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The adventure zone here there be gerblins summary

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in: Books, The Balance Arc Story Arcs Edit Final Cover Clint McElroyGriffin McElroyJustin McElroyJustin McElroy Murder on the Rockport Limited! This article is about the graphic novel. Click here for the arc upon which this book was based. The Adventure Zone: Here There Be Gerblins is the first volume in a series of graphic novels that adapt These
Adventure Zone. It is an adaptation of The Balance Arc's first story arc, Here There Be Gerblins. It is written by the McElroy brothers and their father, and illustrated by artist Carey Pietsch. Blurb[] Welcome to the Adventure! READ! Their journey
from small-time bodyguards to world-class artifact hunters! MARVEL! At the sheer metafictional chutzpah of a graphic novel based on a story created in a podcast where three dudes and their dad play a tabletop role playing game in real time! Join Taako the elf wizard, Merle the dwarf cleric, and Magnus the human warrior for an adventure they are
poorly equipped to handle AT BEST, guided ("guided") by their snarky DM, in a graphic novel that, like the smash-hit podcast it's based on, will tickle your funny bone, tug your heartstrings, and probably pants you if you give it half a chance. With endearingly off-kilter storytelling from master goofballs Clint McElroy and the McElroy brothers, and
vivid, adorable art by Carey Pietsch, The Adventure Zone: Here There be Gerblins is the comics equivalent of role-playing in your friend's basement at 2am, eating Cheetos and laughing your ass off as she rolls critical failure. Summary[] Main article: Ep. 7: Moonlighting - Chapter One
Appearances[] Characters[] Locations[] Items[] Merle Extreme Teen Bible Lil' Choppy Smoosher Magnus Battle-Ax Short Bow Loafers of Leaping & Sprinting Carved Wooden Duck Taako Healing Potion Onyx Ocelot Umbra Staff Feather Duster Bracer of Balance Magic Brian Grand
Relics The Phoenix Fire Gauntlet Bulwark Staff Cantrips[] Trivia[] Here There Be Gerblins was the first graphic novel to top the New York Times paperback fiction bestseller list. It came third in the overall (including e-book) fiction bestseller list. Several characters have been renamed, due to being characters from the original Lost Mines of
Phandelver module and thus Wizards of the Coast IP: Klarg is now G'nash. Yeemick is now Yahvvie. Gundren Rockseeker is now Bogard Stoneseeker; his brothers, Thardin and Nundro, are now Caggle and Dorb respectively. Wave Echo Cave has become the "Cavern of Dangling Death." Additionally, Phandalin has been changed to Haverdale. Kurtze
and the encounter with the bandits have been written out in favor of giving Barry Bluejeans a more active role in his last scene. Renée the Jackhammer Robot also does not appear. The book also adapts and condenses the first episode of Moonlighting; rather than Johann demonstrating the Voidfish's memory-wiping ability beforehand with his
beautiful elevator music, he is not present in the scene aside from a brief appearance at the beginning and instead the Director inoculates the boys herself. Merle owns the Extreme Teen Bible from the beginning of the book, rather than buying it at Fantasy Costco during Moonlighting as he does in the show. When the boys arrive at the Bureau of
Balance, several Bureau employees introduced later in the show make cameo appearances in the background, including Carey Fietsch, the graphic novel's artist), Boyland, and Brad Bradson. Certain details have been added to the Director's first interaction with the boys to foreshadow her deeper
relationship with them. Most notably, she briefly freezes up upon seeing them, and more subtly she addresses Merle as "Mr. Highchurch" despite the fact that none of them have mentioned his last name to any of the Bureau's employees. One of the gerblins can be seen wearing a "Shrimpin' Ain't Easy" bib. Barry's boxers have little pairs of jeans
printed on them, and "MeLoincloths" written along the elastic. Also, he has a mullet now, which is just an absolute power move and also probably a crime. At one point, Taako is seen switching out his clothing for something less damaged from a wardrobe filled with several identical robes and hats. The text written across it seems to indicate that it's
the same wardrobe he used while hosting Sizzle It Up with Taako, implying that he's just been hauling it around with him everywhere since then. We also see a cookbook that Taako published during this time whose cover depicts him with a long braid, implying he also cut his hair after the incident at Glamour Springs. One of the buildings in
