

## **The Adventure Zone: Ethersea – Episode 1**

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[theme music plays]

**Griffin:** When there's work that needs done beyond the walls of Founders' Wake, that work must first pass through the sliding glass doors of the Blue Span Brokerage. This exceedingly modern office building towers over the rest of the Gills; the city's sprawling port district, where submersible vessels are built, maintained, and launched into the Ethersea.

At the Blue Span Brokerage, dealers and dispatchers connect clients and contractors, facilitating the dangerous and necessary business of deep-sea adventuring. The company's superstar brokers ensure fair compensation, and relatively safe conditions for their away teams, and for their diverse array for clientele, they offer the traditional guarantee of a job well done.

Adventurers who can secure a position as a Blue Span contractor will never find themselves lacking in work. And those who prove themselves capable of handling the city's most challenging jobs will never find themselves lacking in anything. Those positions, though, are as limited as the dock space available within The Gills.

When the Brokerage is hiring, you can guarantee that anyone with dreams of finding their fortunes in the waters surrounding Founders' Wake will hear about it. That is what has brought the three of you into the office of Ravi Montrel, an ambitious, silver-tongued Blue Span Broker, seeking new contractors to add to his rolodex.

After waiting in a posh lobby filled with competing would-be adventurers, the three of you have been called into his office, greeted with the flashiest smile, and asked to take your respective seats. Ravi Montrel looks up from the clipboard he's been poring over for the last few minutes, and looks up at the three of you with amusement, and says...

**Ravi:** Well, I like ya. I like what I'm readin'.

**Clint:** [laughs]

**Ravi:** The three of you – and I don't use this word lightly – you got a lot of promise. Lot of potential. And I think we could have a lucrative and long-lasting relationship built on trust and respect. And I'm over the moon. But let's compartmentalize a bit, as we say in the world of business. The business world. Let's start with, um... Devo la Main? Am I saying that right?

**Travis:** Uh, I'm sorry, Griffin. Before we start, can you tell me anything about this world? Like, how does magic work? What do they eat?

**Griffin:** Sure sure sure.

**Travis:** How did we get the like—

**Griffin:** [in an old-timey voice] Seven millennia ago, when the Dragon war began...

**Clint:** [laughing]

**Justin:** Yeah. Where's the context?

**Griffin:** Go listen to the—listen, I know we said that the prequel episodes weren't gonna be necessary to listen to.

**Justin:** Sike.

**Griffin:** Sike.

**Justin:** [laughs]

**Clint:** [laughs]

**Justin:** Hey, hey, hey. Stupid. If they weren't necessary, why did we make them? Use your fuckin' noggin next time, okay?

**Griffin:** Oh boy.

**Travis:** Okay, sorry. I didn't listen to them. I'll go back and check that out. Let's pause. Oh shit, those were really good!

**Griffin:** Thanks, thanks. Yeah.

**Clint:** They were, weren't they? Yeah.

**Travis:** Okay. Walk me in again, Griffin.

**Justin:** Someone said they were a little dry, on Instagram. It's like...

**Griffin:** It's water-based.

**Justin:** They're the wettest possible episodes.

**Griffin:** It's aquatic. Yeah.

**Clint:** [laughs]

**Griffin:** Uh, Devo—

**Justin:** Unfathomably wet.

**Ravi:** Devo la Main. Am I saying that right?

**Devo:** [in a French accent] This is very close. Devo la Main.

**Griffin:** It's not too late.

**Devo:** Le Main.

**Griffin:** It's not too late to switch. I'm just saying that—

**Justin:** Yeah, you could use—Travis, you are—you have like, one grace cough, where you could be like...

**Griffin:** [bursts into laughter]

**Clint:** [laughing]

**Justin:** “Excuse me, I don't know what happened to my regular voice!”

**Travis:** [in a French accent] No, I have been practicing this for a long time. This is how Devo la Main talks.

**Devo:** It's Devo la Main.

**Ravi:** Le—that's gonna take me some practice, but I'm gonna get there right with you. Devo, it says here you have recently become uncloistered. Which is not something I thought could happen to a man of the cloth like yourself.

**Devo:** Uh, well, it took a lot of effort. It was not something that happened, uh, by their choice, but by mine. So, it is not something that normally happens, no.

**Ravi:** How long have you been in Founders' Wake with us? Have you tried the goulash?

**Devo:** Oh, I have been for, uh, about three months, at this point. And I have thoroughly enjoyed the, um... um... the stick of fish? You know this?

**Ravi:** Fish sticks and goulash! Our two main delicacies!

**Devo:** Yes.

**Ravi:** It sounds like you've got everything you need to know about this city, fish sticks and goulash. Not much else going on.

**Devo:** Uh, there's a lot more here. Is this—oh. Is this joke? You are—yes.

**Griffin:** Did they not joke in the cloister where Devo la Main was raised?

**Travis:** Uh, he was raised pretty much without companionship.

**Griffin:** Oh, wow.

**Travis:** The only companions he really had were instructors.

**Griffin:** Okay.

**Travis:** And they were, as you might imagine, in strict religious instruction... not super wacky.

**Griffin:** Right. So, Devo la Main is, uh, was raised in The Benevolent Parish, the uh, sort of sect that joined the shore side community and was a sort of founding part of Founders' Wake. Uh, and y'know, follows the teachings of the Vestige, Benevolence.

**Travis:** Loosely.

**Griffin:** Loosely, yes. They are uh... there was a fracture, there.

**Travis:** And he is also, as you alluded to, no longer as directly connected to them as he once was. He's kind of struck out on his own, now.

**Griffin:** And we're calling him an orator.

**Travis:** Right.

**Griffin:** So instead of him being a sort of priest-like character, he is a bard.

**Travis:** Yes, correct. Uh, a bard whose instrument is spoken word.

**Griffin:** Uh, a religious bard, much like Steven Curtis Chapman.

**Travis:** Well, mm...

**Griffin:** So you're playing a French—

**Justin:** And that's appropriate, because this will be the great adventure.

**Clint:** The great adventure! [laughs]

**Griffin:** [laughs] [sings] Saddle up your horses!

**Justin:** This is like the second... maybe third podcast we've actually talked about that.

**Griffin:** Yeah, it's true. Uh, okay.

**Travis:** Uh, I also just want to say—

**Justin:** Good Christian Fun will sue us.

**Griffin:** Yeah, I know.

**Travis:** Um, just because I don't think we've ever said this explicitly about any Adventure Zone character... Devo is very pretty. I just want to throw that out there.

**Griffin:** Okay. I'm pretty sure I opened up a—I introduced Fitzroy as a handsome fellow.

**Travis:** Uh, no, highly sexual is how I believe you...

**Griffin:** Which was... yeah. Nope. [laughing] Completely wrong.

**Justin:** Interesting.

**Clint:** [laughing]

**Griffin:** Uh, okay! So that is, uh, Devo.

**Ravi:** Okay, Devo. I like that. I'm seein' a name on here that I'm also really excited about, and I'm just gonna take a run at it, if you don't mind. Zoox? Zuk—Zoox? Zoox.

**Zoox:** [in a French accent] Oui. It is Zoox.

**Griffin:** [laughs] No, come on.

**Travis:** Oh no!

**Clint:** [laughing]

**Travis:** We should've talked about this!

**Clint:** [laughing]

**Travis:** Laird!

**Clint:** Uh, um...

**Zoox:** Actually, my real name is, uh, Fish Sticks Goulash.

**Griffin:** [laughs]

**Zoox:** No, it's Zoox. Um, how you doin'?

**Ravi:** Pretty good. I uh, I gotta say, I love your sort of, uh... I don't know if this is inappropriate to say, but your coral is lovely. It's branching off in sort of interesting patterns, and uh, it's a bouquet. A bouquet of color that I'm, uh, really enjoying.

**Zoox:** When I was, uh, constructed, when I came to be, um, they went with different types of coral. So, uh—

**Ravi:** A sort of goulash of coral, if you will.

**Zoox:** A goulash! That's why my nickname is Fish Sticks Goulash.

**Ravi:** Right, sure.

**Zoox:** My head, as you are looking at right now, is a brain coral, so it kind of looks like a face. Kind of.

**Ravi:** Like that, yeah.

**Zoox:** And uh, in my eyes, I am also very pretty. But y'know...

**Ravi:** Oh, sure.

**Travis:** Okay, well—

**Ravi:** And in the lord's eyes. Um... and it says here that you've got a bit of cartography experience. Tell me about—I want to hear more about that.

**Zoox:** Um, well, I consider myself a mariner.

**Ravi:** I mean, technically, we all are. We live in an undersea city.

**Zoox:** True. True. But I'm—

**Travis:** Technically, that would be sub-marination, then.

**Griffin:** That's fine, yes.

**Zoox:** I'm a submariner. I'm a submariner. Um, and uh, I'm just kind of a... uh, explorer? I don't know. I really, uh, kind of embrace, y'know, the unknown. I like exploring our world.

**Ravi:** Well, you've uh, you've come to the right place.



**Griffin:** Zoox is a Breinarr. Do you want to give folks a very quick rundown on what the Breinarr are?

**Clint:** [in Zoox' voice] Uh, basically, the—

**Griffin:** You can speak in your Clint voice, if you want. This is Griffin asking.

**Clint:** Einarr—the Einarr Plateau was wiped out by this mysterious, terrible disaster, and...

**Griffin:** Well, it was like a spell that essentially spirited everyone away to this other plane, and some spirits made their way back and needed bodies. And so...

**Clint:** And the scientists were able to construct these coral-based robot bodies, and infuse them with, uh, the souls of the deceased Einarr. Um, of course, the first Breinarr, as everybody knows who listened to the first five, was Tessellation. And it's not an easy process.

**Griffin:** No.

**Clint:** Imbuing the constructs. So there aren't a whole lot of Breinarr.

**Griffin:** And also, it is—

**Clint:** But we basically function underwater very well.

**Griffin:** You require—the Breinarr require a certain amount of exposure to Ethersea water. And we can figure out, like, what that looks like. Um, it's not like you all have... y'know, fish bowls around your head parts.

