

The Adventure Zone: Ethersea – Episode 2

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[theme music plays]

Griffin: Previously, on The Adventure Zone: Ethersea...

Devo: Devo le Main.

Zoox: It's, uh—it's Zoox.

Amber: That is me, yes. Amber Gris.

Ravi: You all have 48 hours to acquire a ship.

Amber: We already got something that needs doin'.

Guthrie: Alright. My name's Guthrie. Uh, 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 opportunity. There's an old gallery that's from an old Hominine citadel, and it just fell through the halocline. We get there, I, y'know, recover what I can from the gallery, and I get back. We may have a pirate thing or two, but I can't sail this big, big awesome ship by myself, so... let's roll out.

Devo: Amber, 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?

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, uh... 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]

Griffin: Uhh, y'all got cube problems. Y'all got attack cube problems.

Travis: Oh wait, I know this one! Griffin, roll to glean!

Griffin: Roll to—aw, man.

Clint: [laughs]

Justin: Glean cube.

Griffin: That's cute. Um, actually, why don't the three of you roll initiative? Because you're being attacked...

Travis: We're fighting a fucking cube?

Griffin: ... by a sentient, glowing cube.

Travis: Aw, yeah, baby. That's an 18 plus one. 19. 19 total.

Clint: Wait, what do you mean total?

Travis: Well, I rolled an 18 plus one.

Clint: Oh, initiative. Gotcha. Okay.

Justin: [laughing]

Travis: What do I mean total?

Clint: I rolled a nine.

Travis: Wait, hold on. Dad, did you mean, what does the word 'total' mean?

Clint: I ain't good at my sums!

Travis: Oh boy.

Griffin: Uhh...

Clint: No, I got a nine.

Griffin: And Amber?

Justin: And just logging in...

Clint: [laughs]

Justin: To my sheet... alright.

Clint: Have we leveled up yet?

Justin: I've activated. I've activated the uh, interface, as you say. And here comes a roll... [dice rolling] I've gotten an eight plus two. Ten.

Griffin: Ten. Fantastic. Uh, okay. To answer your question, Dad – no, you haven't leveled up. It's been one episode.

Clint: Aww... [laughs]

Griffin: Uhh, chill out. Uh, okay! So, we are going to start with Devo le Main. You are—

Travis: Le Main.

Griffin: [exaggerated pronunciation] Le Main. You are all standing sort of in the doorway to the bridge. Guthrie has his back to this, uh, to this cube that is... uh, it's like two feet tall, two feet wide, but it is rotating... I mean, at uh,

a terrible speed, and sort of soaring toward you. But you get the first action here, Devo.

Travis: Is it like, talking? Is it—does it seem sentient?

Griffin: Uh, do you—why don't you roll an arcana check for me?

Travis: Excellent. I'm good at that.

Griffin: This is just seeing what you know, so this won't be your action.

Travis: It's an 18 plus four, 22.

Justin: Dang.

Griffin: Okay, so you—Devo, we kind of covered in the last episode, you guys don't have extensive shipboard experience. But you know enough about sort of magic stuff... and especially about hard light stuff, which is kind of the purview of the Parish, to know that this is a sprite. And sprites are crystal clear refreshing on a hot summer day. Fuckin' forget it.

Travis: Uh-huh.

Griffin: Uh, sprites are sort of artificial, very, very, very limited artificial intelligent constructs that, uh, often are used for very simple tasks, specifically aboard ships. So, the way that this sort of dropped down from the ceiling when you all entered the bridge, and sort of flashed red, and now is attacking you, you assume it is a security sprite.

Travis: Okay, great.

Griffin: But you also know enough about hard light to know that it is—it is hard, and if this thing crashes into you, it will be like, a, y'know, somebody just threw a metal box into your torso. It's gonna hurt.

Travis: Okay. Then I—Devo is gonna do a spritz of the old Prestige spray.

Griffin: Okay. What are you doing?

Travis: And close his eyes, and his lips begin to barely move. And you do not hear this, those around him, but the sprite does. He's going to hear...

Devo: [whispering gibberish]

Travis: As he casts *Dissonant Whispers*.

Griffin: Okay!

Travis: Or attempts to.

Griffin: Let's see. Tell us all about *Dissonant Whispers*.