Haverdale has a sign that reads "Hotel + Mess Hall"; later, when Haverdale is very on fire, the flames block out parts of the sign so that it says "Hot Mess" instead. Other establishments in Haverdale is very on fire, the flames block out parts of the sign so that it says "Hot Mess" instead. Other establishments in Haverdale is very on fire, the flames block out parts of the sign so that it says "Hot Mess" instead. Other establishments in Haverdale is very on fire, the flames block out parts of the sign so that it says "Hot Mess" instead. Other establishments in Haverdale is very on fire, the flames block out parts of the sign so that it says "Hot Mess" instead. Other establishments in Haverdale is very on fire, the flames block out parts of the sign so that it says "Hot Mess" instead. Other establishments in Haverdale is very on fire, the flames block out parts of the sign so that it says "Hot Mess" instead. Other establishments in Haverdale instead in the sign so that it says "Hot Mess" instead in the sign so that it says "Hot Mess" instead in the sign so that it says "Hot Mess" instead in the sign so that it says "Hot Mess" instead in the sign so that it says "Hot Mess" instead in the sign so that it says "Hot Mess" instead in the sign so that it says "Hot Mess" instead in the sign so that it says "Hot Mess" instead in the sign so that it says "Hot Mess" instead in the sign so that it says "Hot Mess" instead in the sign so that it says "Hot Mess" instead in the sign so that it says "Hot Mess" instead in the sign so that it says "Hot Mess" instead in the sign so that it says "Hot Mess" instead in the sign so that it says "Hot Mess" instead in the sign so that it says "Hot Mess" instead in the sign so that it says "Hot Mess" instead in the sign so that it says "Hot Mess" instead in the sign so that it says "Hot Mess" in the sign so that it says "Hot Mess" in the sign so that it says "Hot Mess" in the sign so that it says "Hot Mess" in the sign so the sign so that it says "Hot Mess" in the sign so that it says 
have "MILLER" and a model number printed somewhere on them. The building being burned in Haverdale is called "Three Sisters," with the logo being a reference to Still Buffering, a podcast hosted by Sydnee McElroy, Teylor Smirl, and Rileigh Smirl. A #1 New York Times bestsellerThe Adventure Zone is fun, hilarious, and also smart. Hey, guys,
can I have a cameo next time?" — Adam Savage, MythBusters "My excitement about this existing cannot be dwarfed by anything. You see what I did there." — Jean Grae, hip-hop artist, actor, and comedian "The warped fantasy lives of McElroy Sons and Dad are as addictively adorable and unstoppably hilarious as they are on their podcast (a popular
mind comic); but somehow Carey Pietsch's gorgeous and playful art makes this deep dive into their beautiful brains even richer, weirder, and more mandatory. This is a critical hit." — John Hodgman, Vacationland "Good comic book, fantastic paper." — Justin Roiland, paper enthusiast and co-creator of Rick and Morty "Gorgeous art—the characters
come to life! I am so happy that this graphic novel is a thing that exists in the world." — Hank Green, Crash Course, The Lizzie Bennet Diaries "Clint, Griffin, Justin, and Travis McElroy team up with artist Carey Pietsch to adapt the show's first quest in The Adventure Zone: Here There Be Gerblins, and Pietsch's rich animated art style imbues their
characters with life, capturing the distinct personalities that were created through voice on the podcast." -A.V. Club Pietsch's art adds depth to the page at every turn, bringing this world to life in a really exciting way and also giving the characters a full range of expression that almost makes you forget you are reading." -The Mary Sue The larger
sardonic commentary on taking fantasy too seriously, matched with the characters' unwillingness to follow a game's unrealistic rules, will be clever and hilarious to those in the know. —Booklist American comedy roleplaying podcast The Adventure ZonePresentationHosted byGriffin, Justin, Travis, and Clint McElroyGenre Comedy adventure
roleplaying Fantasy podcast[1] LanguageEnglishUpdatesBiweekly (2014-21)Weekly (2021-)Length~90 minutesProductionNo. of seasons4No. of episodesMain campaigns: 143PublicationOriginal releaseAugust 18, 2014[a] - presentProviderMaximum FunRelated showsMy Brother, My Brother, and MeDimension
20Websitewww.maximumfun.org/shows/adventure-zone The Adventure Zone is a weekly comedy and adventure actual play podcast based loosely upon the Dungeons & Dragons game series, along with other role-playing games. The show is distributed by the Maximum Fun network and hosted by brothers Justin, Travis, and Griffin McElroy, and their
father Clint McElroy. Regular episodes of the podcast feature the family solving puzzles, fighting enemies, and leveling up their characters in a series of cinematic and humorous encounters. History Origins and Balance (2014-2017) In 2010, the McElroy brothers launched their flagship podcast My Brother, My Brother and Me, an advice podcast