**Travis:** This ain't SpongeBob.

**Griffin:** It ain't SpongeBob, folks.

**Clint:** No.

**Travis:** If there's one thing I want you to know about Ethersea, folks, it's that this shit ain't SpongeBob!

**Griffin:** This ain't your dad's SpongeBob!

**Clint:** Eh, it's SpongeBob-ish.

**Justin:** There was a SpongeBob I watched where like, there was a big pool of water that got...

**Clint:** What?

**Justin:** Yeah. [laughs] There was this SpongeBob I watched where there were puddles that played a factor in it. And I was tripping out.

**Clint:** [laughs]

**Travis:** What the fuck?

**Justin:** I was like, "Kids, are you seeing this?" [laughs]

**Clint:** Puddles of air?

**Justin:** They're puddles of what? I don't know! Worse water? Wetter water?

**Griffin:** Uh, so, Zoos is Breinarr—one other thing about the Breinarr is, it's sort of hard to manifest inside of one of these bodies. And so, typically, the souls that have come into it are usually many souls, or several souls, that have combined into one sort of identity. One sort of personality.

So, we don't have to iron this out, but that's just something to think about for Zoos, is like—

**Justin:** What's your fuckin' battle class?

**Griffin:** Oh, yes, what's your battle class?

**Clint:** Uh, ranger!

**Griffin:** Yes. You are a ranger.

**Clint:** Ranger. And we're kind of using a Warforged build for Zoox.

**Griffin:** Yeah, the, y'know, race and ancestry stuff in D&D Beyond, we are essentially just taking a lot of liberties with. I basically told you all to just pick one that had sort of interesting stuff for you. But Warforged definitely has some stuff there that will come in handy, there.

And Zoox, just fun mnemonic device for the spelling for folks at home... it's Zoo-X, the cool zoo, where there's no walls or cages or anything. Man, they just let all the animals out, and good luck. Here's some popcorn.

**Travis:** These animals are going to the moon!

**Griffin:** This is Zoo-X, and...

**Justin:** I already wrote it wrong in my journal. Okay, I fixed it now.

**Griffin:** Uhh... cool. Okay.

**Justin:** Like a fuckin' shareware puzzle game.

**Travis:** Oh, I should've mentioned before about Devo, because this is important. Uh, he only has nine hit points, currently, so I imagine if someone sneezes in his direction, he'll fly apart.

**Clint:** [laughs]

**Griffin:** [laughing] Yeah. Yeah, I started you all out as, uh, level ones. And we'll, y'know, if you survive your first—

**Travis:** It feels mean. It feels like you're making me play as a baby. As a toddler baby. My fontanel hasn't closed up yet.

**Griffin:** [laughing] Uh, okay.

**Ravi:** Alright, so, uh...

**Clint:** Oh man, I gotta tell you something. I brought up the wrong character sheet. I was looking at Argo, thinking that I was looking at Zoox, and it said 94 hit points, and I said, "I could kick Travis' ass!"

**Griffin:** Yeahhh.

**Travis:** You could talk me to death.

**Griffin:** Yeah. Um...

**Travis:** Which is kind of my thing.

**Ravi:** Okay! And uh, looks like our last name here, uh... Ms. Gris? Ms. Amber Gris. It's nice to meet you. It says here you've got proficiency in... punching and kicking.

**Amber:** [softly, in a southern accent] Kella sai, guppy.

**Ravi:** I'm sorry, let me clear out my ears a little bit. And can you—say that one more time? And I'll scoot a little bit forward.

**Amber:** Kella sai. It means hello. Finners, we got our own kind of way of talking. Kella sai means hello. And I called you guppy, because it indicates a lack of respect.

**Ravi:** That's great. I love that, in a job interview... setting.

**Clint:** [laughs]

**Amber:** Hey. Settle a bit for me, guppy. You soft or fancy?

**Ravi:** I—can I not be both?

**Amber:** I can tell from your way of talkin', it's one. And I need to know if you's soft, or if you's fancy. Guppy.

**Ravi:** I like to think of myself as fancy in a business setting, but soft when I get home.

**Amber:** So you're gonna be the boss man, is that right?

**Ravi:** It—if all goes well for you. I'm starting to feel like I'm the one interviewing for a position right now!

**Amber:** Yeah.

**Ravi:** This is a wonderful power play, Amber. Amber Gri—wait a minute. Are you—

**Amber:** [laughs softly]

**Ravi:** Are you... the shark slayer, Amber Gris?

**Amber:** Well, I ain't done so much of the slayin' lately, 'cause I killed 'em so good the first time. But that is me, yes, Amber Gris.

**Clint:** [laughs]

**Travis:** I'm getting a little bit of a serial killer vibe from Amber, currently. I don't know if that's intentional...

**Griffin:** I'm getting everything I need from Amber Gris right now. Uh... Amber, you uh... this is Griffin talking. Justin, Amber is, uh, an older member

of the team who was on the shore 25 years ago, part of the shore side community. Talk a little bit about her, uh, her—

**Justin:** Amber joined up with – and boy, this is gonna seem... [blows raspberry] ... pretty out of left field if you didn't listen to the prologue episodes. [laughing]

**Griffin:** If you did listen to the prologue, Justin introduced an NPC, and you were probably like, "He's gonna have something to do with the NPC he just introduced." And you're not wrong.

**Travis:** And you were right!

**Justin:** You're right. Uh, so, Ol' Joshy was a sort of charlatan up on the shore that started a school for psychic warriors to battle blink sharks, which *used* to be a problem in the old world of, uh, of sharks that could teleport. So he founded a school of psychic warriors that could fight the blink sharks.

**Griffin:** And they're not like our real world sharks, which are—which, y'know, have a tendency to be villainized by the human world. These sharks were real jagoffs.

**Travis:** Yeahhh!

**Justin:** No, blink sharks were real jagoffs. And everyone assumes sort of that Ol' Joshy was leadin', uh, leadin' these psychic warriors to their deaths. But they managed to, uh, beat the blink sharks, in part because, um... well, we haven't delved—I wouldn't want to decide this unilaterally, y'know? But it seems like Ol' Joshy really didn't have quite the mastery of psychic abilities that he claimed to.

**Travis:** What?!

**Justin:** I know! But Amber did discover some sort of latent ability within herself when she was out there. And she, uh... so she's a monk. Y'know, that is the closest approximation. She's obviously not, um... y'know, there's no monks in this world, but that is the style. She's been, um... y'know, she

stuck around after they beat the blink sharks. She sort of continued to hang around with the other Finners, as they called themselves, and wait for the inevitable return of the blink sharks.

**Griffin:** Of the blink sharks. Yeah, we've talked—Joshy has his own district in the city called Joshy's Knuckle, where the psychic shark fighting school definitely still has some sort of footprint. Although, I imagine that footprint is filled with cobwebs, and Amber is probably one of the only—one of the sole practitioners of the art at this point. Um...

**Clint:** So has she taken like, a position of leadership in...

**Justin:** So, it's kind of par—it's always been somewhat paramilitary, and it's more para than military at this point.

**Griffin:** Yeah. It's para-para—they already have a paramilitary organization called The Iron Whelks in the city, so this is like, para-para-para-para-para-paramilitary.

**Justin:** Yeah. More fraternity, I would say, at this point. Y'know what I mean? It's like the Elks Lodge of shark hunters. Y'know?

**Travis:** Yeah yeah yeah.

**Justin:** So, yeah. Not a leadership in any sense other than like, she has tried to keep people in fighting shape, and ready to... battle.

**Griffin:** Um, and she was an adult in the shore side community, and that was 25 years ago, so I don't think we've decided her age, but um... she is, y'know...

**Justin:** It's not crazy old like Dad, but...

**Griffin:** [laughs]

**Clint:** Hey, hey, hey! Wow!

**Justin:** Older.

**Clint:** How long in are we? This might be a new record for an age joke.

**Griffin:** Um, alright.

**Travis:** Not an age joke. A Dad joke.

**Griffin:** No, a Dad joke.

**Travis:** That's important. We're making fun of specifically you.

**Griffin:** You.

**Clint:** Okay, I feel better about that in the long run.

**Travis:** Cool cool cool. Uh, yeah. It is worth noting, there, you've reminded me. Uh, Devo is 23, so he's never...

**Griffin:** Yes, you were born into the cloister, essentially. Okay. And Zoox, how long ago was Zoox sort of amalgamated?

**Clint:** Not very long.

**Griffin:** Yeah.

**Clint:** Not very long. Um...

**Griffin:** We don't have to get more specific than that, if you don't want to. We'll figure it out. Okay. Uh, so, Ravi Montrel smiles at you, Amber. Looks back at the clipboard, shakes his head a few times, and says, uh...

**Ravi:** Alright. Uh, I'm gonna show my cards here. We've got some pretty standard paperwork we gotta fill out. Mostly formalities, at this point, before we can start discussing the terms of our contract. Y'know, liability waivers, boring stuff like um... oh! Oh! Your ship! I didn't even ask about your ship. A



crew is just as good as the ship they pilot, and vice versa, so what are you workin' with?

**Travis:** Uh, I'm going to make the first roll of the game here.

**Griffin:** Okay.

**Travis:** And say that Devo, uh, is going to look to Amber to figure out how to respond.

**Griffin:** Okay. And I can tell you, as the DM, one truth about this world and your situation, and that is that you don't—none of you have a ship. None of you have a ship.

**Travis:** Yes, we do not have a ship. Uh, so, I am going to roll insight. Because the thing is, Devo is very good at convincing people of things.

**Griffin:** Right.

**Travis:** But he doesn't always know how to play a situation.

**Griffin:** Sure. Um, why don't you... yeah, I guess insight would be—to try to read everybody else's reactions in the room.

**Travis:** Yeah.

**Griffin:** Okay. Give me an insight roll.

**Travis:** Uh, nine total. Five plus four.

**Griffin:** Yeah, I mean, that's not really... enough to sort of telepathically, uh, figure out what every—okay, I'll resolve it like this. Amber, Devo starts looking at you really weird.

**Justin:** Okay, I look at him back weird.

**Griffin:** Great. Zoox, what are you doing?

**Zoox:** I don't have a ship.

**Griffin:** [laughs]

**Ravi:** Oh.

**Zoox:** I just don't have a ship. I swim a lot, and I've never...

**Griffin:** You're sounding like—

**Justin:** Is this your Dad voice, or is this...

**Griffin:** This is Argo. You're sounding a bit Daddy, a little Argo-y.

**Zoox:** Oh, I'm sorry.

**Justin:** There we go!

**Zoox:** I don't have a ship.

**Ravi:** Um... you don't...

**Justin:** Acting.

**Zoox:** I don't have a boat, I don't have a canoe...

**Ravi:** Right.

**Zoox:** I don't have a... anything.

**Ravi:** A dinghy?

**Zoox:** A stingery. I don't, um...

**Ravi:** Um. Okay, but you don't have your own personal ship. The three of you, as a crew, uh... have a... communal ship, or a... what's the situation?