Travis: So, you are going to need to make a wisdom saving throw.

Griffin: 'Kay. Not this thing's strong suit.

Travis: That was my hope.

Griffin: Uh, yeah, that is a nine.

Travis: Okay, yeah. You're gonna fail. So you're gonna take 3d6 damage.

Griffin: Okay. Jesus.

Travis: Uh, and uh, you are going to move as far as its speed allows away from me.

Griffin: Okay! Roll that damage. Ooh boy.

Travis: Okay, so four, five, six. That's 15 points of damage.

Griffin: Oh my god! What an incredible damage roll!

Travis: Thank you! I am also going to use my Bardic Inspiration on Amber. Uh, that is going to grant her an extra 1d6. You can use that to add it to one ability check, attack roll, or saving throw. This can be added after seeing the roll, but before knowing the outcome.

Griffin: Cool. Um, that is...

Justin: Thank you. Appreciate that.

Griffin: ... great news. Uh, but before Amber can go—

Travis: Oh wait—and then, for my move, I'm going to duck behind Zoos.

Griffin: Okay.

Travis: Because I am just a waif of a lad. [laughs]

Griffin: Sure. You're just a sweet little tissue paper doll.

Travis: Yes.

Griffin: Okay. Next up, actually, is the security sprite.

[quiet booping in the background]

Griffin: Your attack did psychic damage, which, I don't know how to resolve that for a thing that doesn't have a brain. So it's like its programming got kind of weird. So it definitely takes kind of a strange arc from where it was flying at the three of you, and it uh, it is going to sail over Guthrie's shoulder, and because this weird arc, it is coming toward Zoos.

And it simply just like, while rotating, it tries to crash into you, right into your chest, Zoos. And does a... 14 hit your AC?

Clint: No.

Griffin: Oh, wow! Okay. It uh—then it sails into your chest, and you are able to kind of just like, grab it and push it away, and not take the brunt of this damage. But as it sails away, it makes a second attack, flying towards Amber. Now it's just kind of ping-ponging around the room. Amber, same thing – it's just gonna try to come crashing down on your head.

Justin: Okay.

Griffin: Does a... that's better, 18 hit your AC?

Justin: It does indeed.

Griffin: Okay. While swirling around, crashes into your head for three points of bludgeoning damage. And it goes soaring away from you after that. And next, you are up, Amber.

Justin: Uh, I am going to punch it.

Griffin: Okay!

Travis: [laughs]

Griffin: So, monk stuff—

Travis: [laughing]

Griffin: Monks have, uh...

Justin: Punching and kicking.

Griffin: Punching and kicking, but I believe you have some stuff available to you, like, from level one. Because monks are able to attack a bonus time, if I'm not mistaken.

Justin: [calmly] I'm going to punch it twice.

Griffin: Alright. [laughs]

Travis: Ooh!

Griffin: Let's see what ya got.

Justin: Yeah. Wait, punch and a kick.

Griffin: Oh shit! Alright.

Justin: The classic cube combo.

Clint: [laughs]

Griffin: You love it.

Justin: Alright, here we go. Uh, here comes an attack. The first attack—now, do I get my bonus whether or not—now, just if I make it, the attack, it doesn't need to hit for me to get my bonus, right?

Griffin: Uh, right.

Justin: Okay. First attack is a... eight. Probably not.

Griffin: Uh, no, that does not hit the sprite.

Justin: Wait! I get to add a d6 to that, right?

Travis: Oh yeah!

Griffin: Uh, if you'd like, yeah.

Justin: It's a waste, isn't it? [laughs]

Griffin: Uhh, let me think...

Justin: [laughing] It's a waste. How tough does this thing look for a cube? Of cubes I've seen...

Griffin: I would say—it is statistically quite improbable that you could make that work. I would save your inspiration.

Justin: Okay. Would you say like a one out of six chance?

Griffin: Maybe like a one out of six chance that it would hit.

Justin: [laughing] Not to get too... yeah, I'm gonna save it for this next roll that is a bonus unarmed strike, and that is so much better. It's a 13. Now I will add that d6.

Griffin: Yeah, go ahead and add that d6, 'cause a 13 does not quite hit.

Justin: Inspiration... plus... six!

Griffin: Oh yeah. A 19.

Travis: There it is.

Justin: 19.

