

The Adventure Zone: Ethersea – Prologue III: The Comfort of Guilt

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Griffin: Hey, folks. Quick pre-programming announcement. Thanks for listening in to our setup episodes for The Ethersea. We're playing The Quiet Year, a game by Avery Alder, that's all about map making, and making wild choices to help build a community. You can find a link to where you can find and purchase and learn more about the game on the episode description.

And also, if you want to follow along visually, we are uploading all the maps at the end of each of these sessions at bit.ly/EtherseaMaps. And I think you need to capitalize Ethersea and Maps in order for that link to work, 'cause that's how bit.ly works. We heard some folks say they were having some trouble following along sort of visually, and uh, if you, y'know, need a little help with that, go to that link.

I also think that, if you go to our Twitter page, we will be uploading those maps alongside the episodes there as well. That's it. Here's the episode!

[music plays]

Brother Seldom: Today's lesson: the strange comfort of unbearable guilt.

We should discuss the strange choices our community made during that final summer on the surface. You must understand – while none of us denied the reality of our situation, our responses to that reality varied wildly.

There were those who worked to preserve the culture and biology of the surface world, refusing to let the past die alongside our poisoned planet. There were those who worked to secure a safe and prosperous future in our new undersea home, developing an infrastructure that could support our civilization for generations to come.

But the thing that united us all, aside from our fear of the coming storm, of course, was our guilt. Guilt for letting the world... for *causing* our world to

collapse so spectacularly. For robbing our children, and their children, of a land that should have been their birthright.

Tireless and necessary work was born out of that guilt, but so, too, was a kind of paralysis. So, when people among us did not know how to stomach that shame, they instead allowed themselves to be fully occupied by... let's call them... distractions.

[music plays]

Griffin: I don't know how many episodes this is gonna go, but the idea that this map is going to get more convoluted... and I apologize that that is how like, the beginning of all these—that's how all these episodes are gonna start, but it is a, um... yeah. I mean, it's like one of those boards that like, the FBI guy has all the strings connected to it, except there's no strings, and the stuff on it is just extra bonkers.

Travis: Yeah.

Justin: It's like Richard Busby's Scary World.

Travis: Yes.

Griffin: Yes. [laughs]

Clint: [laughs]

Griffin: Let's talk ongoing projects, because I feel like that's—if we talk about everything that's on this map, it's gonna go on forever.

Travis: Griffin, we got the blue penis. That's got four. We've got robot with nipples. That's got five.

Griffin: Offset nipples.

Travis: What's that? That's clearly a schoolhouse. That's got three.

Griffin: The schoolhouse—the schoolhouse rips. There’s no way... it might be a Ronald McDonald House, but I think it’s a schoolhouse. That one’s got three on it. The robot Travis alluded to earlier is Dad’s project, where a sort of bunch of engineers and magicians and folks are trying to build a—

Clint: Naturalist technicians... yeah.

Griffin: Right. Putting together a frame for the Einarr spirits. We have the fishery project, where folks are coming up with sort of a sustainable underwater food source with the filler fish. And uh, at four weeks, we have the Crystal Ascendance, which uh... uh, somebody’s doing a project on that to see if it can be sort of used underwater.

Travis: Yeah. The engineers are studying that, and the bathysphere design to attempt to see if they could construct a like, downward, uh, lift into the ocean.

Griffin: Uh, the bathysphere has been stolen by the Vanguard, which is a group of resource gatherers who disappeared. Not disappeared. They told everybody, we are leaving. You all are taking too long. We’re gonna be the first ones to head out there. And Fineas Caul has sort of posted up at this calm patch of sea, which his expedition found to be a suitable sort of, uh, jumping off point for undersea construction.

Not that the city has to be built right there, but that is where we can keep all of the, y'know, supplies and machinery or whatever is going to go into building an underwater city.

Can anyone else think of anything on this map that we should—

Travis: Oh, there are horseshoe dogs.

Griffin: We got horseshoe dogs, and yeah, that’s...

Travis: Oh, and the tanks showed up from Delmer, and we’re doing an exchange with them.

Griffin: Yes! Yes. In uh—they are sticking around for a month, one week of which is already expired. So we are back to the top of the order, and I'm gonna draw.

Uh, I got confused, 'cause it just says, "a summer." But this is the ace of summer. "A contingent within the community demand to be heard. Who are they? What are they asking for?" Or, "A contingent within the community have acted on their frustrations. What have they damaged, and why did they damage it? Is it permanent?"

Hmm. I feel like we've kind of had both of these things happen already, but uh, we can build off that.

Travis: Y'know, one of the things that surprises me about this game is, sometimes, another player will get a card, and the jealousy that I feel...

Griffin: Oh yeah.

Travis: It's just like, "Aw, man. I want that card."

Griffin: Okay. A contingent within the community have acted on their frustrations. What have they damaged, and why did they damage it? Is it permanent? Um, the... uh, charismatic young girl, and her sort of troupe of folks who took some supplies from the boat dock, or the shipyard, uh...

Justin: The Cradle.

Griffin: The Cradle, thank you. And worked on the bathysphere, and by punishment, they were sent to the trash geyser. I don't think that this punishment has quelled their, um, their excitement to get things moving. Get, y'know, projects moving undersea. Uh, and so, the team here is going to... y'know, they've been picking through the trash geyser and collecting things, and I think, as has happened now a couple times in this community, they are just gonna take all of the stuff that could be useful for undersea, uh, y'know, building and stuff, and just take it right to the build site.

Travis and I talked a little bit about this charismatic young girl, 'cause she's come up enough times now that we wanted to, y'know, give her a proper character. She is a Delmer royalty. She's like the daughter of a baron or baroness who was next in line for succession. Kind of an it girl for Delmer culture, who really had an interest in like, engineering, and specifically like, city planning, but was not sort of given the opportunity to do all that.

And so, I think she sees an opportunity to kind of chase that life here, and that is why she is as charismatic as she is, and also as like, fired up about, y'know, actually having a voice in how this city gets built. Um, so, we are just gonna move them all down here. And at this point, I think her and Fineas Caul are just a fully united front, and represent sort of the two driving... uh, the two driving forces for building the city right now.

I've moved the trash geyser down... maybe that was a mistake. I shouldn't do that.

Travis: No, that looks horrible.

Griffin: I'll just erase the trash, perhaps. But yes, that is what they have done. Uh, and... countdown. Oh, I mean, the Delmer are here, too. That's probably a reason why she is as eager to literally go underwater as she is, is because like, she's not wild about the Delmer trying to force her hand into bringing her back. Because I imagine her parents are not wild about, uh, her leaving like that.

Travis: Yeah, that's fair.

Griffin: Uh, nothing reached zero. So, uh, we... I am going to take an action. Uh, let me think...

Clint: Did we name the baroness? Baronette?

Griffin: Um, yes. The—she is a Boyar, which is a, I think, German term for the child of a baron or baroness. Her name is the Boyar Hermine.