**Amber:** Hey. We ain't got a ship.

**Ravi:** Oh.

**Devo:** We do not have a ship now. Uh... we have—

**Zoos:** Except for friendship.

**Devo:** Okay.

**Amber:** This is bad.

**Devo:** We wait to get ship until the job. But we have... we have, uh, hypothetical ship. We have ship.

**Ravi:** I mean, we've all got a hypothetical ship.

**Devo:** Well, we just need to get it. Now.

**Amber:** A lot of people don't even want a ship. And we do. So we're—we've started down the path.

**Griffin:** [laughs]

**Ravi:** Yeah.

**Zoos:** We're looking for someone to give a ship. To us.

**Amber:** We're ready for a ship.

**Ravi:** That's... that's... that... this—that is nothing. Um...

**Amber:** The three best days of your life, they say... have you heard this, guppy Three best days of your life. The day you buy a ship, and the day you sell your ship, and the day you decide it would be good to have a ship. It's a distant third, but it is up there.

**Devo:** What is the fourth?

**Amber:** ... seeing a mama puppy give birth to a bunch of little other puppies.

**Devo:** That is nice.

**Ravi:** Alright. I do—

**Devo:** Do you want to do six more?

**Ravi:** I—no. I don't want her to do six more.

**Devo:** Just to round out the top ten?

**Ravi:** Listen. I like the three of you. I do.

**Amber:** I could keep listin' days.

**Ravi:** Good days, yes.

**Zoox:** There's sink a ship, and then get the insurance?

**Ravi:** Right.

**Devo:** This is another one.

**Ravi:** And this is all revealing a lot of important personality stuff that I am, ba-da-ba-ba-ba, loviing. And I just—I just, again, the promise is there. Potential trust, respect, loving it. But you can't really take on wet work

without a ship within which to get wet. So... ah! Y'know what? I've got a phenomenal business idea. [laughs] You've done it again, Ravi.

**Clint:** [laughs]

**Ravi:** I don't have to fill these positions until the end of the week. So, how about this? As the final part of your interview, you all have 48 hours to acquire a ship. Any which way you can, except illegal ways, 'cause I do need actual paperwork. No stealsies or hurtsies. You do need to acquire one legally. And how you do that, I will leave that up to you.

I don't know your finances. You could take on unbrokered work somewhere in the city. I will warn you, that can be precarious, but... you have two days, and if you can come back here and show me proof of your ship, and that the ship is sea-worthy, the job's yours. Does that sound fair?

**Amber:** Uh...

**Zoox:** Sounds awesome! Sounds like a chance for us to bond, a chance for us to get to meet people...

**Ravi:** Yes.

**Zoox:** Awesome!

**Ravi:** There's so many good things about this idea. I'm stoked out of my gourd.

**Travis:** They have gourds? Wait, do we have gourds under the sea, Griffin?

**Griffin:** Um, it's a—yes, sea gourds.

**Travis:** Okay.

**Griffin:** If you ever ask me a question like that for the rest of this fuckin' season, the answer is going to be "yes, sea blank."

**Travis:** Okay, great.

**Clint:** [laughs]

**Justin:** Sounds good. That'll eat up some time for sure.

**Griffin:** Great. Uh, he eyes you all. He puts his hand in.

**Ravi:** Let's do a little hands in, and I know this is a little ear—

**Devo:** Uh, just, uh—well. Uh... do we get a ship? Do you know this?

**Ravi:** Where do you get a ship? Traditionally, you buy one.

**Devo:** Mm-hmm.

**Ravi:** Used or new. Uh, The Gills are filled with ships, some contractors will hang up—

**Devo:** Do you have a ship?

**Ravi:** Do I have a ship? [laughs] Do I have a ship.

**Devo:** That we could buy?

**Ravi:** You wanna buy my ship? You wanna buy—

**Devo:** I thought that would save time.

**Ravi:** You wanna buy my Sea Bugatti?

**Travis:** [snorts]

**Ravi:** No offense, but if you are sitting here trying to get a job as a Blue Span Contractor, you do not have the kind of fungible assets required to afford a Sea Bugatti. But um... yeah, I mean, how much money you got?

**Travis:** Uh, Griffin, how much money do we have?

**Griffin:** Not much. [laughs]

**Travis:** Damn it!

**Clint:** [laughs]

**Griffin:** Functionally zero.

**Justin:** Yeah, that would've been a wild thing if Griffin had been like, "You open your pockets, and there's exactly enough to buy a boat in there."

**Travis:** There's a boat amount.

**Griffin:** [laughing] There's just a voucher that says 'one boat.'

**Travis:** One boat, plus tax.

**Clint:** And it was the weirdest thing! That first episode was only 27 minutes long!

**Griffin:** Roll a, um... roll a—just a charisma check.

**Travis:** Me?

**Griffin:** Yeah. You asked a question. I think he genuinely—

**Travis:** 13.

**Griffin:** 13, okay. He genuinely wants to test you with this, right? So he's not just going to up and tell you how to do what you want to do. He wants

to make sure that you can operate in this city, because that is just as important a skill here as, y'know, any other sailing know-how. But he says...

**Ravi:** Alright, listen. Sea Bugatti? Way out of your price range. But... if I were in your shoes, I would look for something used. And if I were for real in your shoes, I would look for something very, very, very used. So... I would turn your eyes away from the lofty dry docks down here in The Gills, and I would look more in a sort of junkyard-esque space. Something of a fixer-upper. Uh, because that is probably going to be much more attainable for you in the now 47 hours and 56 minutes remaining.

**Justin:** Alright, let's go. We got this. We got it.

**Travis:** Justin, the way you said that, Justin, I was picturing just Amber standing up so quickly the chair fell over and walking out of the room.

**Justin:** That's basically—yes. Amber stands up and walks out the room.

**Griffin:** Okay, Ravi puts his hand back out.

**Ravi:** I thought we were gonna do a go team... ? Okay. You all—

**Devo:** Yes, go team.

**Ravi:** No, that's pre—you're right. It's too early for that. You go follow Amber, and I'll see you all—

**Zoox:** Looks like part of our team already go'd.

**Ravi:** Yeah. [laughs]

[theme music plays]

[ad break 27:00 – 30:04]

[music plays]



**Griffin:** So the three of you step out of the Blue Span Brokerage offices, and out into the gills, which is the just huge dock district of the city down at its base. Uh, and it's basically just a huge city-sized moon pool, with ships sort of bobbing lazily in their registered docking spots. And you just see countless sea-farers loading cargo and patching up hulls, and embarking on excursions, sinking beneath the waters.

And this district, The Gills, is the newest sort of infrastructural expansion for Founders' Wake. It's just a big, half-dome structure that is just clean, and it offers these wide porthole views out into the oceanic expanse that's just full of these luminous starfish. And you just see hundreds of ships in all directions, vessels of varying shapes and sizes and colors and functions, all promising adventure to anyone brave enough to crew them.

You all have two days to secure your own ship, and your future employment with the Brokerage. So...

**Amber:** Alright. Y'all try to come up with something, yeah? I got a idea. We'll try it, we'll run it down, if it doesn't pan out... we're no worse for wear. Hm?

**Zoox:** You have a plan?

**Justin:** She's walking away. Uh, I'm headed down to Joshy's Knuckle.

**Griffin:** [laughing] Okay.

**Travis:** I'm following.

**Griffin:** Yeah.

**Zoox:** Oh, I'll bet the—oh, yeah, they'd have ships, right? Ah! Brilliant!

**Amber:** No, we're gonna go down to the um... we're gonna go down to the Cloaca. That's our kind of hang out.

**Devo:** Excuse?

**Griffin:** Holy shit. It's called what?

**Devo:** Excusez-moi, what?

**Amber:** The Cloaca.

**Justin:** [laughing]

**Amber:** Cloaca. It's where me and the other finners hang out.

**Griffin:** Alright.

**Devo:** You hang out in your... Cloaca?

**Griffin:** Don't Google cloaca.

**Clint:** [laughs]

**Griffin:** Don't Google cloaca! Hey, everyone? Hey, everyone!?

**Travis:** It's kind of a one-stop-shop for birds, if you know what I mean.

**Griffin:** It's where birds do everything!

**Travis:** It's where birds do everything.

**Griffin:** Bird have mouth where food goes, and cloaca where everything else leaves. Jesus.

**Clint:** [laughing] But let's not use the back door to The Cloaca.

**Griffin:** Alright. No, I like the fact that Joshy's Knuckle has somewhere called The Cloaca. Um, okay. You all head toward The Crystal Ascension,

then, which is the sort of huge lift, the sort of vertical highway that connects the different districts of Founders' Wake.

Joshy's Knuckle is immediately above the gills, and is a sort of unintentional, weird, leftover piece of the district above it that some sort of shadier characters moved into, and kind of said, "Hey, this is our spot." So, if there's something that you need that you can't find elsewhere, or legally, uh... Joshy's Knuckle's gonna be able to get that for you.

But also, there's cool stuff there, too. There's a lot of exciting food opportunities for you. The city makes sure that your food and all of your sort of needs are covered, but Joshy's Knuckle is where you go if you want, y'know, something other than some filler fish and seaweed for dinner. They got spices. They got—

**Travis:** Ooh!

**Griffin:** It is a—when you come off The Crystal Ascension and step foot into Joshy's Knuckle, it is very humid, because they probably don't have access to the city's core ventilation apparatus. But also, there's just a lot of smells for that very same reason. Not necessarily bad smells – just strong, strong smells.

**Travis:** I just gotta tell you. Devo loves it.

**Griffin:** Yeah, sure. Devo—this is probably sensory overload for Devo, who was cloistered his whole life. Um, so, you go into Joshy's Knuckle, and uh... where's The Cloaca? This is somewhere that I imagine Amber is—I imagine Amber knows her way around Joshy's Knuckle.

