge horn just pierce right through the back of it, as the rhino sort of charges right between you and Merle, and this hand, as it is sort of impaled on the rhino's horn— it sort of crumples up and wrinkles into a tight fist and then disintegrates into black ash.

**Taako:** Hey, Magnus?

**Magnus:** Yeah?

**Taako:** That was the coolest thing I've ever seen. *Hands down.*

---

**Griffin:** You are disarmed. Next in the order is... Angus, who stands up from the pile of rubble in the back of the room and goes forward and he pulls out his wand to cast a spell at the rhinoceros, but his wand has snapped in half. And so he looks down, and sees the Umbra Staff near his feet, and grabs it, and he says,

**Angus:** [panicked] Is this okay, sir?

**Taako:** Fuck, fine, go for it!

**Griffin:** And he casts a spell at the rhinoceros. He casts Fireball.

**Justin:** Each creature in a 20 foot radius.

**Griffin:** Okay, you say, [Taako impression] "Yeah go for it!" and dodge out of the way as Angus casts a fireball. And this is a spell, Taako, that, I don't even know if you know that Angus like knows how to do? But even if you did, it shouldn't be like this. 'Cause this fireball, Taako, is *fucking* gigantic. And it hits the rhinoceros... Jesus. It hits the rhinoceros for 51 points of damage.

**Taako:** Holy shit!

**Griffin:** And the rhinoceros is like charging at Angus as he yells like,

**Angus:** Is this okay, sir?

**Griffin:** It started charging at Angus and as this fireball hits it, its, like, outer carapace is just blackened. It loses its footing as it's running and just kinda slides into the pile of furniture towards the door. NO-3113 rolls out of the way as this rhinoceros is downed. And Taako, Angus looks up at you and he's *trembling*.

**Angus:** Sir, I— that wasn't me! I didn't— I didn't cast that, sir! I—I'm not powerful enough to cast that!

**Taako:** I know. I know.

**Angus:** No you don't— you don't understand, I'm— that wasn't me that just cast that spell!

**Griffin:** Uh, and he throws you the Umbra Staff back.

◦ . \* . ◦ . \* . ◦

**Griffin:** She stored up energy for months to signal you, clear as day, burning her name in the wall. Though she felt guilty about the collateral damage of Angus's obliterated macarons.

◦ . \* . ◦ . \* . ◦

**Davenport:** Angus, you're with me. You're gonna help me sleuth out where Lucretia's hiding out. Maybe, maybe I can still talk her out of this.

**Griffin:** And Lup floats over to Angus as she's moving out to follow out these commands. And she says,

**Lup:** Sorry about the cookies, little dude. I'm sure they were delicious.

**Griffin:** And Angus is just kinda like awestruck and doesn't really know what to say. And with that, Angus and Davenport peel off to start turning over Lucretia's office looking for clues to her whereabouts while the rest of you clear away the barricade in front of the door to move back outside of this main dome.

◦ . \* . ◦ . \* . ◦

[s&s 2]

[\(back to top\)](#)

**Griffin:** The three of you regroup for a moment, and then Angus and Davenport come sprinting out of the main dome. And Angus looks relieved to see everyone. And then he actually points at Lucas and says,

**Angus:** I thought he died.

**Magnus:** Uhh, no. That was a clever ruse.

◦ . \* . ◦ . \* . ◦

**Griffin:** Suddenly the area you're all standing in is filled with a thick white fog. And inside that fog, you all see visions of a bright future.

Taako, you see yourself cooking up a feast in a fancy kitchen. And Lup is sitting there, back in her body. And the two of you are laughing about a joke that you can't quite hear. And Magnus, you're sitting under a tree at a park, and you're watching Angus throw a frisbee to a big golden retriever.

And Merle, you see the ocean, and you see yourself splash up out of it, and you're holding Mookie under one of your arms. And Mavis is watching and laughing from the beach, and you just pick Mookie up and launch him into the water as he cackles the whole way.