I think we've kind of danced around this a bit, but while the Delmer are still here... so I'll put a time of two weeks on this clock... I think there is somebody in this community who sees this as the last opportunity to secure culture.

Again, like, I don't think that this convoy is traveling with the great, y'know, works of art of Delmer culture, but they probably have some stuff, and that's better than nothing. So there's some sort of, um... some sort of collector. Some sort of preserver, now, who I think is... now, this is the kick start they needed to really start taking this stuff seriously.

It hasn't been, up to this point, because up to this point, it's been, "Where are we eating? Where are we living? What are we doing?" But now, somebody's thinking about the arts.

Travis: Let's call them The Curator. The Curator.

Griffin: The Curator! Okay.

Travis: Yes. We've talked a couple times about worrying about preserving, not just the living, but if we are looking at this as like... now a job, right? That there is somebody whose job it is to collect these things and prepare it. It's The Curator.

I don't know why I pronounced it [cure-atter].

Griffin: Yeah, I don't know, but I kind of like that.

Justin: It's fantasy, man.

Travis: Yeah. That's it. That's how they say it, then.

Griffin: It does sound like ureter. Which is...

Clint: Ew. Please.

Travis: ... no. Let's stick with curator, then.

Griffin: Alright. So I'm just gonna draw like a nerd-ass nerd with big glasses.

Justin: [snorts]

Griffin: And this is The Curator.

Clint: Y'know you can make shapes, right?

Griffin: Oh yeah. But who's got the time?

Travis: Hey, Griffin? It's starting to look like a self-portrait.

Justin: I was about to say, it just looks like Griffin.

Griffin: Yeah, this is my self-insert. I'm The Curator.

Justin: Call him Smorby. [laughs]

Griffin: [laughs]

Clint: [laughs]

Griffin: Alright. Wow, we have a lot of clocks at two. A ton. All of those are gonna finish at the same time. Uh, but now, it is... Travis' turn.

Travis: Correct. Flip that card.

Griffin: Uh-oh.

Travis: King of summer! "Summer is fleeting. Discard the top two cards off the top of the deck, and take two actions this week."

Griffin: Oh no! Should we look? I think we gotta look at what the top two are.

Travis: Yeah. Yeah.

Griffin: Uh, okay, so we're skipping two cards. Uh, outsiders are risi—

Travis: It's the six of summer. Yeah.

Griffin: Oh Jesus! This would've been cool! "Outsiders arrive in the area. Why are they a threat, how are they vulnerable?" Or, "Outsiders arrive in the area. How many are they greeted?" Yikes!

Travis: Welp.

Griffin: Welp, we'll never know.

Justin: Never know.

Griffin: Uh, "Predators and bad omens are afoot. You are careless, and someone goes missing under ominous circumstances. Who?"

Travis: Dang!

Griffin: Or, "Predators or ominous circumstances are afoot. What measures do you take to keep everyone safe and under surveillance?"

Travis: Dang it.

Griffin: Wow. That would've been neat.

Travis: That would've been fun, but bad.

Griffin: But bad. Uh, let's... yeah, go ahead and—this is gonna take a while, so go ahead and I'll work on the clocks.

Travis: Yeah, nothing's gonna zero out. So, first, I have an idea for a thing. I wanted—and I think I'm using 'discover something.' Is 'discover something' discover something on the map, or is it just like...

Griffin: Everything's on the map. Everything we do is on the map.

Travis: Okay. Well, here's my idea. And you tell me if it works within the mechanics of the game. I think what we discovered is that there is a subset of people here, uh, primarily Einarr, who, uh... uh, have very, very, very strong religious feelings about these spirits that have returned.

Griffin: Okay.

Travis: As they have traveled to the vestigial plane and back. Uh, they believe that they are to be revered.

Griffin: Interesting.

Travis: And honored. And uh, they have come forward because they see this building of bodies for them as a means to put them to work.

Griffin: Hm.

Travis: And they believe that they are to be worshipped and followed, and they are called The Ordo Spiritus.

Griffin: That is rad. It almost feels like more like 'start a discussion,' though, because I don't know that discovering that people have a feeling is like...

Travis: Okay, okay. So I'm gonna say, though, one of the leaders of the Ordos Spiritus comes forward and wants to have a discussion.

Griffin: Alright.

Travis: I believe that these spirits are to be worshipped, and revered, and not to be used for menial labor.

Clint: Okay. I'm gonna speak for the coalition. Is that allowed?

Travis: Yep.

Griffin: Speak for what coali—oh, of the people building the robot parts?

Clint: Yeah.

Griffin: Yeah, yeah, yeah.

Clint: Our intent in building these were to return these poor people to some kind of functioning life, because that seemed to be what they were wanting. We have no intention of creating servants. We're just trying to give these disembodied spirits a chance at finishing a life.

Travis: Griffin, how do I add contempt?

Clint: Jeeze!

Griffin: We've just been—I've just been saying contempt and adding it to the uh...

Travis: [in a deep voice] Contempt.

Justin: [laughs]

Griffin: [laughs] And adding it to the, uh...

Travis: The Ordos Spiritus do not see these as poor spirits who need help finishing—they see them as having moved beyond our limit.

Griffin: I feel you. I feel you.

Travis: That's not continuing in the discussion. That's just where the contempt point came from. I just wanted to make that clear. That's not me, Travis.

Griffin: Right. Juice, you wanna talk, or you want me to?

Justin: [in a very strange accent] We believe the way we've always believed. There are no spirits. It's a Hominine trick.

Travis: Is this the same guy as before?

Justin: Time is passing so quickly, Travis, it's impossible to keep track of. All you need to know is, there is a sentiment amongst the people... [laughs] That spirits aren't real, and it's a Hominine trick.

Griffin: The Einarr Spirits won't be made to do anything they don't want to do. But you don't get to decide for them.

Travis: Okay.

Griffin: That's, uh... that's the end. Okay, that's one of your actions.

Justin: I want to bring everyone's attention to—someone has eliminated the blood and dookie coming out of the trash geyser. I don't know what happened.

Griffin: I—they have salvaged the trash geyser. So I believe that the trash geyser is now... has outlived its usefulness, and now it's back to being just a bubble.

Justin: Are you allowed to erase? I didn't realize that this is a living document. Did somebody screen cap it? I worked really hard.

Griffin: I can put it back.

Justin: Whoa. When you do it like that, it almost looks animated. That's beautiful.

Griffin: Yeah.

Travis: Whoaaa!

Clint: So, Griffin, your contention is that it will no longer spew out garbage?

Griffin: Um, I think—I mean, the earthquake made it start—sort of got rid of the compression stuff that was going on in there, right? And made it start shooting out stuff. And uh, the Boyar Hermine and her crew took that stuff and took it to the build site, so that they are all set up.

Clint: Okay.