**Justin:** You tell me where The Clo—you just made up Joshy's Knuckle. You tell me where The Cloaca is. It's—

**Griffin:** Hey, bud? You just—

**Justin:** It's to the left. I mean, what do you want me to say?

**Griffin:** You just made up The Cloaca.

**Justin:** Okay, it's to the right.

**Travis:** Ohh!

**Griffin:** Ohh, you tricked me there. Uh, what are we talking about?

**Travis:** You wouldn't know how to find it if you didn't know where you were going!

**Justin:** It's like a—it's like a basically kind of a clubhouse. Like a run-down sort of clubhouse. Um, there's a, uh... some sandbags that have been propped up to sort of form a makeshift, like, punching dummy. There's some open, like, uh, open space towards the back where, y'know, training, such as it is, can happen.

**Griffin:** Okay.

**Justin:** But it's as much a hangout as it is sort of a gym. But it's halfway between the two, I would say.

**Griffin:** Okay, so this is a very common haunt for Amber, it sounds like, if there's...

**Justin:** Yes. This is—she is very well known. She probably has the longest tenure here. But there will be other, uh, Finners hanging around, or else this will be a pretty... [snorts] A pretty much dead end.

**Griffin:** Yeah, sure. Uh, okay. No, yeah, you walk in, and you see a lot of familiar faces. And you don't get the same response you usually get, and you assume, maybe at first, uh, it's because of sort of the company that you're keeping. Uh, which, we can leave the sort of... the meet cute between the three of you up in the air until later on.

You assume that's what it is, but everybody kind of whispers and looks at you nervously a little bit, Amber, as you enter the establishment.

**Justin:** Give me a name. Who's there? Give me the first person I see.

**Griffin:** Uh, Chauncey is there. Uhh... Chauncey's, uh, a big, lovable, just goober. Uh, you got—

**Justin:** Alright, I walk over to Chauncey and I punch him straight in the stomach. Unarmed strike.

**Griffin:** Uh, okay. Go ahead and roll a... [laughs] Roll your attack roll, here.

**Justin:** It's 21.

**Clint:** Oh! [laughs]

**Justin:** 17 plus four.

**Clint:** He's dead.

**Griffin:** Wait, where did you roll that? Did you roll that in the—oh, you did.

**Clint:** Yeah.

**Griffin:** Oh, weird, I didn't get the notification.

**Justin:** In the D&D Beyond app.

**Griffin:** Oh, shit. Uh, Chauncey die—like, Chauncey fuckin' dies.

**Travis:** Oh no! He was level one, too!

**Griffin:** Roll, uh... roll damage on Chauncey.

**Justin:** That's, uh, five damage.

**Griffin:** Yeah. Uh, Chauncey doubles over and falls down. And uh, says...

**Chauncey:** Aw, come on!

**Amber:** Yeahhh... I'm sorry, Chaunc. I thought... [sighs] You gotta be ready. This is what I've been tellin' y'all. You gotta be ready at any moment! What have we been trainin' for, if I'm able to sucker punch you in the gut? You go down like a little sack of tapioca. It's embarrassing.

**Zoox:** Were you trying to dislodge a bit of food from his throat?

**Amber:** No, just tryin' to keep them on their toes. Y'know... [sighs] People don't see blink sharks for a long time, and they start to think blink sharks weren't ever real. And it's impossible to keep people ready for when they do come back, and they will.

**Devo:** I'm sorry, Am—

**Zoox:** Oh, they're back.

**Devo:** Amber, I am confused. You are worried that the blink sharks will come and... punch them in the tummy?

**Amber:** It's a—[sighs] No, Devo. It's a... an awareness. Y'know? I want them to be ready at any moment for some sort of attack. Be it blink shark or...

**Devo:** A tummy punch?

**Amber:** A tummy punch, sure. Yeah, whatever. They just gotta be ready. I'm trying to keep these boys hard.

**Devo:** Chauncey, are you ready now?

**Griffin:** Chauncey looks up from the ground, Amber, and looks up, but... doesn't look at you. Uh, seems to be looking a little bit higher than your head. And your keen monk awareness sort of picks up on that, so I'm gonna give you advantage on this dexterity saving throw you're about to make.

**Justin:** Oh, cool. Uh, let's crank one of those out. Looks like we got a 19...

**Griffin:** Shit.

**Justin:** And a 20.

**Griffin:** Jesus Christ, Amber.

**Travis:** Pretty good.

**Clint:** [whistles]

**Griffin:** Okay. Uh...

**Justin:** I don't have crazy modifiers, by the way. That was an 18 plus two and a 17 plus two.

**Griffin:** These are just really—yeah, they're good ass rolls. Uh, okay.

**Justin:** By the way, folks – this year, we are rolling in Dungeons & Dragons Beyond, and it will be 100% accountability.

**Griffin:** I'm seein' everything. Yep, no cheatsies. I mean, I can still—

**Justin:** There's never been a cheatsie in history, but now there definitely won't be any more. [laughs]

**Griffin:** Uh, you just sense, from above you in the rafters, hopping down, the figure of a big, burly man. You can smell his sweat suit as he comes diving down with a flying dragon kick out towards your head. And you hear him yell...

**Burly Man:** Vibe check!!

**Griffin:** And he comes flying in your direction. Uh, and with this dexterity saving throw, I'm just gonna say, he is at your... he is at your mercy. What happens next is completely in your hands.

**Justin:** Uh, I'm gonna give him a quick chop to the throat.

**Griffin:** Okay. [laughs] Don't even—you're not even gonna have to roll for that with a dexterity check like that. You sidestep his kick, and swing an extended, open hand upwards, and catch him right in the throat. So it's more like...

**Burly Man:** Vibe che—[gags]

**Griffin:** And he hits the floor and rolls like eight feet, and crashes into a couple of barstools that are reduced to flinders. And tinders. And he is laying still, and Zoox... Devo... I don't know why you'd ever have had a chance to meet Ol' Uncle Joshy, but you see a man who is advanced in years, and looks dead on the ground now. And he is fully motionless.

**Justin:** [laughs] Okay, we need to agree on something, because there is some nomenclature we need to settle up. Because he was referred to, alternatively, as Ol' Joshy and Uncle Joshy. And *you* seem to have gone with Ol' Uncle Joshy.

**Griffin:** Uh, he can be any sort of arrangement of the four words.

**Justin:** Okay, perfect.

**Griffin:** Um—

**Clint:** Wouldn't he technically be Older Uncle Joshy?

**Griffin:** Yes. Older Uncle Joshy.

**Amber:** Joshy, you embarrassed yourself. That was shameful. But I love that shit. Everyone look at Joshy! That's what we need! We need that kind of awareness, everybody! Joshy tried to kick my ass out of nowhere, and he—



everyone sees, he embarrassed himself pretty badly, right? But he wants to keep me ready! That's love!

**Devo:** Amber?

**Amber:** Joshy's not gonna be caught unawares!

**Devo:** Amber, is he dead?

**Amber:** When they come back—

**Devo:** Is he dead?

**Amber:** How the hell do I know? I'm not a doctor.

**Devo:** Should I try to heal him?

**Amber:** Yeah, actually. You got that ability? That's cool as shit. Let me see!

**Devo:** Uh, yes. Let me see what I can do.

**Travis:** Uh, and so, Devo takes out a little, like, atomizer. A little spray bottle.

**Griffin:** Oh, okay.

**Travis:** And sprays in his mouth. And this is, uh, like an atomized, um... version...

**Griffin:** Is this the salt? The prestige salt?

**Travis:** The prestige, yeah.

**Griffin:** Okay. For folks who didn't listen to the setup episodes, uh... you should, but also, this is a sort of all-in-one spell reagent that is essentially created from Ethersea water, distilled out, and this salt is just the leftover...

**Travis:** And a limited resource.

**Griffin:** And a very, very limited resource. So I don't know, uh, how you get your salt. I imagine it is, like, portioned out by either the city or the church or whoever. The Parish, rather. But yeah, you just have some salt.

**Travis:** Uh, and so, he sprays and closes his eyes, and uh, whispers...

**Devo:** Uh, be well, my friend.

**Travis:** And casts... ooh! Uh, that's gonna be a plus healing for four points.

**Griffin:** Okay. Yeah, I mean, uh, you're all level one. Four points is fairly significant. Uh, I marked off your spell slot there for you. Uh, because I will be watching that shit like a hawk.

**Travis:** I marked it off as well.

**Griffin:** Okay. Uh, okay! Uh, with that, he hops to, and you see... [laughing] You see Chauncey look up at you from the floor, and Chauncey's like...

**Chauncey:** Um... can, uh... hey...

**Devo:** I'm sorry. I was not worried you were dead.

**Chauncey:** Aw, no, it's coo—naw, man, it's totally cool.

**Devo:** He is very old. Uh, you...

**Chauncey:** Yeah, no, yeah, for sure, for sure. Yeah, it's not a big deal.

**Griffin:** He stands up, and uh, you see him hobble through these like, saloon doors into a back room. And you hear him just...

**Chauncey:** [loudly crying]

**Griffin:** Uh, but man, uh, Ol' Uncle Joshy's doing great. He stands up. You see him sort of grab his Adam's apple and kind of like, readjust it back into place. And he says...

**Ol' Joshy:** Your vibe's lookin' pretty strong there, Amber. I'll be honest, I was worried about yer vibe. Whether you'd been harnessing it. Keepin' it sharp.

**Amber:** Check my vibe.

**Ol' Joshy:** Yep. But it's, uh...

**Amber:** Disrespectful.

**Ol' Joshy:** It's on point. And you, there! Little guy! I like that. That—

**Travis:** He is not little! He is six foot two, sir!

**Griffin:** Oh, he's six foot two?

**Ol' Joshy:** Hey, you. Six foot two guy. I like that. My name's Ol' Uncle Joshy. I know everyone's exact height just by lookin' at them. It's one of my many psychic powers.

**Devo:** Enchanté.

**Ol' Joshy:** Yep. You're five ten. That guy over there? Four four. I know everything about heights, and it's one of my many powers. Hey, Amber, you're lookin' great. Great chop to my throat. I'm gonna feel that one in the morning, and every subsequent morning until the day I die.