And Carey and Killian are in this big cabin on a mountainside, curled up on a couch, both reading the same book. And Lucretia's there, and she's overseeing a crew of workers who are building this massive library in the heart of a thriving rebuilt Neverwinter. And Lucretia's on the verge of tears as she sees this and she says,

**Lucretia:** [almost crying] What is this? What does this mean?

**Magnus:** I would like that one, pl— yes, that one?

**Taako:** That seems—

**Magnus:** This, this one we just saw? I would like this please.

**Merle:** It— it means there *is* a happy ending if we get to it.

◦ . \* . ◦ . \* . ◦

**Lup:** Barry, Killian, Carey, Angus, Nerdlord, you're all with me.

**Lucas:** Am I Nerdlord?

**Angus:** Um, yeah, I think she was talking about you, sir.

**Griffin:** And their party all—

**Magnus:** Wait, hold on, wait!

**Travis:** I walk over to Angus. I reach into my pocket. I pull out my grandfather's knife. I hand it to him and say,

**Magnus:** This has always brought me good luck. Be safe. Bring it back to me, okay?

**Griffin:** He takes it and he just jumps up and gives you a big hug.

**Magnus:** Alright, okay. Be cool. Come on.

**Angus:** I won't let you down, sir.

**Justin:** And Taako walks over to Angus.

**Taako:** Hey, um, cool knife. You know he has a sword that's on fire, right? So, just before you get too excited, he did just give you a knife. I just want you to remember who's your dude? Who's your dude?

**Griffin:** He runs over and he just grabs on to you, and also gives you a big, weepy hug.

\_\_\_\_\_

**Justin:** And then I walk back over to Angus and I flip him my plastic sheriff's badge and I say,

**Taako:** You're the sheriff of magic now, Angus. [crosstalk] And, but also, my k—

**Clint:** And then Merle walks over to Angus and says,

**Merle:** I've always loved that badge. Can I have it, kid?

**Angus:** Sure, Merle, anything you need to save the world.

**Griffin:** And he hands you the badge.

**Merle:** Thanks, thanks.

**Davenport:** [from far away] We gotta fucking go! Come on!

◦ . \* . ◦ . \* . ◦

**Griffin:** We see three empty spheres from the Bureau of Balance's transit cannons laying in a field outside Neverwinter. And then the camera pans up and we see this world's final protectors amassed at the city's gates. Lup, Barry, Carey, Killian, Angus, and Lucas stand at the forefront of this army, and they're surveying this fighting force's unconventional makeup.

◦ . \* . ◦ . \* . ◦

[s&s 3]

[\(back to top\)](#)

**Griffin:** As Taako passes through the portal, for the rest of you the scene in the portal, it changes, and you see Barry and Lup, just like, back to back, and they're just *fuckin' the Hunger up*. And the camera pans upward and we see scenes of just *everyone*, fighting this fight. You see Angus launch a beam of fire that shoots through four shadows and burns them up . . . and you see scenes of the world winning the fight.

◦ . \* . ◦ . \* . ◦

**Griffin:** And... we see one of the shadows attacking Neverwinter stop in its tracks, and we see its form start to glow with a bright, white light. And then this shadow, along with all the others still standing, they all turn into light and drift slowly up and into the sky. And then they explode in a shower of brilliant, slowly cascading balls of light. Your friends are all bewildered by this scene, we see the lights reflected in Angus's glasses, across the windshield of Hurley and Sloane's wagon, on the polished sheen of Lucas's Upsy mech, in the faces of everyone who put their lives on the line to defend this world.

◦ . \* . ◦ . \* . ◦

**Griffin:** And... they're all... *celebrating* the end of this thing that they've worked for, for over a century. And they turn to you, and they quickly, quietly celebrate, too, and you see Angus walk out of the crowd towards you, and he comes to you and he says,

**Angus:** Is it over, sirs? Did we win?

**Taako:** You know what, little man? Believe it or not, we did.

**Travis:** And I hoist him up on my shoulder, and I say,

**Magnus:** Let 'em know, kid.

**Angus:** Hey, everybody! Johann was right! We won!

◦ . \* . ◦ . \* . ◦

**Griffin:** And in that city, Lucas Miller founded the Academy of Arcane Sciences. A grand institution that works to democratize the vast amounts of knowledge that his family had assembled for generations. That school's star pupil was none other than Angus McDonald, who enrolled on the day of the Academy's opening, and he worked tirelessly to better himself and, of course, to impress his teachers. He makes so many friends; he

joins the soccer team! He's so grateful to all of you for everything you did, but this is maybe the most important gift that Angus McDonald received. The gift of a normal life.