which joined the Maximum Fun network in 2011. During the 97th episode in May 2012, the brothers answered a question about a Dungeons & Dragons game—which Justin called "The Adventure Zone". The McElroy brothers would ultimately begin playing with their father Clint in the summer of 2014, using the newly released Starter Set for the fifth
edition of D&D, which was released that July. The set came with the module The Lost Mine of Phandelver, [2] which served as the basis for the first few sessions. The first of these recordings was initially released as an experimental MBMBaM episode entitled The Adventure Zone on August 18, 2014, to cover for Justin's paternity leave. [3] Starting that
December, The Adventure Zone was then expanded into its own podcast on the Maximum Fun network, releasing biweekly.[4] Griffin McElroy served as the show's first campaign concluded with Episode 69 in August 2017. Additionally, three special episodes
were released over the course of the campaign, titled The "The Adventure Zone" Zone, and these act as "an informal chat show" discussing the game.[5] "Déjà Vu" by Mort Garson (from the album Ataraxia: The Unexplained) served as the primary theme song for The Adventure Zone during the Balance Arc, as well as various interstitials and backing
tracks. Griffin McElroy also created original compositions to enhance the show's production.[6] Later arcs would use original themes for opening and closing. Experimental arcs and Amnesty (2017-2019) Following the conclusion of the Balance campaign, the McElroys decided to work on smaller "experimental arcs", a set of shorter campaigns using
other systems, in order to give themselves time to develop their next overarching storyline. Three experimental arcs were aired from October 2017 to March 2018. These included Clint's Commitment arc, Griffin's Amnesty arc and Travis' Dust arc. Each of these arcs takes place in their own game worlds, separate from those explored in the other
campaigns. With the conclusion of these experimental arcs, McElroys announced that Season 2 of "The Adventure Zone" would continue the story introduced in Amnesty, and that it would become the next full campaign. Griffin McElroy again took on the role of game master (called a "Keeper" in the system). While the arc was inspired by monster of
the week shows such as Buffy the Vampire Slayer and Supernatural, Griffin stated that the arc is mostly based on the Persona game series. To replicate the less connected nature of the National Radio Quiet Zone. Hal Lublin provides a guest voice in one episode. The campaign
ended after 36 episodes on September 23, 2019. When performing live the Ballad of Bigfoot and Amnesty Halloween Special, released on October 17, 2019, and November 12, 2020, respectively.[7] Additional episodes of The "The
Adventure Zone" Zone were released at the start and conclusion of the main run of Amnesty.[8][9] Graduation (2019-2021) All four cast members played as guests in Dimension 20's Tiny Heist campaign, a game DMed by Brennan Lee Mulligan in late 2019, for release in early 2020.[10] Travis, the Dungeon Master of the upcoming arc, was inspired by
Tiny Heist's worldbuilding, commenting that "the world in that was so well thought through that it was basically like a big playground..."[11] Travis' role as DM was confirmed in a SyFy Wire interview.[12] A trailer for Graduation released on October 18 and announced a return to the Dungeons & Dragons system.[13] The fantasy themed campaign
centred around a school for heroes and villains, ran from October 31, 2019, to April 15, 2021.[14] The arc was poorly received, with reviewers citing Travis considered stepping back from the show around the 20th episode, and having someone else brought in to finish
the season- but decided that would be unfair to those who were invested, including the players. There were few live shows during the run of Graduation's Nua setting. A "Laughter & Love" McElroy family tour in April 2020 would have featured The Adventure Zone
performances in Boston and Baltimore.[16] A virtual live show took place on March 9, 2021, and made use of the Honey Heist system, with Erika Ishii guest starring.[17] Ethersea (2021-) Before the finale of Graduation, Griffin McElroy confirmed in an interview with Brennan Lee Mulligan that the fourth season of Adventure Zone would also be
played in the Dungeons & Dragons 5th edition system, and would involve ships.[18][19] The campaign's name, Ethersea was a collaborative effort. This took the form of a five-
episode prologue using the game system The Quiet Year, with the campaign proper beginning on July 8. From that August, Ethersea moved to a weekly rather than biweekly schedule. A special primer episode was released on October 12 for the Maximum Fun Block Party, introducing new listeners to the podcast and suggesting where to begin- with