Griffin: That's a big one, yeah. Was this the punch or the kick that connected?

Justin: That—okay, the punch misses, right?

Griffin: Right.

Justin: And she's like...

Amber: Damn it!

Justin: And then, it turns and is like... [robotically] Ha ha ha ha ha.

Travis: [robotically] I am cube.

Justin: I imagine it like, the sprite from Tron. Y'know what I mean? Nnnyes! Nnno. Uh, so then it's like, trying to be all cool, and then I kick it. Right in its face. The side—the face side?

Griffin: Yeah.

Travis: Yeah. Well, the thing about a cube is, it's got six faces.

Justin: The cube has six faces. The sequel to Mirror Has Two Faces.

Clint: [laughs]

Justin: Uh, that's a five of damage.

Griffin: Ooh, that's nice. Okay, this thing is now starting to slow its rotation, and it is sort of flying around the room, even more erratically. Guthrie is up next. Guthrie is going to take a step back, and he's gonna say...

Guthrie: Uh, you all—you all take care of this!

Griffin: And he shuts the door to the bridge.

Travis: Huh.

Griffin: And that is his incredibly brave, heroic action.

Justin: Is this aboard the ship? Sorry, it's been a whole week since we—

Griffin: Yeah, you all are aboard the ship. You are just outside the bridge. Guthrie sort of walked in there before, so now he's—

Justin: The one he kind of claimed was his ship.

Griffin: Yeah. Oh, it's definitely his ship. Uh, so that just leaves Zoon.

Clint: Oh, well. Zoon is gonna shoot it with his crossbow!

Griffin: Alright, Zoon. The first of what I assume will be many crossbow shots.

Clint: I hope so too.

Justin: I hope he breaks his crossbow. He gets a critical failure and it breaks.

Clint: Why?!

Travis: No, I think if he gets a critical failure, he just shoots and the arrow bounces off the wall and shoots him in his own coral butt.

Clint: Ooh.

Griffin: Yeah. Which is an incredibly important body part for a Breinarr.

Travis: Everyone knows that.

Clint: Okay, so... um, let's see. Uh, first I have to roll to see if I hit it, correct?

Griffin: Correct.

Clint: And that would be a six plus five, that's an 11.

Griffin: That is unfortunately not good enough to hit. Uh, the Bardic Inspiration is—is that something that... I guess if you had to do it before battle, you could kind of juice everybody up, but you can't do that as a reaction.

Travis: Well, I can only do it one at a time. It's a... yeah.

Griffin: So uh, unfortunately, your bolt goes flying out of the crossbow, and uh, this cube is still spinning fast enough to just kind of like, glance it off its side.

Clint: Darn!

Griffin: And it falls to the floor, bringing us back up to the top of the order. Devo.

Travis: Uh, so Devo looks at the cube in its six faces, uh, and says...

Devo: You are a very stupid cube, and nobody likes you very much, and uh, you should be embarrassed because of who you are.

Travis: And casts *Vicious Mockery*.

Griffin: Yeah, I'll say.

Travis: Uh—I'm sorry! Uh, a wisdom saving throw.

Griffin: This is just a cantrip, correct?

Travis: Uh, correct.

Griffin: We'll say—I think for cantrips, we can say like, they don't require much energy, so it's just like, the salt in your body. You don't have to like—

Travis: Yeah, this is just residual.

Griffin: You don't have to like, juice it. Let's see... that's a 12.

Travis: That does not. My wisdom is a 13—or, that's my spell save. 13. So you're going to take 1d4 of damage, which is a one. But you uh... yeah. You have disadvantage on your next attack roll.

Griffin: Uh, okay. Which is... not going to happen, because this thing only had one hit point left.

Travis: Ahh! I embarrassed it to death!

Griffin: [laughs] Yeah.

Clint: [laughs]

Griffin: This thing said...

Cube: Aw... jeeze. I am—

Clint: Thanks a lot...

Cube: I did my beeest...

Griffin: And then the light disappears, and now it's just like, a sad little gray box with some smoke pouring out of it. And it falls to the ground, and it explodes, but not in like, even a big, cool, dangerous way. It explodes in a really stupid way.

[sad robot noises]

Justin: [laughs]

Griffin: And you all won your first battle!

Clint: Yeah!