◦ . \* . ◦ . \* . ◦

**Griffin:** And [Kravitz] walks out the hallway and you hear him bump into someone and apologize. And then, into the kitchen walks Angus McDonald, and he's taller than the last time you saw him a few months ago; he's been really dedicated to his studies at Lucas's school. And you've, you know, been at your own magical academy and the timing just hasn't really worked out. But, he beams when he sees you and he says,

**Angus:** Hello, sir! Did you get my letters?

**Taako:** Of course I did, Ango, I *opened* all of them and *read* them.

**Angus:** Why did you [laughs] say that that weird?

**Taako:** Nothing! I just, read them! All of the words. Pictures? Were there pictu- no, just the words, I can tell from your face it was just words, no pictures. So, yes, I read *all* of the letters.

**Angus:** [laughs] Well, just in case... you didn't, I just wanted you to know I'm doin' really well at the academy. Lucas thinks I could be teaching there by the end of the year, isn't that wild?

**Taako:** You wanna... drop the zero and get with the hero, or what?

**Angus:** I mean if you can uh, provide an attractive enough job offer I'll think about it. I've been demanded the, you know, a decent salary, I'm just a little kid, but, I wanna be fairly compensated for my efforts and abilities.

**Taako:** Okay, let me show you the benefits package.

**Justin:** And I just stand there in front of him with my hands open.

**Taako:** Here it is. What do you think?

**Angus:** [amused] It's, well, I'll have my people talk to your people, sir!

**Taako:** Gah, okay.

**Griffin:** He walks towards you and he says,

**Angus:** There's a... there's a letter that I didn't have time to send before I left to come here, but I just want you to know that... I thanked you a hundred times for all the things that you've done for me and all the things that you taught me, but I still feel like my

thanks haven't been enough, you know, and I just... I want you to know that... you've changed my life, Taako. You— you changed my life.

**Griffin:** And he moves in for a hug and—

**Justin:** And I whisper in his ear,

**Taako:** Starting salary is non-negotiable.

**Griffin:** He laughs as the two of you are embracing and he says,

**Angus:** I know about the silverware. I'm uh— I'm a pretty good wizard now but,

**Griffin:** And he moves away from you a bit and he looks you in the face.

**Angus:** I'm still the world's greatest detective.

**Taako:** Okay, somewhat negotiable. Wh- it is open to negotiation.

**Griffin:** He starts to walk away and he turns back to you one last time and he says,

**Angus:** It's gonna be a good day, isn't it?

**Taako:** Yeah, little man, I think so.

---

**Griffin:** Merle, you make your way out too, and you go through these large double doors, and walk down the aisle of this congregation hall to the lectern at the front of the crowd, and as you do, you pass by familiar smiling faces in the audience.

You see Angus, who puts down a large book as you walk by, and he looks like he's about to tear up already, and he's sitting with Mavis and Mookie; and Mookie tries to stand up on the bench that they're all sitting on and bounce up and down, but Mavis grabs his hand and pulls him back down to the bench and she gives you a thumbs up.

◦ . \* . ◦ . \* . ◦

**Griffin:** [at Magnus's bedside] And Angus is there, and he's all grown up! And, he is... He's so upset, but he's trying to force a smile for you, Magnus.