**Amber:** Yeah, I'm sorry. I didn't mean to strike so hard, but I did want to teach you a lesson.

**Ol' Joshy:** Lesson learned.

**Amber:** Hey, Chaunc, are you okay, bud?

**Chauncey:** [distant and strained] Chaunc is doin' great!

**Travis:** [laughs]

**Griffin:** He's in the back room. You can't see him, but he says he's fine.

**Travis:** That's our first t-shirt!

**Griffin:** Yep. Uh...

**Ol' Joshy:** What brings you to, uh, to our little Cloaca here? Ooh, boy, it sounds bad every time I say it.

**Amber:** Well... we're in need of a ship, and I was wantin' to see if any of these nerds had one they could, y'know, lend to me.

**Ol' Joshy:** Mmm. Any of you nerds got ships?

**Griffin:** They all shake their heads.

**Amber:** Eh. Alright, y'all. It was worth a shot. Let's go.

**Griffin:** [laughs] He says...

**Ol' Joshy:** Hold—hold—

**Zoox:** One moment. May I interject? Surely, there are ships used in the training of the shark slayers.

**Amber:** [laughing] Listen to him!

**Ol' Joshy:** Yeahhh.

**Amber:** Listen to fancy—tr—traaaaining! [laughing]

**Ol' Joshy:** Yeah. We don't—

**Amber:** This fuckin' class— Everybody hear this? Training!

**Ol' Joshy:** Yeah, we don't really work like that.

**Amber:** Yeah. We tried. There was a good stretch, y'know? There was a good stretch where we were really deep in the—deep in it, y'know? We were real... really... always ready and waitin'. And of course, Joshy, completely unintentionally, helped me to discover my sort of talent for this sort of thing.

**Ol' Joshy:** Hey, now! Hey, now, come on, now.

**Amber:** Come on. Don't—hey!

**Ol' Joshy:** Hey!

**Amber:** Hey!

**Ol' Joshy:** Hey!

**Amber:** Hey!

**Ol' Joshy:** Hey!

**Amber:** Not again, alright? I can't.

**Ol' Joshy:** Alright.

**Amber:** My choppin' hand is sore.

**Ol' Joshy:** My throat is pretty sore, also. Yes.

**Amber:** I bet it is.

**Ol' Joshy:** Um, no. No ships here. Don't got the port space for it. But uh...

**Amber:** And we don't—we're not exactly flush with cash. There's been a...  
[sighs] Not a lot of people signin' up to prepare for battle for the inevitable return of the blink sharks.

**Ol' Joshy:** Sure, sure. I would loan you some money.

**Justin:** You know that. I'm talking—I'm not—why would I be saying that to Joshy?

**Griffin:** Oh, you're right, yes.

**Justin:** I'm absolutely not saying that to you. [laughing]

**Griffin:** [laughing]

**Travis:** Just a reminder of how poor we are!

**Justin:** Yes.

**Ol' Joshy:** Well I'd, uh, I'd loan you some money if that were even remotely within my sort of character. But that's not—that ain't me, and you know that.

**Amber:** He's—hey, Zoox. Devo. He is holdin' out, but there's no point in challenging him, 'cause he'll just dig deeper.

**Zoox:** Oh. Uh, very well. So—

**Amber:** He's loaded, but he's not gonna give you a cent.

**Zoox:** So threatening him with violence, like pointing a crossbow at him, would be counterproductive?

**Ol' Joshy:** Loving this guy! This is great stuff over here!

**Amber:** I don't know, point the crossbow at him.

**Ol' Joshy:** Yeah, point a crossbow at me. Let me check your fuckin' vibe.

**Devo:** No, wait. Uh, before violence... uh, you seem like, uh, someone who knows how to get things, and where things are. Who has things... a connector? Yes?

**Griffin:** Yeah, make a persuasion check with advantage, because you healed him.

**Travis:** Hell yeah.

**Griffin:** We'll see how much he's willing to, uh—

**Travis:** That's a 24.

**Griffin:** Oh yeah. That's plenty fine. Yeah, unless you crit.

**Travis:** And an eight.

**Griffin:** Okay, we'll take the 24 on that one. He says...

**Ol' Joshy:** I'll be honest – I'm still feelin' pretty zonked. Pretty zooted from that spell you cast on me. And I like you. I like you. I like you, with the crossbow. That's fun stuff. Uh, gimme a minute.

**Zoos:** Thank you.

**Griffin:** You see him hop behind a bar, uh, surprisingly spritely for a gentleman who just got throat chopped. And uh, he picks up a tone wheel, which is sort of this season's equivalent of the Stone of Farspeech. It sort of hums—you change its sort of frequency.

**Travis:** Hey, Griffin? It's not too late. We're setting all this up. Just say a cellphone.

**Griffin:** Oh, shit, yeah! It's basically a cellphone that you tune to...

**Travis:** Cellphone.

**Justin:** Shell phone.

**Griffin:** It's more of a—

**Travis:** Shell phone!! Goddamn it!

**Griffin:** Oh fuck, that's good. Okay, some people call them shell phones. Damn it. That's really good.

**Clint:** [laughs]

**Griffin:** Uh, he tunes it to this frequency, and you hear it sort of hum, and he talks into it. He says...

**Ol' Joshy:** Hey, Mona? Yeah. Yeeeaahhh. Yeah, I need a favor. Yeah, I'm gonna send some folks your way. You're gonna cut them a nice deal, okay? Okay. Ohoho, you... you are a catbird. I'll talk to you later.

**Griffin:** And he uh, walks back over. He says...

**Ol' Joshy:** Okay. Up in The Gunnel is a junkyard called Desdemona's Haul. You head up there. Mona's gonna hook you up right.

**Devo:** Is it H-A-U-L, or H-U-L-L?

**Ol' Joshy:** Yeah, that's the thing. It's like a play on words. It's like—it says H-blank-blank-L on the sign, and then it's up to you to decide if it's clever or not.



**Devo:** Oh.

**Ol' Joshy:** Uh, yeah. So uh, head up there, tell 'em Ol' Joshy sent ya, and she's gonna get you set up just right. Now, will it be a fine vessel that they'll talk about in legend? Is it gonna make the cover of Cool Ships Monthly? Probably, definitely not. But uh, what do you need a ship for anyway, Amber?

**Amber:** I'm takin' on a little bit of extra work.

**Ol' Joshy:** Down at the brokerage?

**Amber:** Yeah.

**Ol' Joshy:** Yeah, but I mean, if you need work, there's uh... plenty of opportunities here on the Knuckle. You just gotta know where to look, and also, be okay with the fact that you might die or be double crossed at any moment.

**Amber:** I... yeah, I'm... mmm.

**Ol' Joshy:** When I say it like that, it actually sounds like a bad thing.

**Amber:** Yeah. You can hear it. Right. Right.

**Ol' Joshy:** Alright. This is your crew?

**Amber:** We're workin' together. It's a three-way kind of deal.

**Devo:** Why do you not just say yes?

**Amber:** Well, I don't want to make it seem like y'all roll up to me. I feel like we're kind of co... co-captains.

**Devo:** Because then we would still be your crew, yes? Just say yes.

**Griffin:** He says—

**Justin:** I mean, the distinction...

**Griffin:** [laughing]

**Justin:** This is a fun guy. I love this guy. Yeah.

**Amber:** Yeah, they're my crew.

**Ol' Joshy:** I mean, uh... you all seem great. I love healing guy and crossbow guy, but um... y'know, why didn't you pick a crew from right here?

**Griffin:** And as he says that, Chauncey comes out of the back room with a tray with a bunch of like, cups of tea on it. He says...

**Chauncey:** Hey, everybody, I got you—

**Griffin:** And he trips immediately, and like, just goes flying everywhere, and tea goes launching, and cups go shattering. And Chauncey starts crying, and immediately, Uncle Joshy is like...

**Ol' Joshy:** Y'know what? I'm getting a lot of questions answered for me immediately by the actions of the space. You go with God. This is great stuff, and uh...

**Travis:** Wait, I want to make a dexterity saving throw to see if I can help, uh, Chauncey from falling down.

**Griffin:** Sure, sure.

**Travis:** No. It's a four plus three, a seven.

**Clint:** [laughs]

**Griffin:** [laughs] Okay. You go to help him, and you end up just kicking broken cup stuff into his face, and...

**Devo:** Oh no! Merde!

**Griffin:** He's like...

**Chauncey:** Oh, this is like the opposite of healing, bro!

**Devo:** Oh, Chauncey, I am so sorry. Ah...

**Griffin:** He stands up, and he says...

**Chauncey:** I'll go get some more, but you guys will probably be gone by the time I get back out...

**Griffin:** And he goes back in the back room.

**Travis:** Uh, I'm glad that we've introduced our first tragic character so early on.

**Griffin:** Yeah, for sure. He's gonna definitely be, um... you guys were best friends with him in the past that you forgot about, and he's incredibly integral to the world lore, and he's gonna be the champion of everything. He's gonna be the one that can use the sword that is made out of holy light.

**Travis:** Of course.

**Griffin:** So...

**Travis:** Uh, you said we were—

**Clint:** Well, we've done it before.

**Griffin:** True true true.

**Travis:** What? We're headed to The Gunnel, correct?

**Griffin:** Yes, The Gunnel is very top level. So, uh...

**Clint:** Not quite yet.

**Griffin:** Oh, not quite yet. Okay.

**Clint:** Not quite yet. No. Because you all look over and see that Zoxx is staring at a sea photograph on the wall.

**Griffin:** Oh!

**Clint:** And he just can't tear his eyes away.

**Travis:** Sorry, did you say it's just a picture of the sea?

**Clint:** No, it's a sea picture.

**Griffin:** It's a sea picture. It's like a photograph, Trav, but it's in the sea.

**Travis:** Oh, but it's in the sea. Okay, great, great, great.

**Clint:** And he's staring at this, and he turns around, and he says...

**Zoxx:** I have heard so much about this hero. Um, Mint Clackleroy...

**Griffin:** Stop, we're leaving. He says—

**Ol' Joshy:** Get out—get the—how dare you mention that name in this bui—get the fuck out of here!

**Zoxx:** Who was killed by blink sharks...

**Ol' Joshy:** Get outta here! We don't use that name in this establishment!

**Justin:** [laughing]

**Zoox:** Is his son one of—

**Ol' Joshy:** Zoox, I am not kiddin' with you. And I just happen to know your name because it's one of my many psychic powers. I also know that you are six foot nine. Get the hell out of my sight.