Griffin: You hear Guthrie from behind the door, in the bridge, say...

Guthrie: Is it done? Did you finish?

Zoox: Yeah, thanks for all the help, friend.

Griffin: He opens the door to the bridge and peeks out, and he says...

Guthrie: Yeah, I mean, if I could've done stuff like this myself, I wouldn't have needed a crew. But it looks like you all got it handled. Uh, so uh...

Zoox: Should we assume that this is not your ship?

Guthrie: What are you talking about?

Zoox: Well, why would a security system attack us and you if this is your ship?

Griffin: He says...

Guthrie: I told you, my last crew, they mutiny'd during our last mission, and I don't know. They have it out for me. They must've set a trap.

Travis: I'm gonna roll insight.

Griffin: [laughs] Okay.

Travis: Uh, it's a 16 plus four, 20.

Griffin: That was a lie. He has just told a—he has just told a major fibberooski to you.

Travis: Um, Devo does a little spritz... and is gonna cast *Charm Person*. So, you are going to make a wisdom saving throw as Guthrie.

Griffin: Okay. I think for these kinds of saving throws, I'll make them public.

Travis: Okay.

Griffin: That is a 12 plus three, 15.

Travis: Aw, he passes! He has not been charmed.

Guthrie: Did you just try to *Charm Person* me?

Devo: Yes, because you are lying to us, and I do not trust you, and so, here is the deal. Now that you know I was trying to charm you... Zoox, my very large coral friend here, can shoot you with his—

Zoox: Okay!

Devo: No, wait! There is a part two.

Zoox: Hm? Oh!

Devo: With his crossbow. Uh—

Zoox: Okay!

Devo: —and we can get off the ship and think of something else. Or, you could tell us the truth.

Griffin: He said...

Guthrie: Fine, I'll tell you the truth, but... come in here, please.

Griffin: And he walks into bridge and starts, uh, flipping some switches, turning stuff on, getting a little pre-launch procedure going. And he said...

Guthrie: [sighs] Fine. This—this isn't my ship, it's my stepdad's ship. And he doesn't know that I'm using it, but... I wasn't lying about the job. There really is a gallery out there that has fallen through the halocline, and it's got some works by the great masters in it. If we can find it and get that stuff

back here, I'll make sure that Mona gets you your commission, and I'll give you some of the earnings, too, okay? I'm sorry I lied, it's just... my stepdad's kind of a hard ass, and I didn't want him to get pissed off at me.

Devo: You should have just said this.

Guthrie: Yeah. Sorry. I uh... I'm not a people person.

Devo: Amber, what are you thinking?

Amber: I understand why he would lie, I guess. I don't know. I don't wanna kill anybody today.

Zoox: Aw...

Amber: I understand, Zoox, but there's not a whole lot of people runnin' around anymore, and... I don't much wanna spill blood if we could avoid it.

Devo: This makes sense, yes.

Zoox: Not even kneecapping? I mean... okay. No no, it's fine.

Guthrie: I don't really have blood or kneecaps, for what it's worth. And boy, you're a really angry one, aren't ya, pal?

Zoox: Well, no! [laughs] No, not in the least bit! I mean, I would have cause to. I mean, so far, you've lied to us, and abandoned us to almost be killed by a cube. But hey – I'm a very forgiving creature.

Devo: I would say, with Zoox, it is a matter of, y'know, when all you have is a hammer... he has a crossbow, and so, everything is a target. Yes?

Guthrie: Um, well, that might come in handy, depending on how this job goes. So...

Griffin: He flips over a couple more switches, and you hear the engine of this huge, essentially turbo-yacht, sort of come to life. And he says...

Guthrie: Alright, so... we were interrupted earlier. Does anyone even know sort of the basic—does anyone have their learner's permit for ship operation? Anybody wanna take a swing at the wheel, here?

Devo: I will drive if no—Amber, you want to?

Amber: Go ahead. No, please. By all means.

Devo: I will try. It seems like fun. I have never driven before, but there is a first time for everything, and I am happy to give it a shot, huh?

Griffin: He sighs, and he says...

Guthrie: Okay. Yeah. Um, sit down. You two, check out the ship, familiarize yourself with the facilities, the different decks, and... because if, y'know, if we have to get into some undersea fisticuffs... or shipsticuffs... then y'all are gonna need to know where the guns are. So...