Justin recommending Ethersea, Griffin recommending Balance, Clint recommending Amnesty and Travis recommending his experimental arc Dust.[21] An Imbalance mini-series was released in November 2021 under a new moniker, The Zone of Adventure. The game featured Aabria Iyengar as DM and released on YouTube rather than through the
Maximum Fun network. The series also included video of the players, rather than being recorded simply as a podcast. Ethersea continued to air alongside it during November. [22][23] With the pandemic still underway in the United States, the McElroys began a limited return to live shows, with performances at Emerald City Comic Con in 2021, [24] as
well as "live and virtual" remote shows. These used a variety of systems, The latter performance returning to the "Hootenanny" continuity seen in occasional live shows since 2019.[25] This was followed by the "Fancy Takes Flight Tour" from March to July 2022, which featured several Adventure Zone performances across the United States, along with
other McElroy family shows.[26] Structure To date the podcast has had four "seasons", consisting of longer campaigns. Several of these campaigns were preceded by special episodes for worldbuilding and character generation, which are counted in the "Setup" column. SeasonSystemSetupEpisodesOriginally airedFirst airedLast
airedNetworkBalanceD&D 5E069August 18, 2014 (2014-08-18)August 17, 2017 (2017-08-17)Maximum FunAmnestyMonster of the Week136January 4, 2018 (2019-10-31)April 15, 2021 (2021-04-15)EtherseaThe Quiet YearD&D 5E5TBAMay 6, 2021 (2021-05-04-15)EtherseaThe Yea
06)TBA Additionally, there have been several shorter campaigns without the season designation. These have variously been released online later. Along with the main campaigns, each game corresponds with a letter of the alphabet (albeit performed out of
alphabetical order, with some not fitting the format). Some, such as Lords of Crunch, were initially performed live, with the recording released as a donor bonus. The second season, Amnesty, originated as an experimental arc that was later extended into a full campaign. SeasonTypeSystemEpisodesOriginally airedFirst airedLast airedNetworkThe
Great SwitcherooCrossover specialsD&D 5E2October 8, 2015 (2015-10-08)December 29, 2016 (2016-12-29)Maximum Fun(K)nightsDonor bonus3March 3, 2017 (2017-10-02)November 30, 2017 (2017-11-30)DustExperimental arcUrban
02)ImbalanceStreamD&D 5E3November 10, 2021 (2021-11-24)YouTube Advertisements from corporate sponsors and paid messages from listeners are read by the Dungeon Master in the middle segment of the program. Fans tweeting about the show using "#thezonecast" may be selected to become the namesakes for
various non-player characters in the story lines. This trend was continued during the Balance Arc, fans could also suggest items to stock at "Fantasy Costco" for the characters to buy between quests. The Fantasy Costco system has been partially revived in each successive season to give fans a way to interact with the show.[28]
Main campaigns Balance Arc The overall plot of The Adventure Zone's first campaign, the "Balance Arc", involves a global war catalyzed by the Grand Relics—seven powerful magical artifacts that each contain the essence of one of the schools of magic. These relics compel those who find them to use them, almost always in a chaotic and destructive
manner. The relics have been erased from everyone's minds save for the Bureau of Balance, an organization that seeks to find and destroy the magical faction who purportedly created the Grand Relics, and the lost histories of the main characters that involve a shadowy, cosmic
threat to the universe. The primary quests challenge the characters to retrieve one of the Grand Relics. In addition, "Lunar interlude" episodes aboard the Bureau's moon base allow the characters to regroup, purchase new equipment, and prepare for the next quests. The primary quests are: Here There Be Gerblins (Episodes 1-6) - The introductory
quest is loosely based on the Dungeons & Dragons Starter Set adventure Lost Mine of Phandelver, but quickly diverges into the primary plot of the adventure. The party helps Merle's cousin Gundren find and reclaim his family's lost treasures, but are quickly dragged into a conspiracy involving a powerful magical weapon of mass destruction, a war
no one seems to remember, and the mysterious Bureau of Balance which seeks to keep it all hidden. The plot centers on the Rockport Limited (Episodes 10-16) - The party goes to reclaim a relic found by a Bureau operative killed after placing it in an unbreachable
vault on the Rockport Limited train. Finding a Rockport staff member murdered on the trip, the party must discover the murderer before the train arrives in Neverwinter. During their mission, they meet and are aided by the World's Greatest (boy) Detective, Angus McDonald. The party discovers and retrieves the Oculus, the Grand Relic of illusion.