Travis: I know what project I'm gonna set up now. So, I am going to say... Griffin, which of these four kind of groups of people would you say are the most artistic?

Griffin: Um, I mean, definitely the Southern Archipelago. Sort of, they did not prioritize war, or industry, or arcane study, or anything like that. They were all about sort of their liberties, uh, not being under the yolk of that. And so, from that, I think a lot of good art came out of that.

Travis: Okay. Then I'm going to say, uh, like, the most revered artist of the Southern Archipelago, and the most experienced engineer architect of the Delmer, uh, pair up and start figuring out a design for what an undersea, like, encampment would look like.

Griffin: Oh wow, okay. So this is—this is the uh... Epcot dream lab blue sky solutioneering sort of...

Travis: Right, right, right.

Griffin: Okay.

Clint: In the design phase, right?

Travis: Right.

Clint: Your project is the desi—okay.

Travis: Um, and it's going to be up here near the Cradle. Uh, between the Cradle and the shit house. Just gonna have... oh, I'll make it—

Justin: Between the Cradle and the shithouse would be a really, really cool name for a record.

Griffin: Really cool name. Yeah.

Travis: [sings] All along the shithouse... [normally] Uh, I'm gonna do a very visible cut in half.

Griffin: Are they doing this in secret, or is this like—

Travis: No no, this is like, alright, we have materials planned. We scouted the floor of the immediate ocean. And we're like, we've been studying things and doing things, so let's start thinking about both a practical and like, long-term, aesthetically, not displeasing. Like, we don't want people to be sad living there. So we're gonna think about like... this is our perfect design choice of what we want it to look like.

Griffin: Yeah. And there's no saying that that will be what it looks like. 'Cause then you have to fuckin' build it. Uh... alright. That is two actions. Now we're onto Dad.

Travis: And it's a pretty big one. I'm just drawing little...

Griffin: Oh right. How long is this going to take?

Travis: Uh, I'm gonna say like... six weeks. Like, this is—

Griffin: Oh wow.

Travis: Well... let's see.

Griffin: Six—six weeks, I think, would factor in a lot of logistical que—like, it's not just, wouldn't the city look cool if it looked like this? It would be like... six weeks, I feel like, would factor in like, "And here's how people would move around, and here's how..." Y'know what I mean? It would have some—

Travis: Yeah. This isn't just aesthetic planning. There's like, engineering going into this, and like, architectural planning. This is like, full-blown like, "Okay, listen, if we're gonna start building something, we need to have a plan first. So give us like, y'know, give us like, if we could get started tomorrow, and had all the time, what would it be? And we'll work backwards from there."

Griffin: Okay. Six weeks sounds good. I will add that to the map. Dad. I have drawn a new card for you.

Clint: Oh, okay. Um... seven of summer. "Introduce a mystery at the edge of the map, or an unattended situation becomes problematic and scary. What is it? How does it go awry?"

Travis: Oh my god, those are both so good. Is summer like, the period of like, "Wuh-oh! Some weird shit's going on!"

Griffin: Dawg, if you feel that way, fall and winter are not going to be kind.

Travis: No, that's all bad shit. I know that those are bad shit. But summer's just like, some kooky stuff is happening!

Griffin: Summer's just slippery. Yeah.

Justin: Yeah.

Clint: Um... there are some kind of strange—something's flying around in the storm.

Griffin: Oh no, ooh.

Clint: And they're huge. We can see these flying shapes in the distance, in the storm. And it's very mysterious.

Justin: Where are these in relation to—what's the weird thing that's like, a rainbow?

Griffin: This is the storm. It is not to scale. This storm is not 20 feet from the shore. This is just meant to represent that, uh, far off in the distance, you can see the storm brewing.

Clint: But people have observed, maybe through telescopes or whatever kind of...

Travis: Far sight.

Griffin: Magic telescopes.

Travis: Yeah.

Griffin: Yeah.

Clint: ... that there are these gigantic shapes flying in the storm, and we can't make out hardly any detail, but they're huge.

Travis: Gigantic, scale-wise, like... pterodactyl size, or like, eldritch god size?

Clint: I think since they're this far away, um... like... very big whale size?

Griffin: Very big whale. Not like one of those little whales. Not baby beluga. Like an adult beluga.

Travis: That grandpa beluga.

Griffin: Can you draw those shapes in the cloud here?

Clint: [laughing] Yeah, I sure will.

Griffin: Okay. You're gonna have lots of time, because these clocks are now going to... four of them are gonna end all at the same time. Travis.

Clint: Did they not click down after Travis?

Travis: They did. They were just all at two.

Griffin: Yeah. Um, okay. So, Travis, the fisheries. How does that end up?

Travis: Uh, so basically, some things that they discovered is, one, while these fish are very small, uh... the bones within them are also very soft. And so, basically, all of it can just be ground up.

Griffin: Oh, nice. You can just pop it—just pop one right in there and just... [chomping sounds]

Justin: Yummy.

Travis: And the speed at which they replicate, and the little bit of food that they need, makes it like a perfectly sustainable source. And they also, uh, filter naturally. They are like those suckerfish that keep the things clean, so you can pretty much like... dump them in a big vat of water with a little bit of food, and they'll fill up that container of water, and you can just like, keep takin' `em out.

Griffin: But to keep them from being too OP, these are freshwater fish, right?

Travis: Correct.

Griffin: So if this is something that's going to provide sustenance in the city, we are going to need some of that spring water. Right?

Travis: Correct. Also, like, you're going to need people like, maintaining it. Um, because as I said, their life cycle is fairly short. So it's not like a thing— if you're not cleaning... if you're not removing fish from the thing, you would end up with like, rotten fish in there pretty quickly.

Griffin: M'kay.

Travis: Their life cycle is fast.

Griffin: Juice. The schoolhouse finishes.

Justin: The local kids reluctantly start to, um, uh... come to the school. They love their tide pool. Someone's moving one of the baby bodies. It's very confusing. But the kids no longer play at the tide pool. They spend their days learning, uh, how to uh... um, learning math, basic skills, math, reading, uh, cultural histories... but also, survival skills. They learn how to hold their breath for extended periods of time, and how to, uh, catch saltwater fish.

Griffin: Um...

Travis: That baby's as big as that school!

Justin: We're raising a more prepared generation.

Griffin: Which of the, uh... and maybe you addressed this when you started building the project, but who is sort of, uh, organizing this school? Like, which of the—'cause I imagine, y'know, local school board elections can be a contentious thing. Is there like, one kingdom of—

Justin: They have one—one instructor from each, uh, of the contingents. So there's a Hominine instructor, there's a Delmer, there's one from the Southern Isles, and there's one from the Einarr Plain.

Dang, I did that all in one thought. I'm so in this world.

Griffin: That was so fresh. Um, will you do—

Justin: It feels not bullshit when I do it like that.