Justin: Shipsticuffs sounds like somebody fighting a boat. A man fighting a boat. And I'm into that.

Travis: Yeah yeah yeah.

Griffin: We might get to that point at some point. Uh, okay. Guthrie sits you down at the wheel... I don't know if it's a wheel. We haven't really talked about what the control apparatus for a ship like this is, but...

Travis: Well, it wouldn't be a wheel, right? Because we're not only dealing with forward and backward, left and right. Right? Because we're in water, we're going up and down.

Griffin: It's probably more akin to a uh, a flight, like, control stick situation.

Justin: Okay, but you would need... alright now, but...

Griffin: And then there's a lever, too. There's a lever for upsies and downsies.

Justin: I think it's a—what if it's a sphere?

Griffin: Ooh, a sphere is good.

Justin: Like a sphere that's sort of, uh, floating in—

Travis: Oh, like a Golden Tee! Like a Golden Tee. You have—

Griffin: Like a Golden Tee Golf machine.

Justin: No, it's like—so it's like, imagine that, but if you could reach underneath it, too. So it's like, in three dimensions, like you can move the sphere up and down and rotate the sphere.

Griffin: That's good.

Justin: And also like, move it up and down. It's just sort of like, suspended magnetically in a circle, and you reach your hand in the circle, and you could turn it or move it up or down.

Travis: Like a Golden Tee.

Griffin: Like a Golden Tee. Like a futuristic Golden Tee with magic.

Justin: Yeah. In the future... [sighs]

Travis: Platinum Tee.

Justin: Future golf is the only sport, and Golden—Platinum Tee is the only future arcade game.

Griffin: Fine, fair. Uh—

Clint: And one of the stars of Law and Order.

Griffin: That's... that's something. Uh, okay!

Justin: [bursts into laughter]

Griffin: Devo, why don't you just make an intelligence check for me?

Travis: Uh, how intelligent is Devo? Oh, not bad. Uh, that is an 11 total.

Griffin: 11 total? Okay. You understand enough to uh... you feel like you get it. You feel like you kind of understand what's going on here. And the rest of you are, uh, checking out the ship, and uh, Guthrie says...

Guthrie: Let's get a move on, and we can sort of talk things through as we go.

Griffin: And he leans over you, Devo, and presses down on the sphere, and for the first time, you all sink down below spot J-117, down below The Gills, and into the seemingly infinite expanse of the Ethersea.

[music plays]

[ad break 21:52 – 25:47]

[Maximum Fun advertisement]

[gentle music plays]

Zoox: Pretty sweet, huh?

Amber: Who are you talking to? [laughs]

Zoox: You guys!

Amber: You don't ever quite get used to it, being out in it. At least I don't.

Devo: I've never been in it, so I cannot speak to this, but uh... so far, it is beautiful, and also, my anus is very tight.

Amber: You should sit down. If you're not used to this, uh... it's gonna get a little uncomfortable for you.

Devo: This is foreboding. What could this possibly mean?

Justin: I feel like, if you have never been out—if he's never been outside of the stationary bases, this would be beyond disorienting.

Travis: That's true, yeah.

Justin: Y'know what I mean? Like, this kind of motion would not be—if he's literally never been in a ship before, and he's lived his entire life in the base, I feel like this would be very disorienting.

Griffin: Yeah, for sure. It's the first time experiencing...

Travis: Maybe a constitution saving throw.

Griffin: Yeah. Yeah, sure. Everybody—y'know what? Uh, everybody make a constitution—

Justin: Not Amber. She doesn't have to. That's why I came up with it.

Griffin: I would say, Amber, you have advantage.

Justin: Advantage. Fair.

Griffin: And Zook, you don't have to roll at all. I feel like Zook was born in the ocean.

Travis: And also, doesn't have an inner ear to have equilibrium issues.

Justin: That's a good point! Good point.

Griffin: Alright, so, Amber...

Justin: What check?

Griffin: Uh, constitution save. Well, Devo rolled a 15! Yeah! I would say—

Travis: Yeah, I got a 14 plus one, 15.

Justin: Oh nooo!

Griffin: That's a critical failure, but you do have advantage, Amber. An eight, wow.

Amber: Oh god, it's been too long. It's been too long since I've done this... I'm not feelin' great...