**Travis:** Nice.

**Devo:** Before we go and negotiate for the ship, I would like to talk to, uh, the smartest person I know. They will give us, uh, guidance. It is what they do. They will tell us the best way to get, uh, the ship from this Mona.

**Zoox:** Not sure how I can tell you anything I haven't already told you.

**Devo:** Oh, Zoox, this is very funny. It is not you. I did not mean you. I meant, uh, my guide. My friend. Um... we need to go—my teacher, if you will. And so, we will go to the school, and we will talk to my teacher.

**Zoox:** Oh, misunderstood. Sorry.

**Griffin:** Uh, okay. Are you all cool going to, uh, to the schoolhouse up in The Ballast?

**Justin:** Yeah, why not?

**Clint:** Mm-hmm!

**Griffin:** Okay. Another trip on The Crystal Ascension, and uh, you step off of the sort of top of this city tower, which is The Ballast, which was the first sort of structure part of the city. It is, essentially, uh, an ark. A gigantic ship that has been repurposed as the... the main hub for this city. It's got The Ballast, which is the seat of government in the city, as well as a few sort of essential communal properties, including the school house, where you have been staying, Devo.

And you all make your way there, and uh... who else should open the door but Brother Seldom, who smiles, and he says...

**Brother Seldom:** Devo, you've brought friends!

**Devo:** Ah, bonjour, Selly. These are my best friends. This is Amber, and this is Zoox.

**Brother Seldom:** Ahh, a pleasure, a pleasure!

**Zoox:** Hello!

**Amber:** Kella sai.

**Brother Seldom:** Yes, kella sai to you.

**Devo:** Zoox is a coral person.

**Brother Seldom:** Yeah. I—yeah. Like, yeah. Devo. Like... wicked yeah.

**Devo:** Oh. Okay. It was new to me. Um... we need, ah, your help? Your guidance. We need—well, y'know, I've never asked. Do you have a ship?

**Brother Seldom:** Ah, do I have a ship? My—you want to know about my Sea Bugatti? Just kidding. I couldn't possibly. Um, mm... I don't possess a ship. I really don't have a need for one. I also don't know how I would secure dock space for one. I suppose for field trips, for the younglings. Y'know what? Now that you mention it, I'd love a ship.

**Justin:** Hey, so, this is, uh... this guy's of the church? Is that—is he from the—

**Griffin:** He has long since defected from the church. He is a sort of non-denominational instructor at this point. This is not a religious facility whatsoever.

**Justin:** Okay. How does Devo know him?

**Travis:** So, uh, this is a great question. The answer is, the broadcasts were part of what inspired Devo's defection from the church. And so, when he left the church, he sought out Brother Seldom.

**Griffin:** Yes. Brother Seldom's broadcasts, which were sort of the narrative framing device for the prologue episodes. He's something of an educational DJ, blasting out these lessons, and what have you, via the tone wheel.

**Travis:** He's kind of the Bill Nye.

**Clint:** So he's based on me.

**Griffin:** He's based on Clint McElroy, yes.

**Brother Seldom:** Uh... no, I don't possess a ship. I... I... [clicks tongue] I'm guessing you need one for your, uh, your attempt to join the Brokerage?

**Devo:** Yes, we are supposed to buy one from a Mona. Do you know this person?

**Brother Seldom:** I don't. This is a big city. Um, I mean, do you... do you need money, Devo?

**Devo:** No, we will be negotiating. So, I assume money... mm! Yes, I think we probably will need money? Amber?

**Griffin:** [laughs] That was great. I love the—

**Zoox:** A lot.

**Griffin:** You did a whole thing there.

**Brother Seldom:** I mean, I don't have a lot of money, Devo... I can loan you—

**Devo:** Well, I do not want to take your money.

**Brother Seldom:** Oh.

**Justin:** How much—hey Griff.

**Griffin:** Yeah.

**Justin:** [pause] I guess what I need to know from you, currently, some key information that we don't have... is like, how many people's got boats? Because, it seems like... [laughs] Underwater, maybe we were thinking it's like a car? Y'know what I mean? But maybe it's not like a car? 'Cause so far, nobody's got boats. And I'm kind of thinking like, how many—

**Travis:** Well, it feels like we're—

**Justin:** Who's got boats down here?

**Travis:** It feels like we're in New York, Justin. We're walking around, knocking on doors, saying, "Who's got a car?" And they're like, "A car?!"

**Justin:** [laughing] Exactly it, Travis! It feels like, "I don't have a boat license!"

**Travis:** "What are you talking about?! I can walk everywhere!"

**Griffin:** So, this—

**Clint:** But everybody wants one, 'cause there's only one model, I guess. The Sea Bugatti.

**Travis:** The Sea Bugatti.

**Griffin:** There's many—I mean, the Sea Bugatti is what you aspire to. Uhh, no, I mean, this city is self-contained. And the Ethersea is incredibly



dangerous. It is a magically-infused, uncharted ocean, right? And so, a lot of people don't go out there, because they don't wanna fuckin' die. So that is why The Gills is such an important part of town, and why the Brokerage exists.

**Justin:** Give me a par—is this like, um... would this be like, wandering around, asking people if they had a submarine? Would it be like asking people... I mean, I guess if they had a real boat, right now, here. 'Cause I guess that it would be wild for me to just start randomly asking people I know if they had a boat. I would probably have about the same hit ratio.

**Griffin:** I mean, I'm thinking about it like a... like, future space station colony situation, where people live there and have lives there, but they don't necessarily want to go out into the vast, deadly vacuum of space. It's essentially the same thing. Like, people live their lives in the city, and it's a huge city with lots of stuff to do. But like, if you need something from outside the city, whether it's like, reclaiming some sort of salvage, or uh, whatever... uh, you need a ship. And there's a select few people who actually, y'know, have the gumption to do that. That is the whole conceit of the Brokerage. So... yeah, it's—yeah.

**Clint:** So we will need a lot of money.

**Griffin:** A decent amount of money, yes.

**Devo:** So, this leads me to my first question, Selly. When we are negotiating, is this one of those circumstances where you'd take the first offer?

**Brother Seldom:** I mean, how much money do you have, Devo?

**Devo:** Oh. This many? [laughs] Since my DM has not told me, and I do not know how money works, and perhaps we are using some shiny shells or some shit?

**Justin:** Hey, what's the money, here? What do you call them?

**Griffin:** Uh, the money here was essentially created by Ol' Uncle Joshy, and it's called Lux, and it stands for luxuries. So, essentially, it is a currency that sort of first formed around that. A ship, you would guess a ship costs about... uhh, a ship costs about 20 Lux, you would say. Uh—

**Travis:** I'm just gonna go ahead and say – Devo has no Lux!

**Griffin:** None of you have Lux between you.

**Zoos:** So if you could give us 20 Lux, sir...

**Brother Seldom:** Yeah.

**Zoos:** That would be great!

**Devo:** Is this a lot?

**Clint:** And he kind of leans over to Amber and says...

**Zoos:** [quietly] Should I pull out my crossbow to emphasize the point to this gentleman?

**Amber:** [quietly] Y'know what? Save it. I love the impulse, but save it, sweetie.

**Zoos:** [quietly] Okay. I'll save it for the negotiations.

**Griffin:** Uh, he roots around in his pockets, and uh... you see him say...

**Brother Seldom:** Uh... I've got like, a few Lux... um... I could give you a loan. Um, but I don't—

**Amber:** No. No, no. Listen. Joshy steered us toward Mona. Mona's gonna get us all set up. I don't wanna be beholden to this nerd.

**Brother Seldom:** Oh—

**Devo:** Okay, but I would say that it is very doubtful, and I am new to this, obviously, but... I do not believe that Mona's opening offer will be free. Or zero? Zero money?

**Clint:** [laughs]

**Amber:** Yeah, but they—but why—why get indebted to somebody, and then have to get indebted to somebody else when we still don't have enough for the ship?

**Devo:** Well, we—

**Zoox:** Oh, so you actually expect us to pay this loan back, sir?

**Devo:** Oh, we would—we would pay Selly back. This is not a question.

**Brother Seldom:** Yes, it would be—it is a loan. Um... I tell you what.

**Griffin:** He goes inside for a second, and he comes back out, and he is holding, uh, a plate. A silver plate, with a set of scales on them, with a hand sort of behind the scales, which you recognize as sort of the symbol of Benevolence. He says—and he hands it to you, Devo. And he says...

**Brother Seldom:** If you need collateral, you can give them this. I have no need for artifacts of the past like this. It would be cool to get it back, but um... here. Take it.

**Griffin:** And he also reaches in and uh, pulls out a little pellet that he hands to you, which you know is the prestige salt that you require. So go ahead and mark that spell slot off back.

**Travis:** I would like to try to sleight of hand that, if we could. Oh, no, it's a 12 total.

**Griffin:** Yeah, I mean, you guys clock that he's—he just got magical salt from his—

**Travis:** But we're trying to be sneaky about it. Let's be clear. Neither Selly nor Devo are sneaky, but we're trying!

**Griffin:** Hey, man, I rolled a 19 for Seldom, so... he did pretty good.

**Travis:** Oh shit. So it's my fault.

**Griffin:** Uh, okay. Yeah.

**Travis:** Okay, well, then, let's say that Selly is trying to hide that he has this stuff, and Devo has only recently become aware that everyone does not have access to it like he did in the cloister.

**Griffin:** To prestige salt? Yeah.

**Travis:** Yeah.

**Griffin:** Uh, okay.

**Travis:** So he kind of forgot that he was supposed to be sneaky, and he's like—

**Griffin:** He's so disappointed in you, too. He is very frustrated.

**Brother Seldom:** Um, cool. Do you have anything—was uh, was that all?

**Devo:** Uh...

**Zoox:** [whispers] Say thank you!

**Devo:** Oh! Thank you. Uh, this is all. Uh, I will probably not be back for dinner. Uh, but if you could save me some...

**Brother Seldom:** I shall... do my best. But I'm a growin' boy!

**Devo:** [laughs] This is good one.

**Brother Seldom:** Welp, see ya.

**Travis:** Okay. Do we have to do a full—

**Brother Seldom:** You wanna see some Fortnite dances? I've been learning Fortnite dances from the kids.

**Travis:** [laughing] I didn't realize that this was gonna be the campaign where we had to definitely say goodbye to everyone, every single time.