Griffin: Will you do me the close, personal favor, as a brother, that we name the Hominine one Brother Seldom? 'Cause that's a name I came up with, and started using for the intro narration, and...

Justin: Yes. He is the founder of the school. He was the one—Brother Seldom was the one who was like, spearheading it.

Griffin: Okay.

Justin: But he is brought in to keep all the parents happy. There are representatives from each of the four different... what are you calling them?

Griffin: Absolutely. Uh, kingdoms. Yeah.

Justin: Okay. From each of the four different kingdoms.

Griffin: Okay. Rad. Um...

Justin: They called themselves... now, they shouldn't have done this.

Travis: Oh?

Justin: They should not have done this, but they let the kids pick their mascot.

Griffin: Oh shit.

Justin: So they're called the Gooshie Wolfs.

Griffin: What's a—

Justin: And no one knows what it means. The kids won't tell them. I don't know what it means. The kids wouldn't tell me. But they all think it's *really*

fucking funny. But all the teachers have to be like, "Good morning, Gooshie Wolves. Let's get out there and learn." And the kids bust up.

Travis: Gooshie like G-O-O-S-H-Y?

Justin: G-O-O-S-H-I-E, W-O-L-V-E-S.

Clint: Not Gucci as in Gucci bag.

Griffin: Gucci—oh my god! Gucci Wolves fucking—that's powerful. We're do Gooshie Wolves, but Gucci Wolves, somebody do something with that.

I have to imagine like, when the kids come back from the tide pools every day, and they're like, "Yeah, I saw a fuckin', uh... I saw a jelly cougar. And it's like a jellyfish cougar hybrid, 'cause shit's weird in the tide pools." So when they came in and were like, "Yeah, these are the Gooshie Wolves." People were like, "Is that a real thing? Because you all have to tell us."

Travis: "Is that something you saw?"

Griffin: "If you saw something called a Gooshie Wolf, you need to tell us so we can keep you safe from it."

Uh, okay. The curator project, I'll wrap that one up before the tanks leave. Um... I think they successfully, uh, collect what they, uh—what the tanks had. And I think what the Delmer would consider to be art is like, blueprints, and I also think that's the type of thing that this convoy would actually have on hand. Thinking like, "Eh, maybe they can use this."

These are old blueprints that are outdated, and we have like, better shit, so maybe they can use it. But also, there is a sort of sentimental and historic value to these early blueprints, which were kind of our first big steps away from, we depend entirely on magic because we're Hominine.

So I think those blueprints, those documents – and there's a lot of them – are the sort of big... there's other stuff mixed in there, too, but that is the

big sort of cultural, um, uh, donation. Not donation. I imagine there was trading for it, that this curator, uh, managed to secure.

Uh, and with that, the... world clock... is gonna reset, because the Delmer tanks, or the convoy, take off. Does anybody have any sort of anything to add? I know this isn't really necessarily how the game operates, but any thoughts on this parting? Because they are essentially saying like, "Thank you for everything. We'll never see any of you ever again."

Travis: Yeah, Griffin, I'm just gonna say that I think that the Delmer people that are here, like, send letters back to like, friends and family that they had there that didn't come. That's just like, y'know, "I love you very much, and I'll miss you, and be safe," and all those things. I think this is like, a last connection moment kind of thing.

Griffin: Um, I'll add that the Boyar Hermine probably, in addition to just like, sending a message to her parents, sends a message to the elders of this underground... this inside-the-mountain city that their building, of like, "Don't count us out. You all need to find a way to still be able to reach us, because we are not—this is going to work. So, seal yourselves up and do whatever you need to do to feel like you're safe, but do not count us out. We can still help each other after everything goes bad."

Okay. And the wagons leave. And we move onto... oh wait! Dad needs to take his action. Yes.

Clint: What did we get from the caravan?

Griffin: We got art, and blueprints, and... the main thing, the main interaction we had with them was sending those messages back to the Delmer, and securing all of these historic blueprint documents.

Clint: So they came here to donate...

Griffin: Well, to trade.

Travis: Yeah, we traded them the fish.

Griffin: Yeah. Some—oh yeah, sure, why not? They got some fillers.

Clint: That's what I was wondering about.

Griffin: I'm going to add, uh... I don't think we can remove culture from the scarcity list, right? But I think we can add Delmer blueprints. Is there anything else we need to update in the scarcity/abundance list that anybody can think of?

Travis: Um...

Griffin: I think food we can get rid of, right?

Travis: Yeah, food.

Justin: Yeah, we're pretty well fed there.

Griffin: Yeah, food is abundant. Uh, filler fish is actually already in abundance, so that probably should've gotten fixed a while ago. Still have an abundance of blink sharks, though. [laughs]

Travis: Yep. Well, I don't know what to do about that.

Griffin: Yeah, nobody seems to know what to do about that.

Travis: We convince them to leave!

Griffin: Yeah.

Clint: I think Fineas—not 'I think.' This is my action. Fineas and the Boyar and her crew are going to go investigate the giant spiral shape, off the calm sea. They've more or less sketched out the oceanography of the terrain.

Griffin: Right.

Clint: And there's a lot of questions about this thing, so... and it's not gonna take—I say—can I put a week on it?

Griffin: Sure. You can put one week on it. I think all of this tracks. You have mapped that out, you have mapped that area out, you have done literally everything you can to prepare yourself for this. Now, it's a question of, okay, who's gonna walk down this fuckin' thing?

Travis: [sings] And it takes one week...

Justin: Huh.

Griffin: Huh.

Clint: And we still don't—they still don't have the bathysphere?

Travis: Oh, I felt like you guys didn't hear. Uh, let me try again. [sings] It takes one week...

Griffin: Uhh, no, they don't have the bathysphere.

Travis: Oh, did you guys not hear me? Was I muted? Let me try again.

Griffin: Travis, you're cutting out a little bit.

Travis: Okay. [sings] It takes one week...

Griffin: Oh, they uh—I love that one.

Travis: Okay, great great.

Griffin: Um... yeah. Okay.

Clint: And where's the bathysphere?

Griffin: It got stolen by the Vanguard. Nobody knows.

Clint: Right. Right, okay.

Griffin: Um, Justin. I have lost track of how many cards we have left in summer, because of Travis' skip-skip-skip-bo that he put down.

Clint: One, two, three, four.

Griffin: Okay.

Clint: The queen, the nine, the eight, and the two.

Griffin: Are you keeping track on your—

Travis: Dad, are you card counting?

Griffin: Are you counting cards?!

Clint: Yes.

Justin: That's the wolf.

Clint: There's five left. After this one, four.

Griffin: The pit chief is gonna beat the shit out of you.

Clint: Only if I got caught.

Griffin: You just admitted to it.

Justin: You just got caught. [laughs]

Travis: It's like if the dealer said, "Do you want to stay or hit?" And you said, "Well, if I hit, the next card's probably a ten, because I've been counting cards."