Griffin: Yeah, Amber talks mad shit, but Devo seems to be okay as he takes over the sphere and starts to pilot the ship. And Amber, you start to feel a little... little nauseous.

Amber: I'm gonna sit down.

Clint: Do we have any of those patches on board?

Justin: Scopolamine? No, I don't think so.

Griffin: Uh, you might. You haven't—y'all haven't really—the two other members of the crew, you all haven't exactly checked things out.

Justin: I was gonna say, yeah. Once this sort of nausea passes, I wanna take a lap around the ship, kind of get my bearings.

Clint: Okay, let me ask you this. Do they have any way to communicate with each other?

Travis: Yeah, we have shell phones.

Griffin: Uh, well, when you're on the ship, just assume you can speak to anybody else on the ship at any time.

Travis: There's a com system.

Griffin: The communications are—yeah. And then there's also—most ships are also equipped with a tone wheel that's like, long distance, able to communicate with a broadcast station in Founders' Wake, or with other ships that sort of accept the hail. But if you guys are on the same ship, you can talk to each other. Don't sweat that.

Clint: Okay. The reason I'm asking, is there a way that um... Devo can see? I mean, is there like a viewport? Is there a screen of some kind?

Griffin: Yeah, yeah. If you're at the wheel, you can see in front of you. Every ship has a sensor. We will cover sort of ship mechanics as we go. I don't want to just dump a bunch of explanations, but all ships are equipped with a sensor, which is responsible for basically like, targeting and sighting, and y'know, just being able to view outside of the ship, so...

Clint: And there's no like, automatic pilot or anything like that? It's gotta be—the helm has to be manned at all time?

Griffin: I mean, that technology probably exists, but it is not on this ship.

Clint: Okay. Okay.

Griffin: So, as you all walk around, this ship is as sort of nice as you would expect it to be. The crew quarters here are very posh. Uh, and the kitchen is stocked with copious rations. Like, and the good stuff, too. There's definitely a sliding scale, there, and this is on—this is on the higher end.

There's the other sort of usual stuff. There's an engine room, there's a cargo hold... which is fairly empty. There's mostly gear for sort of repair and upkeep for the ship here, not any other sort of cargo. But yeah, it is a well-stocked ship.

The gunnery deck has like, a lot of stuff on it. It is well outfitted for defense. You find a recall pod, which is basically like, an automated escape pod that will automatically pilot itself back to Founders' Wake after it is launched out. There's a salvage claw, for whatever you might need a salvage claw for out in the ocean.

It is a... it's a fancy little vessel. Definitely nicer than the stuff you were looking at back at Mona's Haul.

Devo, where uh... Devo's piloting. Zoox, where do you think you're hanging out?

Clint: I think Zoox is going down to the belly of the ship, the bottom of the ship.

Griffin: Okay.

Clint: To see if there's a moon pool. Zoox has to, uh...

Griffin: Refresh himself.

Clint: Yeah, he has to get into—submerge himself in the actual waters of the ocean.

Griffin: Right.

Clint: And if there's a moon pool, he'd be able to do that without, y'know, being swept away.

Travis: He could dip his toes in.

Griffin: Yeah, there is. In fact, one of the things that this ship is equipped with, if you take a look at the sheet that I shared with all of you, is permeable barriers. So all of the sort of like, entrances and exits to this ship have this sort of energy barrier that allows, y'know, creatures and objects to pass through, but it keeps Ethersea water out. But you can sort of dip down into it to uh, refresh.

Clint: Yeah, I think he could probably hold onto the edge, or maybe there's a bar or something.

Griffin: Sure, yeah.

Clint: Y'know, to kind of dunk himself in, and... I would say that he probably has some form of propulsion in the water, but it certainly is not gonna be able to keep up with the...

Griffin: No no no. Uh, yeah, no.

Clint: Dreams of Deborah.

Griffin: No, Dreams of Deborah is sailing like a beautiful bird. Or... fish. A beautiful fish. A dolphin?

Clint: So, I think that's what he does.

Griffin: Okay.

Clint: And would this craft—did you say that there were, like, maybe submersibles? Small, one, two man... person...