◦ . \* . ◦ . \* . ◦

**[austin]**

[\(back to top\)](#)

**Griffin:** You make your way into the dorm's common room, and it's quiet in here. First period is about to begin, so most of the students have run off into the classroom building. There's one student here, though, and he's sitting on a couch in the middle of

the common area with just this big pile of books splayed out in front of him. And he's reading one of them, he's drinking this really strong-smelling tea. And as you enter, he turns his bespectacled face towards you and says:

**[Deeper normal Griffin voice]:** Hello, sirs.

**Griffin:** Sure enough, you see a high school aged Angus McDonald, and he looks—

**Travis:** *Super buff!*

**Griffin:** Yeah, he's gotten *yoked*. He's ripped. He looks like he's undergone like, four or five growth spurts. He's about your size, Magnus.

**Travis:** Get out!

**Angus:** You should get a move on. You all are gonna be late for class.

**Travis:** Nerd!

**Taako:** Angus, what's uhhh, going on?

**Angus:** What do you mean, sir?

**Taako:** Okay, lemme ask that in a different que— way, uh. Do you think anything weird's going on?

**Angus:** Uh, you three are running late for class. I don't—

**Taako:** Alright, thanks, Ango, that'll do it!

**Angus:** No, tell me, what's— lemme help you out, what's the situation? You seem out of sorts.

**Travis:** I don't like this smooth jazz Angus. [imitating voice] Hey, you tell me, what's wrong?

**Angus:** This is just my voice—

**Justin/Travis:** I'm listening.

**Angus:** I hit puberty [pronounced poo-ber-dee] and it just happened.

**Magnus:** Wait, you hit what?

**Merle:** It's pronounced poo-*BEHR*-tee.

**Angus:** Sorry. What's going on, tell me, you seem—

**Travis:** Griffin, I would like to do a strength check to try to take his book away and hold it over his head.

**Griffin:** All right. This will be a strength contest. I got a 25. He's like— [Griffin gestures]

**Travis:** To be fair, I got a 12.

**Griffin:** He dislocates your shoulder when you pull the book away.

**Angus:** What— What's going on, what's the matter?

**Taako:** Uhh. Mm.

**Magnus:** Well, when last we saw you, you were, uhhh—

**Merle:** A twerp!

**Magnus:** Uh, a child?

**Angus:** Okay, I'm... okay.

**Magnus:** And we were not.

**Taako:** Yeah, we were— we're grown folk.

**Angus:** You're saying this is some sort of—

**Taako:** Exactly.

**Merle:** [Imbroglia](#).

**Angus:** Well, that sounds like you could be going through any number of things.

**Taako:** I mean, probably magic.

**Magnus:** Could be a dream?

**Taako:** I don't wanna get too Law & Order here.

**Angus:** Have you— have you tried poking through the walls? Maybe it's just one big illusion?

**Travis:** I run at the wall.

**Griffin:** It's a hard, hard wall.

**Magnus:** Ow! Not that!

**Angus:** You could've gone back in time, but did you all—

**Travis:** I try to go forward in time.

**Taako:** Well, Ango, if we had gone back in time, you would be younger, or nonexistent. Oh, what a fantasy!

**Angus:** Maybe it's some sort of parallel dimension? No, that'd be lame. Um... Maybe it could be a dream? But the fact that you all realize something was wrong makes it sound like you're all in the *same* dream...

**Magnus:** I didn't. To be fair, I didn't. I'm wicked stupid.

**Angus:** Okay.

**Justin:** Can I just say? The extent to which Angus has bought into this and the speed at which he has bought into this is truly upsetting. Like, that is a man whose grasp of reality is like, razor-thin.

**Griffin:** He's an [erudite](#) young man, and he's quick on his feet who realizes something's wrong and his entire life in this universe is a lie and a dream. Maybe.