Petals to the Metal (Episodes 18-27) - The party is sent to retrieve the Gaia Sash, the Grand Relic of conjuration, used to control nature and weather. This relic is currently being used by a master thief known only as the Raven. Through a series of events, the party find themselves allied with Hurley, a law enforcer and former lover of the Raven, and
taking part in a mostly-illegal death race to claim the relic. The plot for the quest occurred to Griffin while watching Fast Five. [29] The Crystal Kingdom (Episodes 29-39) - A science-fantasy adventure quest focused on the Philosopher's Stone, the Grand Relic aligned with the school of transmutation. The Philosopher's Stone has begun transmuting a
floating laboratory into pink crystal, with lethal consequences for the world below if it is not kept from crashing. The party must navigate the dangers of the crystallizing laboratory, track down rogue Bureau scientist Lucas, and battle with mysterious enemies including crystal golems and the undead bounty hunter, Kravitz. The plot for the quest
occurred to Griffin while watching Alien.[29] The Eleventh Hour (Episodes 41-49) - A quest based around a time-loop mechanic. The party is sent into the Woven Gulch to retrieve the Temporal Chalice, the Grand Relic of Divination. Avi, friendly Bureau cannoneer, helps them enter the bubble-surrounded and wild-west inspired town, Refuge. There
the party first meets Roswell, a clay-based earth elemental with a Vermilion flycatcher acting as their voice, and find themselves cycling repeatedly through the final hour of the town's life, in a loop created by the Temporal Chalice. The Suffering Game (Episodes 51-57) - A darker quest in which the party must retrieve the Necromancy Grand Relic:
the Animus Bell. This relic was discovered by the Director before the Bureau was created, and in her failed attempt to retrieve it, she sacrificed twenty years of her life. Inspired by the Zero Escape video game series, [30] the party delves into Wonderland, a lethal, mentally taxing, and endless deathtrap that promises whatever participants desire as a
prize for surviving. However, as the party travels through Wonderland, making sacrifices and fighting horrific monsters, the place is revealed to be a trap created by a pair of twin Liches who feed on suffering. The Stolen Century (Episodes 60-66) - A prequel quest in which the party rediscovers their long-forgotten memories and gains better insight
into the Hunger, the ultimate foe of all reality. Story and Song (Episodes 67-69) - The climactic finale quest of the Balance Arc, in which old friends and former foes join the party to stop the Hunger from consuming the multiverse. As the Dungeon Master, Griffin portrayed all non-player characters (except for Garyl, Taako's summoned phantasmal
binicorn). Amnesty Arc Initially the second of the mini-arcs, Amnesty was later announced as season two's full length arc on March 29, 2018. The first five episodes, as part of the mini-arcs, began the series' temporary weekly schedule to get to a full second season more quickly.[31] The Amnesty arc is based on the Monster of the Week system by Evil
Hat Productions, and is set in the fictional ski-resort town of Kepler in contemporary West Virginia. Kepler is regularly invaded by eldritch monsters nicknamed "Abominations" from a mysterious otherworld called Sylvain, opposed by a monster-hunting organization called the Pine Guard headquartered at the titular Amnesty Lodge. Sylvain is a dying
world, being consumed by an evil force known as the Quell, and the latter half of the series partly involves the cast attempting to stop it. These abominations arrive on a monthly cycle, which form the basis for a series of monster hunts by the protagonists. Like Balance, Amnesty featured lunar or "lodger" interlude episodes for downtime between
hunts. Hunt for the Beast (Episodes 1-5) - A bear-like monster is loose on Kepler, West Virginia. Duck Newton, Aubrey Little and Ned Chicane stumble across a gateway to the alien world of Sylvain, and learn of the monthly abominations that show up in town. They join up with the Pine Guard, a group of misfits attempting to keep the peace between
the two worlds by dealing with these abominations quietly. They assist Mama in taking the beast down by luring it into a cave and setting it ablaze. Hunt for the Water (Episodes 6-11) - With a water monster attacking the town, the Pine Guard lure the creature to local
waterpark "H2 Whoah, that was fun" to take it down. Outside of this, Ned launches a TV show named "Saturday Night Dead", and Aubrey continues to explore her magic and connection to Sylvain. Hunt for the Calamity (Episodes 13-19) - With a series of strange prophesised accidents taking place over town, the Pine Guard attempt to intervene with
a pizza sign collapse and Ned is almost killed. The group meet Indrid Cold, the Mothman, who has been attempting to warn the townspeople of these accidents but is not the culprit. The Pine Guard eventually track down the anomalous giant tree that is warping reality. Hunt for the Countenance (Episodes 21-28) - A shapeshifting abomination attacks
the local motorbike gang, the Hornets- and this causes the gang to learn of the gate. The secret swiftly gets out among a number of Kepler residents. After a battle in a morgue, Ned steals an art piece for a former thief colleague- only for the thief to turn out to be the shapeshifter. The shapeshifter later takes Ned's form and announces the presence of