Griffin: No, there's no sort of individual craft here. There's no vapor suits to speak of. What you're in is basically like, the hatch underneath the salvage claw, down in the cargo bay. As you come up from one of these sort of like, splashes, Guthrie is there waiting for you, and he says, uh...

Guthrie: How you doin'? How you doin' there, bud?

Zoox: I feel much, much better. Much, uh... much more refreshed! Much more kind of laid back. I get a little, um... antsy when I've been out of the water for too long.

Guthrie: Yeah, I mean, you don't wanna bleach. Um...

Zoox: My still armor has to kind of, y'know, refill, and y'know, pump water around in me, so... yeah, I needed that. Thank you so much. And I'm sorry I was a little... brusque earlier.

Guthrie: Yeah, uh, I wanted to talk to you about that... I can tell you're... kind of new, and I know how tough it can be when you're new. So, not for nothin', but... you may wanna rethink your strategy of sticking a crossbow in everyone's faces that you meet, especially when you're in the city. Because the chaperones do not look too highly on that kind of behavior.

Zoox: Oh, okay. Good to know, good to know. I appreciate your constructive criticism. That's helping me. That's going to help me, y'know, interact with other beings. I really do appreciate it. My—[laughs] I'll try to do better.

Guthrie: It's... I mean, it is what it is. It's tough. Impulse control especially, right after you amalgamate, it takes—it takes some... it's a steep learning curve.

Zoox: Yeah, and y'know, and to be honest, you did kind of... y'know, mess with us a little bit. I mean, you were kind of dishonest, and y'know... kind of hung us out to dry with the whole running away thing. I understand what you said, y'know, about if you could do all this, you'd have a crew. But y'know, I think that kind of rubbed me the wrong way. So... but I'm good! I'm good.

Griffin: He smiles, and he says... or y'know, whatever the Breinarr equivalent is. And he says...

Guthrie: Yeah. It's, uh... it's a balance, working with a crew, and also watching out for number one. But...

Justin: I enter at this point. Can I enter the scene?

Griffin: Yes.

Amber: What's 'amalgamate'?

Guthrie: Oh. Um...

Amber: I heard you all talkin'. What's 'amalgamate'?

Guthrie: Sure. So, y'know, the Einarr, their spirits have to combine, and... to y'know, pilot one of these beautiful babies.

Griffin: And he sort of holds up his arm in front of him and says, uh...

Amber: You mean the ship?

Guthrie: No, our bodies. Our coral frames? Yeah.

Amber: That's a pretty trippy way of thinkin' about it. Pilotin' your body.

Guthrie: Yeah.

Amber: Never really thought about it before. I guess we all are, aren't we?

Guthrie: Oh, careful. Okay, so there's like—

Amber: God, I'm freakin' out!

Guthrie: Yeah. There's a sort of existential dread that comes along with this process that sort of... mortals are not necessarily ready to surf that particular wave.

Amber: Yeah... I'm gonna...

Guthrie: Oh my god. I've set off a whole thing.

Zoox: Amber's right! It is kind of freaky!

Guthrie: Oh no.

Amber: No, don't trip out on him. I've already moved on, it's fine.

Zoox: Well, no! I mean, think about it! We're just like, on the waves of... oh! I'm gonna have to redunk. Can I redunk real quick?

Travis: Devo comes over the radio.

Devo: Uh, I am going to do a flip, so everybody hold on.

Guthrie: No, don't—I gotta go. I gotta go—

Amber: Hell yeah!

Guthrie: Nope. I have to stop—

Zoox: Woo!

Griffin: Uh, he—

Amber: Come on, shitbirds! He's doin' flips!

Griffin: Guthrie goes to run out of the room. As he does, he shuts the moon pool, and he says...

Guthrie: We have an ether shower in the crew quarters, by the way. You don't have to go outside the ship to get—okay, I have to—

Griffin: And he takes off, as the ship's yaw starts to uh... starts to adjust.

Here, we are going to have our first... random encounter. Any time you all take a ship out of the city, away on a mission, you will encounter something along the way. And maybe it's good. Maybe it's bad.

Travis: Like ice cream!

Griffin: Maybe it's ice cream. Maybe...

Justin: Is it really random?

Griffin: It is random! I have, inspired by the wild magic table that we used so many times from last season, I have prepared an enormous list of events that may transpire, that you all are going to roll on a table to see what you get. You're gonna roll a d—

Justin: I don't know what else you would roll on. [laughs]

Griffin: You're gonna roll a—well, it's a spreadsheet table.