**Justin:** Yeah, he's like, ready to ride it out.

**Angus:** Why don't you let me look into this.

**Griffin:** And he piles up a few books off the table.

**Angus:** You should really get to class though. Do you know where you're going?

**Travis:** Oh god, this is my dream all over again!

**Clint:** Do we have pants on?

**Angus:** Hey, Brody, can you show 'em the way?

◦ . \* . ◦ . \* . ◦

**Griffin:** So, there are some familiar faces in this classroom and you see them after everybody changes into their athletic attire and lines up on half court. Angus is there, he's in the lineup, next to you. Suddenly the coach's office door opens and slams shut and a serious-faced human man walks toward the lot of you. And Angus kinda like sees that you're having trouble remembering who this person is so he whispers his name discreetly to the three of you. He says,

**Angus:** Oh, that's Coach Derek Taylor.

---

**Griffin:** The play stops for a little bit while they try to find a new ball and Angus calls the three of you over, he's standing over by the bleachers and he's like,

**Angus:** Hey! Come here, come here, come here.

**Griffin:** And he's got one, he's got one of those big books you saw him with, and he says um,

**Angus:** I think I figured out what's going on. What this is is not just a dream you all are having, it's a Dreamscape! It's like kind of a type of magic and somebody usually makes it. And I guess what is bad is, like, usually when you're in a Dreamscape, somebody brings you there to, like, usually just to like test you or something and see how you respond in like a, some sort of crisis scenario.

◦ . \* . ◦ . \* . ◦

**Griffin:** And across the way on top of the stacked up bleachers you see a few unfortunate souls who didn't make it to the relative safety of the locker room. The Hammerheads all ended up there, as did Principal Hawthorne. Brody is up there, still on his skateboard. You recognise one more student up there too, standing on the bleachers nervously clutching his book is Angus McDonald.

[\[audience screaming\]](#)

---

**Griffin:** This dragon is like, a fucking tank. It looks invulnerable. Angus is up on the bleachers and he shouts,

**Angus:** Sirs! Sirs I figured it out!

**Griffin:** [about the voice] It's so weird.

**Angus:** I figured it out! It's not just you three asleep in the real world, in this dreamscape, someone brought you into the dreamscape! All of this chaos is being created by someone in this *very room!*

◦ . \* . ◦ . \* . ◦

**Clint:** I cast Zone of Truth!

**Angus:** I- I- I drink protein shakes everyday and it's- [Audience laughs] it's why I am the way I am and I hate the way they taste.

◦ . \* . ◦ . \* . ◦

**Griffin:** All of your gear is gone. But the whole building shakes as he transforms. And the basketball that was stuck in the rafters gets shaken loose. And falls towards you, and you catch it. And you hear Angus shout,

**Angus:** Do it, guys!

**Coach Derek Taylor:** Teamwork! Please! Do it!

**Griffin:** And I had this queued up for this moment?

[Space Jam theme plays]

**Griffin:** From the fucking foul line Bigby's hand reaches down and slams dunks the ball right in the center of Brody's chest, and right when that happens Angus actually pulls out a wand and casts Shatter, and the fucking backboard just *explodes* as you dunk it in.

◦ . \* . ◦ . \* . ◦

**[san diego]**

[\(back to top\)](#)

**Griffin:** And then in the bottom right corner of your vision some words start appearing, and then a chat message from a user named 'BoyDetective15'—

[audience screams]

**Travis:** Different guy.

**Griffin:** It's a, yeah, it's a different, it's uh— no, it's Angus McDonald. It says:

**BoyDetective15:** please be careful, sirs! [awws from crowd]

---

**Acererak:** Nice moves, Garyl. Impressive.

**Garyl:** Thank you.

**BoyDetective15:** Can someone ban Acereak?

◦ . \* . ◦ . \* . ◦

**[tacoma]**

[\(back to top\)](#)

**Jimmy:** I haven't been happy in awhile, I'm just so lonely down here.

**Justin:** [realization] Oh.

**Merle:** Jimmy, maybe true happiness lies within. Maybe— go with me here, go with me. Jimmy, maybe true happiness is not something you find wrapped up in a gift.