monsters and a gateway on his TV show. A final confrontation at the gateway sees Ned killed, and the destruction of much of Kepler. Finale (Episodes 30-36) - After Ned's death, Clint McElroy changes character to Arlo Thacker, previously an NPC. The Pine Guard and their allies from town infiltrate a government compound around the gate, and
break through to a third location separate from either world. The Pine Guard learn that Earth and Sylvain were linked by an alien race intent on pairing aggressive civilizations up to destroy each other, in order to protect their own planet from potential future threats. The group desperately fight to save their world as well as Sylvain. As the Keeper
(GM), Griffin portrayed all non-player characters, with the exception of Agent Hanes who is portrayed by guest star Hal Lublin. The voice of Duck's talking sword Beacon is provided by Justin. Graduation Arc The players initially take on the role of students who have enrolled in the henchperson and sidekick program at Hieronymous Wiggenstaff's
School for Heroism and Villainy, [32] The campaign focuses initially on their classes and misadventures at the school, but later moves to broader themes such as Order vs. Chaos, threats of Demon wars, mind control vs. free will, and rebellion against capitalism. Unlike the other campaigns, Graduation is not formally split up into quests or other
sections. Travis McElroy, as DM, portrayed all non-player characters. Ethersea Arc The Ethersea campaign was announced on May 3, 2021[20] and began on May 6, 2021. The first five episodes were not played in Dungeons & Dragons, but used a world-building tabletop game called The Quiet Year.[33] The prologue tells the story of a group of
survivors with one year to find a way to transport their society underwater, as a worldwide magical storm threatens to wipe out all above-water life. The prologue does not feature consistent characters for each player, with all at the table instead making decisions for the society, developing and occasionally portraying interchangeable characters. The
campaign proper began the following week, detailing the lives of a group of adventurers making their way in the new underwater city of Founder's Wake. Like Balance, the campaign is divided into a series of quests with interludes for downtime between. The Gallery Job (Episodes 1-5) - In order to succeed in a job interview, Amber, Devo and Zoox
are told that they need a ship. The trio inadvertently help in the theft of one- and undertake a job attempting to loot a submerged gallery. The mission goes poorly, with an attack by pirates de-railing the operation. They do however net enough money to purchase their own ship, the Coriolis. The Infinite Clam (Episodes 7-12) - Newly hired by the
Bluespan Brokerage, the trio set off in search of a missing member of the Benevolent Parish, and tumble into a clamshell of infinite capacity. They investigate a city on the interior, and hunt down the anomaly causing the spatial distortion. The Abyssal Auction (Episodes 14-19) - The group are contracted to attend an auction on behalf of Old Joshy
encountering a mysterious collection of anonymous high rollers. With only a limited pool of cash, they are forced to engage in strategies such as bid rigging to achieve their goal. Shortly afterwards, the auction descends into violence and the party flees. Cambria's Call (Episodes 22-30) - Founder's Wake is contaminated by a spore that was unwittingly
carried in by the Coriolis, resulting in a second epidemic of a disease named the Sallow. With the infrastructure of the city in peril, the party attempt to restore the memory of Finneas Cawl in order to repair it and save the city. By means of a drug-fueled shared dream, the party is able to explore Cawl's memories, and head out in search of a bubble
city he had found on the seafloor. They return with fresh magical phytoplankton to produce oxygen for Founder's Wake. The Menagerie (Episodes 31-) - The party are contracted to solve a theft at a local menagerie (Episodes 31-) - The party are contracted to solve a theft at a local menagerie. As DM, Griffin portrayed all NPCs during the campaign proper, with the exception of a flashback sequence in episodes 26 and 27. In
these episodes the NPC Finneas Cawl is taken over by Clint, with Travis and Justin portraying new characters. Secondary campaigns (K)nights Campaign A campaign of 3 episodes created as exclusive content for the MaxFunDrive 2017. Travis DMs the adventure, which brings together an unlikely group of heroes: Troth, a tiefling monker to the MaxFunDrive 2017.
played by Justin; Tom Collins, a half-elf warlock bartender played by Griffin; and Lenny Manolito, a human keytar-playing bard played by Clint. This campaign uses the Dungeons & Dragons system, and features a guest appearance by Lin-Manuel Miranda, who plays the bard Atreyus. Commitment Arc The first experimental arc, Commitment is a
superhero themed arc.[34] The game was run by Clint McElroy using the FATE system. The characters all work for the Do Good Fellowship, a "cult adjacent" organization that uses technology and science to improve the world. This arc has a total of four episodes, not including the setup episode the McElroys used to establish their characters, etc.