Clint: [laughs]

Griffin: Uh, this card is pretty scary!

Justin: Let's see here. "Someone tries to take control of the community by force. Do they succeed? Why do they do this?" "A headstrong community member decides to put one of their ideas in motion. Start a foolish project."

Travis: Oh, I like that.

Griffin: [laughs] Isn't that—isn't that what we've exclusively been doing?

Travis: But imagine how foolish it will be now.

Justin: Freedom.

Griffin: Oh, that kicks ass.

Justin: Okay, I got it. I got it.

Griffin: `Kay.

Justin: [bursts into laughter] Okay. Now, I know we don't necessarily have characters, but I do have to like—

Griffin: We've broken that. We have three characters so far.

Justin: We have to like, name someone... [laughing] Okay. [laughing harder] Alright. Um... [clears throat] There's a bell ringing in the—right near the shithouse, and this guy, kind of haggard old dude, in what looks like beat up military fatigues, is ringing this bell in the middle of town. And he waits until he has a bit of a crowd. And he says...

Haggard Guy: It's me, Ollllll'Joshy! And I've had it with the blink sharks! I know you all have, too!

Justin: And there's some like, nodding.

[all laughing]

Ol'Joshy: I am willing to pass on the secrets I learned in the military, of psychic warfare. And I'm putting together a band of psychic soldiers to help me hunt and kill the blink sharks. Come on down. Who's gonna join me? This is my school, it's called Ol'Joshy's Training Ground for Psychic Soldiers Against Blink Sharks. We'll figure out the acronym later. And uh, I'm gonna have it launched here in about four weeks, and I want to see as many of you faces out there, getting ready to do battle against the blink sharks. Any of you courageous folks, come on out here. We're gonna put an end to these blinkin' idiots.

Travis: Now, Justin, I'm sorry... is this the same guy that's been hitting the discussions, or are they just like, all brothers? What's happening?

Justin: He is friends. They are friends.

Travis: They're all friends?

Griffin: They're best friends. Yeah.

Justin: They're best friends. There is a contingent of—it's really important to me... I was listening—when I was listening to the story that Griffin had set up, the initial story, it all seemed very high-minded to me. And it's very important to me that there be a strong contingent of idiots.

Griffin: Oh, absolutely!

Justin: That are making this—and not funny idiots, but like, regular idiots. [laughs] That are making this harder for everyone. And this man, Ol'Joshy, decides that the seas won't be safe until the blink sharks have been dealt with...

Travis: Psychically.

Clint: Psychically.

Justin: Psychically. Yes. Exactly.

Griffin: Alright. Okay.

Clint: I think it's beautiful.

Griffin: It's brilliant. Draw—draw—

Clint: Is it 'ole,' O-L-E, or old?

Justin: O-L-apostrophe-Joshy.

Clint: [laughs]

Griffin: I'm gonna give you a four there to use, whenever you draw this psychic shark battling school. Wherever that may be.

Travis: Can we just agree how much better Jaws would have been if the dude was like, "I know how to handle these sharks. With my brain!"

Griffin: "Psychic stuff." Um, okay. So uh, The Crystal Ascendance and robot bodies are down to one each. I'm sorry, Travis, I've already forgotten what this pro—oh, it's the design of the city, is down to one month.

Travis: You can't tell, Griffin? Look at those tools on there! The T-square!

Griffin: And just like that, Dad is about to tell us what's, uh... and I don't want to hear, "Well, they get to the spiral staircase, and they discover it's weird." Let's—[laughs] They have—the spiral staircase exploration project has completed. Father... what's going on?

Clint: Well, they've been, uh... it's been, uh—it's taken the better part of the week just to get down there to make observations. And what they've found is, they still don't know what the materials are of the spiral staircase,

and they're not really sure... who put it there. But it's very obvious that it was put there as a natural foundation for coral growth.

Justin: Hmm.

Clint: There's a massive atoll of coral that has grown up the spiral staircase, um, and... this coral has been infused with the prestige salts.

Travis: Ooh.

Clint: Which is why the area near the spiral staircase, the calm area, is so low in prestige salts. These coral have been taking in the prestige salts, and they surmise that—their theory is that, much like people do today, where they will like, sink old ships to give coral a place to build coral reefs, that somebody in the long-ago past put this structure there for the intent of growing this coral. And this coral has absorbed the prestige salts, giving it some powerful mystical...

Griffin: Sure.

Travis: Stuff.

Clint: Traits.

Griffin: Stuff. It's got weird stuff. Okay. You wanna draw—you wanna... spice up that sad spring, there?

Clint: I'll do that.

Griffin: Uh, cool! That's awesome.

Travis: Justin, I enjoy your shark-killing big box store.

Griffin: Yeah, it's awesome. Uh... and... Justin, once you're done with that, you get to...

Travis: [laughing] It looks like the ghost is really excited to go there.
"Ooooh!"

Clint: [laughs]

Justin: The ghost is talking. The ghost has a speech bubble, and what he's saying is, "I'm excited to go to this school."

Travis: "I can't wait to start at my new school!"

Griffin: "Hurry up and finish my robot body, so I can go to psychic shark-fighting school!"

Travis: "This is a great game!"

Griffin: "This is a good game." Justin, you get to take an action, too.

Justin: I feel like... okay. Um... [bursts into laughter] Okay. I want to hold a discussion.

Griffin: Oh god...

Justin: Everybody... do we need to do something about Ol'Josh, or are we just gonna let him go for it?

Griffin: [laughing]

Travis: I'm gonna be honest with y'all – I don't know why the gods invited Ol'Josh and his friends to come. It seems counterproductive to what we're doing.

Griffin: Oh god, I'll—I'm gonna take that and turn it. Uh, there's a reason Ol'Josh is here. There is a reason Ol'Josh heard the call like the rest of us. And God doesn't make mistakes.

Justin: [laughs]

Travis: [laughs] Joshy, take the wheel...

Griffin: God and the Bible. [laughing]

Clint: And my statement is that... the Joshy problem will deal with itself.

Griffin: [bursts into laughter]

Travis: [bursts into laughter]

Clint: There's no doubt in my mind that he'll either get rid of the sharks, or, more likely, the sharks will get rid of him.

Travis: Okay.

Griffin: I think that was a question, so uh, if you—whoever voiced this concern...

Justin: So I get to make a final statement?

Griffin: Yeah.

Justin: We have not solved anything here tonight. Thank you all for your time.

[music plays]

[ad break]

Griffin: Alright. Back to the top of the order, which is me. Nine of summer. "A project fails. Which one? Why?" I'm not touching Joshy. No way.

Justin: Don't! No! I know there's an obvious choice for failure! [laughing]

Griffin: Not in a million years. No way. Um, "Something goes foul, and supplies are ruined. Add a new scarcity." Huh. God, both of these are bad.

Travis: Yeah.

Griffin: Um... yeah. Sorry, Trav.