**Travis:** Fuck that, come here.

**Clint:** Ok.

**Jimmy:** [cries] Why're you taking so long?

**Merle:** I can give you anything. How would you like... a friend?

**Jimmy:** A real friend?

**Merle:** A real friend. A little boy, just like you.

**Clint:** And I open the bag [Griffin laughs loudly] and a little hand reaches out with a magnifying glass in it. [audience cheers] And he says, "Happy Hanukkah, sirs!" [more audience cheering]

**Griffin:** Angus McDonald appears from the bag, I guess, and immediately starts slipping on the ice, immediately starts shivering, extremely cold. He's in his pajamas-

**Travis:** Hold on, hold on, hold on.

**Angus:** [distressed and confused] What's going on? Where am I? I'm so cold, everything's cold.

**Travis:** I give him the feathered [cuirass](#) and say

**Magnus:** Suck it up. Get your shit together, kid.

**Griffin:** And Jimmy looks at Angus and says

**Jimmy:** Hello. Do you want to be my friend?

**Griffin:** And Angus looks around the room, at the fact that he's in the middle of a glacier, in the middle of a dungeon, and sees you three with battle wounds, and three dead ducks on the floor, and the 25 foot ogre standing in front of him. And we see the arithmetic form around Angus's brain as he says,

**Angus:** [hesitant] Yes.

**Travis:** If I may, can Magnus lean in and whisper to Angus?

**Griffin:** I guess.

**Magnus:** [whispered] Pen pals. Pen pals!

**Angus:** Excuse me, new friend, do you own a pen?

**Jimmy:** No, I don't.

**Magnus:** There's plenty of feathers and quills around.

**Griffin:** And sure enough, Jimmy reaches down and plucks one of the feathers off of the dead duck in front of him. And you see Jimmy and Angus talking, and with this, Jimmy stops crying and he cheers. And as he cheers, the iceberg around you just

*explodes* and the ice goes flying outwards, and suddenly all of you are standing out in the snow fields in the hills beyond Phandalin again.

Mentions

**[motrl 3]**

[\(back to top\)](#)

**Juicy Wizard:** Now I can tell you that my name is Graham. It's not as fun. I still sound like the boy that you were just talking to-

[loud overlapping laughing and agreeing]

**Magnus:** You have a youthful energy about you!

**Taako:** Yeah. A very Angus-like vibe.

◦ . \* . ◦ . \* . ◦

**[motrl 5]**

[\(back to top\)](#)

**Magnus:** Okay. so, the only people we've ever encountered on this train, are Jess, Jenkins, Angus...

**Merle:** Graham?

**Taako:** Graham the juicy wizard.

**Magnus:** And the conductor. Or the engineer.

**Merle:** Who we haven't seen hide nor hair of...

**Magnus:** And so if someone killed Jenkins, or someone killed someone, it's one of those five, or someone we haven't seen before.

**Merle:** [laughs] Yeah I'd say that's right.

**Magnus:** Well it's not Angus.

---

**Magnus:** Jess and Graham are each other's alibis. We were with Angus, so that only leaves the condu—

---

**Magnus:** In the passenger car, we had Jess and Graham together. In the sleeper car, we three and Angus were together. Jenkins entered the passenger car, offered drinks...

◦ . \* . ◦ . \* . ◦

**Graham:** That would be great, except the dri- the drink cart just got obliterated, so I don't know how you're gonna do that. I keep slipping into Angus!

◦ . \* . ◦ . \* . ◦

**[motrl 6]**

[\(back to top\)](#)

**Travis:** Now Griffin, my question is: Are Jess and Graham and Angus backing us up, and will you be playing three NPCs versus three NPCs?

**Griffin:** Depends on how quickly you guys can all kill 'em.

◦ . \* . ◦ . \* . ◦

**[motrl 7]**

[\(back to top\)](#)

**Travis:** We made some— we made some good friends and we grew closer as a group along the way. I would say it was very satisfying as far as storytelling goes.

**The Director:** Well friendship, I would say, is the greatest reward that you can receive in this life or any other life.

**Magnus:** That said, it is important that when we erase this from everyone's memories, we also erase it from like Angus and Graham— I don't want those people calling us.

◦ . \* . ◦ . \* . ◦

**[ck 1]**

[\(back to top\)](#)

**Travis:** I will say, Griffin, I'm very worried that this is the episode where you add in, like, a lovable nephew character.