Dust Arc The third experimental arc. Travis McElroy takes the role of master of ceremonies, using the Urban Shadows system by Magpie Games. Originally, the arc was envisioned with the making of a custom role-playing game in mind, but the task proved too large for the given time frame. The campaign is set in a fictionalized version of the Wild
West, where creatures such as vampires and werewolves live alongside humans, and focuses on feuding families in the town of Dry River. Elementary is a two-shot campaign Elementary is a two-shot campaign created exclusively for the MaxFunDrive 2019. The episodes use a special game system Four (sometimes five) Sherlock Holmes and a Vampire (Who Is
Also One of the Aforementioned Sherlock Holmes), written by Andrew Young. What little plot there is involves Justin (as GM), Travis, Griffin and Clint (and once guest Patrick Rothfuss) each playing as a different version of Sherlock Holmes solving nonsensical, convoluted mysteries. Fur Campaign Much like Elementary, Fur is a one off made for the
MaxFunDrive 2019, the game system used is Honey Heist, a one-page RPG written by Grant Howitt, and Clint play three bears attempting to rob a briefcase of Manuka honey from the Sacramento Convention Center during a screening of Bee Movie. Hootenanny Campaign TAZ: Hootenanny was performed live in
Nashville, TN at the Ryman Auditorium and is a country music themed space opera. The game used One Seven Design's system Lasers and Feelings, inspired by The Doubleclicks's album of the same name. The party consists of three musicians, all from different planets: Shoots McKrackin (Travis), Benny Gene Esserit (Clint), and Pepsi Liberty (Justin)
as the band Hootie and the Nannies, who are performing at the Grand Space Opry. Griffin acted as the game master. The game ended with the four McElroys and Paul Sabourin performing a cover of Future Folk's song "Space Worms". A sequel, "2tenanny", was released during the 2020 MaxFunDrive as exclusive bonus content for donors to the
Maximum Fun network. Clint acted as game master (Benny having left the band to go solo), with Griffin playing replacement band member 48 (short for the entire lyrics to the song "I Like It, I Love It" by Tim McGraw). Inheritance (Benny having left the band to go solo), with Griffin playing replacement band member 48 (short for the entire lyrics to the song "I Like It, I Love It" by Tim McGraw). Inheritance (Benny having left the band to go solo), with Griffin playing replacement band member 48 (short for the entire lyrics to the song "I Like It, I Love It" by Tim McGraw). Inheritance (Benny having left the band to go solo), with Griffin playing replacement band member 48 (short for the entire lyrics to the song "I Like It, I Love It" by Tim McGraw). Inheritance (Benny having left the band to go solo), with Griffin playing replacement band member 48 (short for the entire lyrics to the song "I Like It, I Love It" by Tim McGraw).
2019, based on an original system created by the players. The setting takes place in a post-apocalyptic desert wasteland, featuring groups of different stereotypical dads. The party consists of four dads, each from a specific dad tribe (Sports Dads, Vacation Dads, Car Dads, and Grill Dads). They team up to defeat the evil Crafting Dads in order to
obtain the legendary TV remote control. The game featured all four McElroys as players, with CollegeHumor's Brennan Lee Mulligan, host of Dimension 20, as GM. Just Us The Just Us campaign is GMed by Travis McElroy, and described by Griffin as "Travis' take on superheroes trying to pretend to be normal".[35] It was recorded as a live show in
Atlanta using the game Supernormal, written by Ursidice.[36] Mercer TAZ: Mercer is a one-shot made for the MaxFunDrive 2020, marketed as a "modern day crime drama" set in an unnamed north-east American city in 2006 and based on Dungeons & Dragons 5th Edition. It was named after and guest DMed by Matthew Mercer of Critical Role. Lords
of Crunch Lords of Crunch was a one-shot performed at the Taft Theatre in Cincinnati, OH. It was GMed by Justin, using an original system based on One Seven Design's Lasers and Feelings system. Travis, Clint, and Griffin play as cereal-box mascots. It was released as bonus content for the 2020 MaxFunDrive. Charlieverse Charlieverse was a one-shot performed at the Taft Theatre in Cincinnati, OH. It was GMed by Justin, using an original system based on One Seven Design's Lasers and Feelings system.