Travis: [gasps]

Griffin: The... Crystal Ascendance project. Without that bathysphere...

Travis: Attractive. Yeah.

Griffin: They realize... they just can't. They've done a lot of work, and they understand this thing a whole lot better, but... without that bathysphere, then whatever they were planning on turning this into, y'know, a underwater human transportation cannon or whatever it was gonna be, they... uh, the project just kind of fizzles out. There's not some grand explosion or, y'know, catastrophic failure. It just like... well... we don't have the bathysphere anymore, so let's just spend our time doing something else.

Travis: [defeated] Okay.

Griffin: Sorry.

Travis: That's okay. I understand. It wasn't you, it was the cards.

Griffin: Now, uh... robot bodies are done! Clint? We had talked a little bit about—we had posed the question and decided that it was doing a little bit too much up front of what these things are made out of. Um... so, maybe this is a good time to answer that. But how does the robot bodies, uh, project pan out?

Travis: Uh, I also will remind us, because we talked about it in the last episode, that the Kodite, the magical material, is now in scarcity. Or at the very least, it is not a naturally occurring thing that we have an abundance of.

Griffin: Not to say that you can't use it, but that, y'know, there will be political ramifications for any time anybody uses the Kodite from now on.

Clint: The coalition, with input from Fineas Caul and the Boyar, and of course, her coalition of magic users, and technical people, and naturalists... have determined that it's possible to construct these golems, these robots, out of the magic coral.

Travis: Ooh!

Clint: That by placing—by building some kind of framework like armor, so to speak, or something along those lines, that it's possible to make these golems out of the coral. The thing is, they will have to be built in the water—

Griffin: Grown?

Clint: Yeah. They have to be grown. So it has to be done on water. And these golems will not be able to function outside of the water for very long, much like real coral, which is a living entity inside the growth. Uh, they think they can construct these golems to allow—and with its mystical abilities, they would be... they would be accessible to the disembodied spirits.

Griffin: Yeah! Hey, can I just say, as the person who's DMing this next season where all of this shit's gonna be relevant? Big thanks for that!

Travis: Yeah, that's a good one.

Griffin: That's a fucking radical idea. Coral-infused robot frames is, uh, is some real shit.

So, these are... is this a purely hypothetical, or... I would request that, y'know, in the interest of keeping things moving, that this is not just, "Hey, we can do this." It's a, "Hey, let's... "

Travis: Do it.

Griffin: "Let's do it."

Clint: Oh, the coalition is good. Yeah, they're gonna do it.

Griffin: Okay!

Clint: They've been able to, um—the magic members of the coalition have determined that it's almost po—that there's a very tenuous ability to communicate with the polyps, which are the actual coral, the creatures that live inside the coral.

Travis: And they're down, too.

Clint: Well, yeah!

Travis: Let's fuckin' do this, guys! Put a ghost in me!

Clint: I think—yeah. I just—I think it would be very conducive to some cool ideas with the spirits, and the ghosts.

Griffin: Yes. It's all fucking fantastic. So I have moved this robot body down to the black staircase, which you said is where the coral is growing from, and I imagine is where this, y'know... this frame—

Clint: And this is gonna be a long-term project.

Griffin: Well, this isn't a project. This is—this is the culmination of the robot consortium project.

Travis: This is happening.

Griffin: So we're not starting a new project right now.

Clint: Gotcha. Okay.

Griffin: Um, no other clocks finished. I get to start a project, or discover something new. Um... heck, man. Y'know what? Now that that project failed, uh, the... this group, this uh... maybe we need a name for it. The Fineas Caul, Boyar Hermine sort of 'let's get this shit going' group, wants The Crystal Ascendance.

Travis: The Action Squad!

Griffin: The Take Action Squad, the Do Something Squad, is going to start a project to literally haul The Crystal Ascendance in its, y'know, whole form, down the beach into the water, and get it to the construction site where they can just use it somehow. I don't know what that looks like, but that's why it's gonna take a while.

I'm gonna say... they probably know how to move shit. I don't know that that's the toughest thing in this world, but this is an enormous thing that is sort of built into the plateau. So I'm gonna say this is gonna take five weeks.

Travis: Okay.

Griffin: I don't think I'm duplicating your shit, right Trav?

Travis: No no no, yeah. Mine was like, studying it.

Griffin: Okay.

Travis: But if you wanted to, I mean, you could justify shaving a week off of that, because there has now been like, blueprints done of it.

Griffin: You're right. Yeah. Not that it's gonna be used for like, whatever that thing was, because I don't think they ever figured out like, what it was they were designing. But it's clearly like, a magical structure of some sort. So let's add it to the city somehow.

Uh, I'll draw like a track, maybe... leading down to the beach from The Crystal Ascendance. And that'll be the project.

Okay! Uh, now, it is Travis' turn, and I already flipped your card.

Travis: Uh, the two of summer. "Someone new arrives. Who? Why are they in distress?" Or, "Someone leaves the community. Who? What are they looking for?" Uh... this is a good question.

Griffin, how far away is The Citadel? The capital of Hominine?

Griffin: Very far away. But I mean, you could also—you could also argue that we are half a year in, almost, so maybe that's how long it takes for somebody to arrive here. I think you—there has been enough time that people have gotten here, obviously, from the capital city.

Travis: Um... okay. I am going to say... uhh... a troupe arrives. A troupe of performers from The Citadel have arrived. And they are fleeing Hominine. They've heard about this, because... and I don't know what you're planning, as we have seen the Einarr had a plan, and the Delmer have a plan. I assume that Hominine has a plan, as well.

Griffin: I mean, I'm not—I know that, obviously, because I am the one who prepped these world events. But I also think everybody in this place knows that Hominine is not just gonna fucking roll over and die. They have a god sort of on their side, so they're gonna do something.

Travis: Um, and so, this troupe does not agree with what Hominine's plan is. And they heard about this place and came down to see if they would be welcome in this community.

Griffin: Um, okay! Yeah, I don't think we need to answer that. One thing we probably should answer, though... the people who came here first heard the call, and that's how they all knew where to go and were sort of divinely inspired to come here. Does this represent that like, now, it's not just the call anymore? Now it's like, word has gotten out that there is this project, there's this community, and I guess the buzz is positive enough that people feel like, "Hey, that seems like a good thing to risk my life on."

Travis: Yeah. I think it's—the fact of the matter is, it seems like a very practical and open-minded—where like, Delmer isn't like, "Hey everybody, we're gonna hide in the mountain. All are welcome!" Right? So like, if you're not of Delmer...

Griffin: Yeah, sure.

Travis: And Einarr was like, "We're gonna erase ourselves from existence!" And so, it seems like, if you're out in the world, and you're like, "We're gonna actively create a community underwater," and everybody from every system has come here, then you're like, "That seems like an active, good solution option."

Griffin: Sure, yeah. Okay. Um, do you want to draw this troupe on the map?