**Griffin:** Oh shit.

**Travis:** Oh wait, that's Angus isn't it! You son of a bitch, you already did that!

◦ . \* . ◦ . \* . ◦

**[eh 1]**

[\(back to top\)](#)

**Griffin:** I think the Voidfish has kind of an ability where not only does [the information] disappear from the world, except for those who are inoculated, I think the Voidfish's

powers are a bit broader than that in that they sort of implant whatever you need to write your own way around that information.

So it's not like the stuff just disappears because that would be weird, and I did kind of set up that that's how Angus joined the Bureau of Balance, is because people kind of knew there were, like, these edges of the periphery of their memory that something was wrong, somebody was missing, and in investigating those missing persons that's how Angus ended up there. But I think the Voidfish has an ability where it's just like, Boyland is gone, and it's like, there's a big chair here that they can't read the name that's etched into the chair of Boyland. So, like, maybe that chair is just for a family friend that they also can't remember, you know what I mean?

◦ . \* . ◦ . \* . ◦

**[eh 2]**

[\(back to top\)](#)

**Bird:** Hello, visitors! Please identify yourselves.

**Griffin:** Kinda sounds like Angus, let me give that another shot.

**Travis:** Okay.

**Bird:** [*Now in a higher-pitched voice*] Hello, visitors! Please identify yourselves.

**Travis:** More! That was *more* Angus.

**Griffin:** No, it sounds kind of like Angus. It's not Angus, it just this— has a high voice 'cause it's a little bird talking, supposedly, it seems like it's kind of talking for this armored thing.

◦ . \* . ◦ . \* . ◦

**[eh 5]**

[\(back to top\)](#)

**Griffin:** And in the midst of this little scene, at the back wall of this little chamber there's a rug, and there's a book laying on the rug, that is actually open and faced down like it was just thrown down, and with its back up against the wall, there is a skeleton.

**Clint:** I read the book! I grab the book and read it!

**Griffin:** The book is like — oh, shit, let's tie it all together — the book is not some religious text, it's a Caleb Cleveland: Kid Cop novel. It's one of the later ones, which aren't as good, uh, because he's a teen cop.

**Clint:** Isn't... [pause] No, no, I'm thinking of something else.

**Travis:** I'm gonna check out the skeleton?

**Justin:** Wait a minute— those are Angus's favorite books, right?

**Griffin:** I mean, they're a very, very popular book series.

**Justin:** [softly] Oh my god. *The skeleton is Angus.*

**Travis:** Noooo! Only now do I miss him!

**Clint:** Yay! Yaaaay!

**Justin:** Nobody saw this coming, how did he get here?! . . . Hey, where is Angus? Didn't he come with us?

**Griffin:** Naw.

**Clint:** That's what I was—

**Justin:** No? Okay.

**Griffin:** That was the live episode that we did.

**Clint:** [like he remembers] That was the live episode, yeah yeah yeah.

**Justin:** [crosstalk] Oh that's right, okay okay okay okay.

**Griffin:** Things got really conflated, 'cause we did two episodes two nights in a row. But no, Angus is not with you. And in fact I should point out, since you've been in this town, your Stones of Far Speech are not— you have not had any messages from anybody at the Bureau on your Stones. They are just completely dead silent.

◦ . \* . ◦ . \* . ◦

**[tsc 6]**

[\(back to top\)](#)

**Judges:** So much cruelty towards a child who loves them--

◦ . \* . ◦ . \* . ◦

**[nashville]**

[\(back to top\)](#)

**Red-Haired Man:** My name's Terry, I, uh, I work here. What's y'all's names?

[pause]

**Magnus:** [unsure] ...Magnus Burnside. [audience laughs] I'm rollin' some bones on ya, Terry!

**Terry:** Are you the one that made all the bugs come out? I heard about the bugs!

**Magnus:** No! [crosstalk] No, no no no.

**Merle:** [crosstalk] That was me! George Cl- Cloovey.

**Magnus:** I— listen guys, I think Terry's cool.

**Taako:** Terry, my name is Angus McDonald. You can write that down... in your notes.

**Griffin:** And if the police show up later—

**Taako:** Later, tell 'em it was me, the... Thievery Kid.