shot released for MaxFunDrive 2021, GMed by Justin and designed by his 6-year-old daughter, Charlie. It was based on the Muppet Babies RPG system by Origami Gaming, an adaption of the Lasers and Feelings system. Griffin, Clint and Travis play characters that have been transformed into babies and who have to traverse the "Fruity Pebbles"
Castle of Torment: A Scary Castle with One Hundred Rats" to return to their adult forms. Characters Campaign Clint McElroy Justin McElroy Justin McElroy Balance (2014-17) Merle HighchurchDwarf cleric Dungeon Master (DM) TaakoElf wizard Magnus BurnsidesHuman fighter Amnesty (2018-19) Edmund "Ned" Chicane (1-29)The
Crooked Keeper (GM) Wayne "Duck" NewtonThe Chosen / The Mundane Aubrey Little / The Lady FlameThe Spell-Slinger Arlo Thacker (29-36)The Searcher Graduation (2019-21) Argonaut "Argo" KeeneWater Genasi roque Sir Fitzroy Maplecourt Half-elf Wild Magic barbarian -Firbolg druid Dungeon Master (DM) Ethersea (2021-) Zoox Anthellae (1-
25, 28-) Brinarr ranger Dungeon Master (DM) Amber Gris (1-25, 28-) Monk Devo la Main (1-25, 28-) Orator Finneas Cawl (26-27)Oceanographer Bertrand Bay (26-27)Delmer soldier Ona Ward (26-27)Hominine biologist Reception The podcast has been well-received, especially among younger and LGBT+ demographics. It has sold out dozens of live
shows since 2014, and has been downloaded hundreds of millions of times.[37] One of the creators, Justin McElroy, said of the podcasts. [39][40] The Balance arc received overwhelmingly positive criticism. It was described by The
Mary Sue as "one of the most moving and epic adventures of recent memory."[41] The climactic ending in particular was warmly received. [42] Patrick Rothfuss stated the show possessed "some of the finest storytelling I have ever experienced. In any genre. Ever."[43] The Amnesty arc was described by The Mary Sue as possessing a "uniquely
compassionate kind of story-telling, based on connection and hope, and that's something so rare in this world that even the imperfect efforts must be applauded, simply because there's nothing else quite like it out there."[41] Comic Book Resources also received the arc positively, stating that it was "filled with great characters, goofs, and heart-
wrenching moments."[44] The Graduation arc received criticism for Travis McElroy's performance as dungeon master, with complaints that the arc had a confusing plot line, an overabundance of secondary characters, and a lack of meaningful consequences for poor dice rolls by the players.[45][42] Graduation was poorly received for its heavy
exposition, lack of player agency and large cast of non-player characters (NPCs).[46] The Mary Sue commented that "Travis... went a bit too far in crafting his own narrative and didn't let his players, well, play enough."[46] The positive representation of Fitzroy Maplecourt as the show's first asexual character however was praised.[47] Em Rowntree
of The Geekiary was more positive about the direction of the campaign, emphasising that "the heart of TAZ as far as I'm concerned is a sort of very stupid and unexpectedly emotional outrageousness. It soars when it's narratively unjustifiable." [48] Graphic novel adaptations The Adventure Zone: Here There Be Gerblins, a graphic novel adapting the
first quest, was released in July 2018. The book was written by the McElroys, illustrated by Carey Pietsch, and published by First Second Books.[49] It quickly topped New York Times' best-selling trade fiction list, becoming the first graphic novel to do so.[50] A sequel, which adapts the quest Murder on the Rockport Limited, was released on July 16,
2019.[51] The third book in the series, Petals to the Metal, was released on July 14, 2020.[52] Crystal Kingdom, the fourth book in the series, was published July 17, 2018 9781250153708 not published Murder on the Rockport Limited! July 16, 2019
9781250153715 9781250229281 Petals to the Metal July 14, 2020[54] 9781250232632 9781250232635 The Adventure Zone: Here There Be Gerblins, The Adventure Zone: Petals to the Metal have all become New York
Times Bestsellers.[55][56] Animated series An animated adaptation of the Balance Arc is in development for the NBCUniversal's streaming service Peacock.[57] It has not been picked up for a series as of January 2020.[58] In July 2020, the McElroys revealed that they are developing the pilot and that it will be different from both the podcast and
graphic novel versions and possibly feature a different voice cast. [59] See also Critical Role Fantasy podcast HarmonQuest Explanatory notes ^ As a special episode of My Brother, and Me. This episode was re-uploaded as the first entry of a separate show on December 3, after which it began its regular release schedule. ^ Also called
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