**Clint:** [laughing]

[music plays]

**Griffin:** Uh, so, the Crystal Ascension platform reaches its peak, and you all step foot into the sort of sprawling industrial complex called The Gunnel.

**Travis:** Oh, I wanted to ask, Griffin.

**Griffin:** Yeah?

**Travis:** The Gunnel here is located at the top of the kind of structure, right?

**Griffin:** Yeah. So, Founders' Wake is built into a cliff, on a cliff's face. This is like, the top of the cliff, where it's... y'know, things kind of sometimes fall from the surface world and storm and debris and all that jazz.

**Clint:** So this is the closest point to the surface.

**Griffin:** Yeah, for sure. And you can—

**Travis:** What's the visibility? Are there like, windows? Are there viewports? Are there...

**Griffin:** Oh yeah. I mean, it is a bunch of different large buildings, connected by tunnels, and y'know, we can just imagine full blown, like, glass tunnels. Uh, like, in an aquarium or something like that. And when you look up, you can see this halocline, natural barrier that is keeping the enormous chunks of flotsam and jetsam at bay.

And you can see these occasional flashes of sort of soft, green light coming through the cracks, as sort of this unnatural lightning from the storm casts its light, y'know, hundreds of meters below the surface of the ocean.

As you make your way through The Gunnel, you do see a facility where there are some... there's a lot of junk, just kind of scattered around and half-buried in the seafloor outside. And that is Mona's Haul. And you walk inside, and see... just like, ships stacked up hither and yon, and they all look like they've never really worked. There are maybe a few that stand out that, uh, y'know, still have some paint on them, but a lot of them have been sort of rusted into oblivion.

And there's also—there are actually some new ships that have whatever the equivalent of a boot on them is, because uh, you can tell from sort of the signage around here that Mona also does some, like, rescue-towing services.

She sees you enter. She is just a small, young woman. She's wearing, actually, tone wheels on her ears, which she kind of sighs as she sees the three of you walk into her establishment. She takes them off and says...

**Mona:** Uhh... are you guys like, the... like, Joshy's friends or whatever?

**Devo:** Enchanté. Uh, oui. Uh, je suis Devo la Main, Amber Gris, Zoox...

**Mona:** None of the words that you've said so far have registered as like, words that I understood to me so far.

**Devo:** This is fair. Yes.

**Amber:** Hey, Devo. May I?

**Devo:** Oh, yes.

**Amber:** Kella sai, guppy. We uh—Joshy sent us down here for a ship. He said you could help us get set up. Now, come on.

**Mona:** What was the—what was the last thing you said?

**Amber:** Now. Come. On.

**Griffin:** Roll a, uh... roll a persuasion check for me, Amber.

**Justin:** Yeah, that's her fuckin' strong suit.

**Griffin:** Yeah.

**Travis:** I do like how you—you basically pushed the persuader out of the way.

**Griffin:** You moved the face out of—you dropkicked the face and said, "I got this."

**Justin:** He was doing so bad. It's a nine, though, so I guess... win some, lose some. Is that applicable here?

**Clint:** Could Zoox help?

**Griffin:** Uh, no. Actually, I'll give you advantage, because you got sort of Ol' Uncle Joshy's, uh, endorsement. So, roll one more.

**Justin:** Alright. [laughs] 19! Minus one, 18.

**Griffin:** Alright, yeah, with an 18... she laughs and says...

**Mona:** You guys are great. I sense a lot of promise and whatever. Um... y'all need a ship, huh? Well, uh, what's your budget? Like, what are you working with?

**Devo:** Uhh... this?

**Travis:** And Devo holds out the plate.

**Devo:** This plate?

**Amber:** Here's the thing. We don't need to own it.

**Mona:** What?

**Amber:** We don't need to own it. We just need a loaner so we can get started, and then we'll get it back to ya. This is just... a kind of introductory thing. So, we just need to borrow it, and we can trade in like... y'know, favors or whatnot. I'm sure you need something from the deep. We're gonna be out there, y'know, mixin' it up.

**Mona:** Okay...

**Amber:** What can we get ya?

**Griffin:** Uh, when you mention favors, her ears kind of perk up. And she takes a look at the three of you and says...

**Mona:** Are you guys like, experienced in the face of like, danger and stuff like that?

**Devo:** Oh, no.

**Zoos:** Oh—yes!

**Amber:** Yeah.

**Zoos:** Absolutely!

**Amber:** Absolutely.



**Mona:** So two of you are.

**Zoox:** That's when I shine!

**Amber:** He's modest over there. Um...

**Devo:** No, I have never been in danger.

**Amber:** Oh boy. Okay.

**Zoox:** What a kidder.

**Devo:** I have magic powers?

**Mona:** Uh... okay. Um...

**Devo:** I can do this!

**Travis:** And Devo makes light.

**Devo:** This?

**Griffin:** She goes...

**Mona:** Okay.

**Griffin:** And she makes light.

**Mona:** Who gives a shit?

**Travis:** You can make light?

**Mona:** Yeah, dude, like, whatever. Um...

**Travis:** Wait a minute, Griffin!

**Griffin:** What?

**Travis:** I thought magic was very limited here!

**Griffin:** [laughs] Yeah. That's weird, right? Oh shit. I forgot.

**Travis:** [laughs] What are the odds?

**Clint:** [laughs]

**Mona:** Guys, don't tell anyone, okay? It's so embarrassing.

**Travis:** [laughing]

**Mona:** So embarrassing. I can't believe I just made light. [sighs] That sucks. Anyway. Whatever.

**Amber:** Hey. It's not a big deal. Um, we're just all friends. See, now, I just made light of the situation.

**Mona:** Oh, that's great. Um, I've got an opportunity that is... potentially lucrative. Almost certainly very deadly, and so, I couldn't really recommend anyone that I knew for it, that I'd be sad about if they passed away.

**Devo:** Ah, yes.

**Mona:** But the three of you seem like you could really use some help, and a ship, and...

**Devo:** And we are expendable.

**Mona:** Yeah, for sure. You definitely seem that way, so uh... gimme a second.

**Griffin:** Uh, she pulls out a card—

**Devo:** The audience has not started doing fan drawings of us yet, and so, if we die, we just introduce new characters.

**Mona:** Yeah. Yeah, definitely. Um, I'll uh... yeah, great.

**Griffin:** Uh, she's not listening, clearly. She walks over to uh, a file cabinet, and pulls out a small card. And she writes down, uh, something on it, and hands it to you, Amber. And it says, uh, "J-117" on it, and you sort of intuit that this is a...

**Travis:** Oh, I've seen this. Now, you write—

**Clint:** Bingo!

**Travis:** Now you write a number on the card, and slide it back, and that's our counteroffer. I say we go with W-1.

**Griffin:** Um, she says...

**Mona:** Yeah, some dude came in here earlier today, and offered a job, and asked if I had a salvage crew for it, and wouldn't tell me what the job was all about, and so I was like, "No way, dude." And he was like, "Are you sure?" And I was like, "Yes." And so, he got all fussy, and said if I changed my mind, to come to this dock space and um...

So, I would get a commission on this one, and if you guys can do this job and survive, uh, come on back and bring me the paycheck, I guess, and then the ship is all yours. You can take your pick. We got some real junkers in here, but y'know, maybe I can give it a little spit shine.

**Devo:** Uh, I should warn you, I only have a little bit of blood. And so, if I get hurt, I will die.

**Travis:** And I assume that's what hit points are. The amount of blood I have in my body.

**Griffin:** Yeah, sure, sure, sure. Yeah, it's nine bloods.

**Devo:** Yeah. I only have a little bit of blood, so if I get hit, I uh...

**Mona:** Yeah, try not to. Um... yeah. It's—y'know, he seemed like a pretty standup dude, except for the part where he wouldn't tell me anything about the job. Um, and how cagey he was. So, um... that's about the best I can offer. We don't have any sort of, um... like, there's not like a summer promotion going on where you can get a ship for a cool plate.

**Devo:** It's a very cool plate!

**Mona:** It's great. Great plate. Love it. Um...

**Devo:** Do you want to hold onto the plate, and you give us the ship?

**Mona:** No, I'm more of a bowl girl.

**Devo:** What's that mean?

**Mona:** I like bowls... instead.

**Devo:** But the plate is just flat bowl, when you think about it.

**Clint:** [laughing]

**Mona:** I am sick of this dude's vibe.

**Zoox:** [whispers] Amber, now? Should I... do the crossbow?

**Amber:** [quietly] Yeeeaahh... I don't know. Y'know, you gotta trust your gut.

**Zoox:** [quietly] Okay, I'll wait.

**Griffin:** Uh, she is just looking at the three of you talking to each other like that, and just slowly kind of puts her headphones back on. And...

**Devo:** Okay. Let us go to this dock space. Uh, we get the money, we get the boat, we get the job, we are happy!

**Griffin:** Uh, so you all make your way back down to the docks, and uh, the Crystal Ascension sort of lets out at the center of just all of these different radials that are lettered and numbered. And you follow down until you reach spot J-17. And like, even when you're still pretty far from the spot, you can see this incredibly gaudy, like, turbo-yacht.

It looks like a—what's that design that's like, on the old, like, paper cups from the '90s that everybody's just crazy about?

**Travis:** The Dixie cups?

**Griffin:** No, not the—

**Travis:** No, not the—I know the one you're talking about, with like a, the... the blue splatter.

**Griffin:** There's like a splash of blue paint, with like—

**Justin:** Jazz? Isn't that called jazz?

**Griffin:** It's a jazz-like sort of design on it. And there's a name across this ship, across this streak of color, and it says, "Dreams of Deborah." And you—

**Travis:** [in a silly voice] Deborah!

**Griffin:** You walk towards it, and you see a very nervous-looking Breinarr, who is walking around, and he sees the three of you approach and says...

**Breinarr:** Uhh, yeah, can I help you?

**Devo:** Are you the cagey man that is looking for some kind of sketchy reclamation thing?

**Breinarr:** I—I don't like to think myself as cagey, but um... I uh—what are you—what are you do—I return to the question: can I help you?

**Zoos:** Friend Breinarr!

**Breinarr:** Yep.

**Zoos:** Hello!

**Breinarr:** Hi there.

**Zoos:** How are you?!

**Devo:** Once again, you do not let the face talk. This is fine.

**Griffin:** [laughing] Uh, if you want to roll a uh... roll a wisdom check for me, Zoos. We'll see if you know this guy.