Travis: I do. I'm gonna draw a little wagon.

Justin: So basically, this troupe just is against whatever Hominine's doing?

Griffin: Yeah, that's the thing, is like, do they tell people what Hominine's planning?

Travis: Y'know, I'm going to say that this troupe...

Clint: Ohh. [clears throat]

Travis: I don't know, Griffin, what you're planning, and I don't know how you feel about Hominine. But Hominine strikes me as pretty hoity-toity.

Griffin: Yeah.

Travis: Um, and so, it seems to me like, um... as troopers, like performers, they're probably enjoyed by the higher-ups, but not necessarily prized as necessary.

Griffin: Sure. Okay.

Travis: And so, whatever the Hominine were planning...

Griffin: That's it! That's the general thesis of what they know about the Hominine plan is, everything and everyone who is not necessary, is fully expendable.

Travis: Correct.

Clint: Could they present that in the form of a play?

Griffin: Sure, yeah. And let me—and if you're cool with this, I'm gonna add, like... like, uh, performance... Hominine performance to the list of abundance, right? Chipping away at that culture scarcity. Do you know what I mean?

Travis: Yep. Yep.

Clint: Oh, I like that.

Griffin: Dope. That is our, uh, sort of contractually obligated, "here's a community theater troupe" for the season.

Clint: [laughs]

Travis: Oh, absolutely. Yeah yeah yeah.

Justin: Right.

Travis: Wouldn't be an Adventure Zone without some shoehorned in there.

Griffin: Sure. Uh, okay, so... are there any project—no comple—no. No projects are complete. So Travis, go ahead and take your action.

Travis: Okay. Okay. Alright. I am going to start a project... uh, where, as we've been calling them, The Coalition, which I like...

Griffin: The coa—now, we've talked about a few different coalitions. Is this the robot builder coalition, or is this the—

Travis: Oh, sorry. This is The Council. That's what I mean. The Council of four that was elected as representatives of each...

Griffin: Okay, yeah.

Travis: The Council is going to start categorizing, uh, the skillsets of people in town for the jobs that they see as necessary in this undersea place. So like, food, farming, safety, engineering, mechanics, anything like that. Of like, what are your practical skillsets, where we can put you into the right role? No matter what role you've done before, we need to think about like, necessary jobs in this new place we're building.

Griffin: Okay. Um, I mean, that's certainly something that would take a while. Is this something that people in the community are okay with?

Travis: Um, I am going to say... that...

Griffin: I mean, that's probably—y'know what? That's a discussion. We shouldn't be doing that. Well, real quick, how long is that gonna take, do you think?

Travis: Uh, I'm gonna say it takes three weeks.

Griffin: Three weeks, okay. Uh, okay! Dad, it's onto you.

Clint: At five. Okay. Five of summer. "A project finishes early. What led to its early completion?" Or, "The weather is nice, and people can feel the potential all around them. Start a new project."

Travis: Whatever you do, please don't finish Joshy early. Please, Dad. I'm begging you.

Griffin: Don't—don't tilt the scales.

Travis: You're right, you're right, you're right.

Griffin: Get your finger off the scales. Let this man do.

Clint: Okay, so when it says 'finishes early,' we've got... what's the project with two weeks?

Griffin: Uh, that is the design—

Clint: Joshy—is Joshy—okay, that's the design?

Griffin: Design project, the Joshy project... which is my favorite Comedy Central half hour prime time show... uh, the sort of labor organization project, and the "let's move The Crystal Ascendance to the worksite" project.

Clint: Okay. I'm building off somebody else, so if nobody wants to do—I mean, if you guys are not in favor of that, that's fine.

Griffin: It's your action, man.

Justin: Yeah, take your action.

Clint: It's my action. Okay. The theater troupe.

Travis: Yes?

Clint: The theater troupe—

Justin: They all die.

Travis: Ah, no! [laughs]

Griffin: [laughs]

Clint: The theater troupe puts on a play about imagined horrors of the storm. Obviously, nobody has any concrete evidence, but these things are flying in it, and we know that it's so bad, we've gotta move under the water. So they come up with this sci-fi play, and put it on, and it puts the fear of god into the design committee.

Travis: Mm-hmm.

Clint: So they start like, burning the midnight oil, and they start... they start workin', uh, overtime, just because they're so terrified of the story that they saw in this play. Because as we all know, theater can be very moving.

Travis: Indeed.

Griffin: I think there's also probably a lot of people in the community who saw the play, and the more likely thing is, they went to these designers and were like, "Finish that fucking design!"

Travis: Yeah, dude!

Griffin: "They got fuckin'—"

Clint: Get this shit done!

Griffin: "They got flying spiders in that big-ass storm! Finish drawing it!"

Clint: So I think that the, um—I think I want that project to wrap up early, because, generated by fear, which has in turn been generated by the performing arts. Which is...

Griffin: How it should be. That's how it should work. Um, Travis...

Travis: Yes?

Griffin: This may be a big sort of, uh... big thing to take on in a single project, but what is the result of this blue-sky solutioneering session?

Travis: So, the design that this engineer and this artist come up with is that you begin at a central half-dome. A central dome.

Griffin: Like a diving bell sort of situation?

Travis: Um, yeah, I mean, basically, very large. We're talking about, um... like, let's see... like a hundred yard, y'know, radi—diameter.

Griffin: Okay.

Travis: And then, building out from there, like, concentric rings. So the idea being that, even if we have not finished building during the time that we have, we would then be able to continue building outward. Especially now, knowing that we would have this dive team that is experienced, as well as, potentially, the help, if they are willing, of the spirits in their coral bodies, of being able to build out these rings. So we could continue to grow over time, uh, if we're able to like, get enough materials down there.

So basically, you would have this main hub, and then, rings connected, y'know, with passageways spreading out.

Griffin: Right. Okay. Maybe you want to... not right now, while we're recording, but kind of like, sketch out what you're talking about, and send it to us so we can post it, for folks to kind of get an idea of like, what this actual design... it doesn't have to be anything sort of, y'know, actual blueprint level specificity. But just to give an idea of like, the shape that you're talking about.

Travis: Uh, and I would say that, while there will probably be like, tweaks to it from everybody in the community saying, "Well, shouldn't we put something like this here? And where do the bathrooms go?" Or whatever. The thing that everybody can get down with is this like, central thing that, if we can drop, basically...

Griffin: Yeah, for sure. If we can start this, then we can keep building it after the storm hits. Like, we don't—there's not a hard deadline for finishing

the city, we just need a thing we can expand on. I think that being the kind of like, driving force of this design makes total sense.

Travis: Right.

Griffin: Um, okay! Uh, no projects hit zero, so Dad, you get to take an action now.

Clint: The son of the murdered by blink sharks...

Travis: Murdered is an interesting term. Like, if a shark killed a person, I wouldn't be like, "That shark murdered that man!"

Clint: Devoured.