**Clint:** No, I don't. [laughs]

**Griffin:** Holy shit! A two. You've never seen—

**Clint:** That's a two.

**Griffin:** You have never seen this Breinarr in your life. Uh—

**Clint:** Well, it's obvious it's a Breinarr, though.

**Justin:** And nobody you know has ever seen him, either.

**Griffin:** Yeah, this is a fucking stranger. Uh...

**Clint:** And once I meet him, I'm gonna immediately forget him, right?

**Griffin:** Yeah, maybe. He says...

**Breinarr:** Oh, were you—did you guys, uh, did you guys get the, uh—are you the crew? Did Mona send you?

**Amber:** Yeah. We heard ya got something that needs doing.

**Breinarr:** Yeah, that's about—

**Devo:** And you do not want people to know about this? It is a secret?

**Amber:** Hey, can I talk to you for a second?

**Devo:** Yes?

**Amber:** I love—I love the en—I love the enthusiasm.

**Devo:** Oui.

**Amber:** But when you're talking to people that are maybe... uhh... a little bit under the table, y'know?

**Devo:** Yes?

**Amber:** It's better, maybe, to say a little bit less.

**Devo:** Ah.

**Amber:** 'Cause that way, it makes you seem cool.

**Devo:** Okay.

**Amber:** Like you know what you're doing, and you're not a complete clasper.

**Devo:** Okay. Uh, let me try again.

**Breinarr:** Hey, man, do-over for sure. Go for it.

**Devo:** Okay. Thank you. Uh, if you could ask me...

**Amber:** Thank you for indulging him.

**Devo:** Could you ask me the question one more time?

**Breinarr:** Oh, okay. Yeah, are you—did Mona send you guys?

**Devo:** Yes.

[pause]

**Breinarr:** Fantastic. Um...

**Amber:** Real good.

**Travis:** And uh, just gives a thumbs up back.

**Devo:** Good notes. Thank you. I appreciate the feedback.

**Breinarr:** And you all are uh, sort of experienced, and uh, sort of know your way around a ship?

**Devo:** Yes.

**Amber:** Oh, yeah.

**Zoox:** Mm... not really. But I'm sure my other two compatriots are really good at it.



**Breinarr:** Uh, okay. I love, uh... you all seem very talented, and you're asking me literally no questions, which is awesome. Um, so uh...

**Amber:** What do you need done?

**Devo:** Yes.

**Breinarr:** Uhh, gotta go get something. Gotta go out there. Gotta go out there, get something.

**Amber:** Well, what you need getted?

**Griffin:** Uh, roll a persuasion check for me. I'll let...

**Justin:** I have to persuade him to tell me what the thing is that he wants us to do?

**Griffin:** Yeah, he wicked doesn't wanna tell you. Devo, I'll let you assist on this one.

**Justin:** [crosstalk] roll for it.

**Travis:** Thank you.

**Justin:** What's this cat's name?

**Griffin:** You haven't asked it yet.

**Travis:** 'Cause he didn't want to give it! Mona said, specifically, he didn't want to give a name.

**Justin:** I mean, she did say he was cagey.

**Griffin:** Yeah.

**Clint:** I'm sorry, guys. I have to do this. Zoox whips up the crossbow and points it right at the other Breinarr's face.

**Justin:** Cool!

**Griffin:** Cool, okay.

**Clint:** And says...

**Zoox:** Uh, we really have a limited amount of time to deal with this, so... would you go ahead and inform us of what it is you need us to do, and maybe throw your name in there, too?

**Amber:** Hey, friend, I've never seen him do this. I'm kind of fuckin' flippin' right now. You should—

**Zoox:** Like, now?

**Amber:** I don't know him that well, man. I'm kind of freakin' out over here. You should do what he says.

**Devo:** As you can see, this also indicates that we are people who get the job done. That we will stop at nothing. That you can trust us. So clearly, we are demonstrating our resourcefulness, our skills...

**Griffin:** Uh, roll an intimidation check for me, Zoox.

**Clint:** Okay, so, let's see..

**Griffin:** Roll intimidation with advantage, because everybody is kind of helping you out on this one.

**Clint:** Well, the first roll is, uh, a 13.

**Griffin:** 'Kay.

**Clint:** And the second roll is... a 14!

**Griffin:** Okay.

**Justin:** Better.

**Griffin:** Uh, I think this guy crumples under an intimidation check in a way that he maybe wouldn't to a persuasion check, 'cause you see him sort of like... he gets a little bit scared. He backs up a little bit. He was already pretty jumpy, and so, this definitely pushed him over the edge. He said...

**Breinarr:** Okay, alright, fine! Fine, put that down! Jesus. Um... alright, my name's Guthrie. I'm an archaeologist. I was part of a crew that, uh, mutiny'd on my last job, and I haven't had the chance to hire a new team. But there's this... this opportunity.

There's a, uh, an old gallery that's from an old Hominine citadel, and it just fell through the halocline. It's at the floor of the ocean just a few hours from here, and... we get there, I recover what I can from the gallery, and I get back, and y'know, we probably won't hit any complications.

It is in Corsair territory, so there, y'know—we may have a pirate thing or two, but that's why I need the crew, and I can't sail this big, big awesome ship by myself. So, uh, yeah.

**Devo:** Okay. This seems fine to me, seeing as there will probably be no complication, that there may be a pirate, but this is not for sure. And so, it sounds fine to me.

**Guthrie:** Right. Right, it could be a great job that you all, like, tell your kids about all the great times you had on it.

**Devo:** Okay.

**Guthrie:** We might become like, best friends. Who knows?

**Devo:** Well... I already have two.

**Zoos:** Amber, what do you think?

**Amber:** I think it fuckin' stinks, right? But I don't see as we got a lot of other options right now.

**Zoos:** I meant, y'know, should I shoot him or not.

**Amber:** No, no sweetie. Do put the—do put the bow down.

**Zoos:** Oh, okay! Right.

**Amber:** Yeah.

**Griffin:** Um, Amber, roll an insight check for me, based on your suggestion that something stinks.

**Justin:** Ten.

**Griffin:** Nah, it's fine.

**Justin:** [laughs]

**Clint:** [laughs]

**Amber:** Well, my mistake.

**Griffin:** You see Guthrie nod, and uh, somebody like, drops a—here's what I'll give you. Somebody like, drops a box, uh, in like, a fairly close by port. J-117 is like, wicked far out from the Ascension, so this is like, not highly trafficked territory. So when he hears this sudden sound, he gets like, kind of jumpy and looks around.

**Travis:** I would like to do a perception check, if I could.

**Griffin:** Okay.

**Travis:** Is he... and I don't know Breinarr, if clothes is the right terminology, but armor maybe? Does it look nice? Does it look—does Guthrie—

**Griffin:** He's—yeah, he's wearing like a long, white coat. Uh, a 22. Like—

**Travis:** I got a nat 20.

**Griffin:** Yeah, oh. With a nat 20, like, yeah. He is um... he is dressed well. I think that like, Breinarr fashion is... I mean, it's like any other fashion. It differs from person to person. But like, y'know, he's not wearing rags, right? He is well dressed.

**Travis:** So he looks at home on the boat. Right? He's got the big, gaudy boat.

**Griffin:** Yeah, I mean, he looks—

**Travis:** Okay.

**Griffin:** He looks kind of like a nerd. You don't know if he looks at home on the boat. But he, y'know... he is not... I don't know what you are trying to get there. But he is...

**Travis:** He looks...

**Griffin:** He doesn't—he doesn't look rich. Like, he doesn't look—he's not wearing gold chains and diamond earrings and all kinds of stuff.

**Travis:** Okay, so we have this big, flashy, gaudy boat, and he is not dressed in a big, flashy, gaudy manner.

**Griffin:** He is dressed like a—he's dressed like a scientist, kind of.

**Travis:** Got it.

**Griffin:** Uh, he says...

**Guthrie:** Okay. Let's, um... let's roll out.

**Griffin:** And he leads you over to the entrance hatch on the ship, and he rolls it open, and climbs inside and gestures for you to follow.

**Devo:** Um... Amber?

**Amber:** Yeah?

**Devo:** Uh... I think we both agree that I don't think this is his boat, but it is a boat, and we do need this money. We are doing this job, right?

**Amber:** Oh, yeah. Absolutely.

**Devo:** Okay.

**Zoox:** What an awesome boat!

**Devo:** Oh boy.

**Clint:** Zoox goes in.

**Amber:** Follow the Breinarr, eh?

**Devo:** Okay.

**Griffin:** You all step foot into the ship, and he, y'know, still looks pretty jumpy. But as you shut the hatch, he kind of relaxes a little bit. Uh, and he says...

**Guthrie:** Okay. The bridge is this way.

**Griffin:** Uh, and he goes and opens the door to the bridge, and he says...

**Guthrie:** Which one of you is the pilot? Who knows how to, y'know, control a ship?

**Devo:** Well, uh... Zoox? Do you know how to drive?

**Zoox:** Mm! No. Swimmer here, remember?

**Devo:** Oh, Amber. You have boating experience.

**Amber:** Yeah, I'll figure it out.

**Guthrie:** None of you know how to pilot a ship?

**Amber:** There's gotta be a book.

**Justin:** I wanna look around for a book.

**Clint:** [laughs]

**Justin:** Hold on, I'm looking for a book. Let me roll for books.

**Griffin:** Roll a, uh—roll a perception check.

**Justin:** What's the difference between perception, investigation?

**Griffin:** Okay, roll an investigation check, because...

**Justin:** Thank fuck, 'cause I got a seven on my perception. [blows raspberry] Not a lot better. I got a 12 on investigation.

**Griffin:** 12 is enough. Uh, with a 12, you don't find a book, but you do see, as Guthrie is starting to go off, like...

**Guthrie:** Why did Mona send you if you all can't pilot a ship? Like, what are you even fuckin' doi—

**Griffin:** As he's saying that, you see a hatch open up in the ceiling of the bridge behind him, and from it, a... cube made out of what appears to be just bright, white, hard light drops down, and then, it flashes red a few times, and then it starts spinning violently. And then, it launches with tremendous force in your direction.

[theme music plays]

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