Griffin: [laughs] Yeah.

Clint: Bifurcated.

Travis: "Arrest that shark!"

Clint: Mint Clackleroy. His son, uh, Enos, goes...

Griffin: Sorry. That was a 'sorry, I didn't understand you' and a simultaneous 'sorry' to our listeners.

Travis: Anus?

Griffin: Eniss?

Clint: Enos! E-N-O-S. Enos.

Griffin: Okay...

Clint: Enos Clackleroy goes and pledges everything to Joshy's efforts. He joins Joshy.

Griffin: [laughing quietly] `Kay.

Clint: Gives him his uh, all of any wealth he has, anything he owns. His expertise in operating a boat, because y'know, that's what Mint Clackleroy did. He was a boat—

Griffin: Right.

Clint: So, Enos goes to Joshy and says...

Enos: I'm in. I believe in your mission! I am with you!

Griffin: So this is—is the discovery that Enos is also a dipshit? `Cause it needs to be a discovery or a project that is being started, and I don't know how this is one of those.

Clint: Yes, it's discovered... well, Enos has discovered that nobody knew that he was...

Travis: Alive? [laughing]

Clint: Yeah. Nobody knew he was Mint Clackleroy's son. And so, it's discovered that he was Mint's son, and...

Travis: Just no one put together that they have the last name, and that one looked like a younger version of the other one.

Clint: Clackleroy. Right.

Griffin: Alright.

Clint: So the upshot is, he is pledging everything he has, including the boat, because he came into possession of the boat that Mint fell off of.

Griffin: Uh, okay. Justin, the queen of summer... wait.

Justin: That's what they call me.

Griffin: Okay. Uh... "A project finishes early. Which one? Why? If there are no projects underway, boredom leads to a quarrel. A fight breaks out between two people. What is it about?"

So this is not a—I guess this isn't a choice. This is... we have projects. One of them finishes early.

Justin: Uh, Ol'Joshy sticks his head out the door.

Ol'Joshy: Hey, everybody, good news! We cracked it! Uhh... these are real promising recruits you got, and we're gonna get out there and start hunting these sharks... *with our minds.*

Justin: And Ol'Joshy's School for Advanced Psychic Warfare Against Blink Sharks is open for business. Oh yes, there is a nominal fee to learn. [laughing] I should've mentioned that earlier.

Travis: Now, why did it—why did it finish early, Justin? What gave you the benefit?

Justin: The benefit?

Griffin: Did Enos put it over the top.

Justin: Um, no, it's just, they cracked it early. It wasn't as hard—he thought developing psychic techniques to combat blink sharks would take four weeks. In the end, it wasn't as hard as he thought it would be. [laughs]

Travis: Oh, okay!

Griffin: Yeah. No one's ever done that before, Trav, so... he missed the mark a little bit.

Justin: Yeah, so it just wasn't as hard. Actually, it just wasn't as hard as he thought it would be. He gave those sharks too much credit.

Clint: [laughing]

Travis: Yeah, he under promised and over delivered, y'know what I mean?

Justin: Exactly. That's his motto. That's Ol'Joshy's whole thing. [laughing]

Travis: That's good business.

Griffin: What is the—do we want to determine, then, kind of what the functional result of there being these psychic shark warriors... now... or is that—is there going to be a sequel to Ol'Joshy's School for Advanced Psychic Warfare Against Sharks?

Justin: I think it's just—what you need to know is, the school is open, and some number of people are training to hunt sharks psychically.

Travis: With their minds.

Griffin: Okay.

Justin: That—what's—it's just, um... it's just Chekov's Joshy. It's just there.

Griffin: Yeah, no, for sure. I'm—

Justin: And someone will find a way to need him.

Travis: Yeah, to be fair, it was explicitly a foolish project. And so, if the end result, Griffin, was, after four weeks, they can do it! It's not that foolish, is it?

Clint: [laughing]

Justin: I'm not saying—no no no. Okay, to be fair, the school is open. And he is recruiting recruits. They have not staged any missions yet, to go hunt sharks psychically.

Travis: Okay.

Griffin: Then I'm gonna add an abundance of psychic shark warriors, that we can then add to scarcity when they are devoured. And killed.

Travis: When they are maybe devoured, Griffin.

Griffin: Okay. Okay. Well, hey guys? Our abundance list is fuckin' wild. We got filler fish. We got horseshoe dogs. We have Delmer historical documents, and psychic shark warriors.

Justin: We got all those things. If you need those things?

Griffin: You come on down.

Justin: Do not worry about it.

Griffin: To our yet-unnamed underwater city. Okay, uh, I already—

Travis: Y'know what we don't have? Air tanks.

Griffin: We don't have that.

Justin: Yeah. Or a boat. [laughs] A boat is one thing we don't have.

Griffin: Don't have boat. The Cradle, just sitting there. There's probably somebody who's been posted up at the Cradle since it was finished, like, "Guys?"

Travis: Aw, I just assumed—I forgot how this game worked—

Justin: Okay, to be fair—

Travis: And I thought that someone—

Justin: They're designing it, right? They're designing the boat.

Griffin: I mean, they designed the city. Nobody has really done anything with the old Cradle...

Justin: We gotta start—[laughing] I know I set it up a season ago.

Griffin: That's the last great hope for our civilization, but Ol'Joshy's doing something really important over there!

Travis: Griffin?

Justin: Here's what I'll say. Here's what I'll say. Let me say this. If you go into the water with your great boat, and you get instantly attacked by blink sharks...

Travis: That's true!

Justin: You will be very sad.

Griffin: That's a good point! Sharks can—

Clint: Don't blame Joshy!

Griffin: Sharks can blink up! Like, a ship is not gonna protect you. A shark will get in your—

Travis: It's gonna protect you more, though, Griffin.

Justin: Now, if a shark blinks into your boat, is he gonna have a long and happy life after that? He will not.

Griffin: He will not.

Justin: But he will have some fun on the way out.

Griffin: He'll get his, for sure.

Justin: He'll get his. He'll get his nut. You know a blink shark. No worries there.

Travis: Griffin, can I tell you the honest truth? I forgot how this game worked, and I figure, "Well, the Cradle's done, so it's gonna be building boats itself."

Griffin: It's not working! It's not fuckin' Starcraft!

Travis: I know, I realize that *now*, Griffin!

Griffin: Yeah. Uh, okay, so, there were no finished projects when I counted down the clocks, so Justin, take an action.

Justin: Um...

Clint: [laughs]

Justin: Well, I don't have to take—well, okay, um... let me see what we got out here. The uh, resource gatherers use this very specific, um... they're like, electro-sonic picks to do their gathering.

Griffin: Okay.

Justin: And uh, these all went missing when the Vanguard went through their...

Griffin: When they raided—yeah, sure.

Justin: Their journey under the sea. And uh, one of these picks washes up on the shore.

Griffin: Uh-oh.

[tense music plays]

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