Travis: Oh, I get it!

Griffin: Um, your ship has a stat. Well, it has many stats. One of its stat is called readiness. This is a measurement of, as you might expect, how ready you are, how well equipped you are, how informed you are about the mission that you are on. Some, y'know, modifiers are positive, and some are permanent. Like, Zoos, in your character sheet, you have chosen sort of... I forget the exact parlance, but you are an expert at...

Clint: Mariner.

Griffin: Mariner. At oceanic sort of environments. And the way that I have sort of included that here is, just, Zoos permanently adds plus five to readiness. That is a permanent thing for Zoos, because he kind of knows his way around.

This ship, Dreams of Deborah, has an improved crew quarter. So it gets a bonus there. The rations give you a bonus. Other stuff you might have. Uh,

I've also marked off minus five for inexperienced crew, because the three of you have never gone on a mission before.

Travis: Fair.

Griffin: So all of those different modifiers will total what the total readiness bonus is, and that is what you add to your d100 roll. Very low rolls will be catastrophic. Very high rolls could sort of permanently change your fortunes in this world. I'm going to say... Juice, why don't you make the first roll? To do this, you click that die, and click the two dice next to each other for a d100 roll. And we'll see what happens.

Justin: As the oldest brother, and the best father of the four of us, as I'm sure we've all recognized...

Travis: Wow.

Griffin: Okay.

Clint: Uh, excuse me?

Justin: [laughs] Well, okay. You raised podcasters, bud. Calm down.

Travis: Yeah, man.

Clint: [laughs]

Justin: [laughs] You had three chances, and all you achieved was podcasting!

Clint: In 20 years...

Travis: Not a lawyer or doctor or anything.

Justin: Yeah, not a single actual contribution to science. [laughing]

Clint: I'm gonna remind you of this conversation in 2041.

Travis: One of us could've been an architect! Something that contributed in some way!

Justin: [laughing] We're the architect—we're the architects of incredible fantasy!

Travis: [laughing]

Griffin: I am on tinder hooks awaiting this d100 roll. I have been anticipating this for a long time.

Travis: Oh, sorry Griffin, was us having fun playing the game taking away from your—

Justin: Okay, alright. No, no, no, Travis, he's right. He's right. He's right. People come here for numbers. Let's give it to them.

Griffin: And this is gonna be a big one, potentially. Or a small one.

Justin: It's a big—I mean, let's hope! Let's hope. It's out of a hundred. Here we go.

Griffin: Let's see... oh my god.

Travis: Ohh no!

Justin: That doesn't seem right.

Griffin: You are fucking kidding me!

Justin: That doesn't seem right. [laughs]

Travis: That was a six.

Justin: That's a six.

Travis: Plus nine.

Griffin: No, plus eight is your readiness stat.

Travis: No, nine is—our readiness is nine.

Griffin: Oh yeah, you're right.

Travis: Yeah.

Griffin: And... so that is a total of 15.

Travis: That feels low, Griffin.

Justin: Feels low. Out of a hundred, it feels low. If I got a 15 on a test, I think I would probably not feel good about myself.

Griffin: It's not—it's not the end of the world, 15.

Clint: As a good father, I would still be proud of you, Justin.

Justin: Yeah, thanks, Dad. Presumably, double zero would be the end of the world, right?

Griffin: Yeah, exactly.

Travis: But Griffin, you literally used the phrase 'catastrophic.'

Justin: Catastrophic.

Griffin: Uh... 15 is not catastrophic. 15... we'll see what 15 does for you.

Justin: Let's see what 15 is.

Travis: Oh, it's ice cream!

Griffin: These are meant to present you with opportunities, and...

Justin: For growth. [laughs]

Griffin: Foibles. Yes, opportunity—paint as we—

Clint: And death.

Griffin: Pain is—death is weakness leaving the body, but in a big way.

Travis: All of it.

Griffin: All of it. [laughs] All the weakness at once.

Travis: All of it at once.

Clint: [laughing]

Griffin: Uh, okay! You all have been in the ship, sailing for, uh, a couple hours now. You are about halfway to this destination. Uh, Guthrie's got—

Travis: Wait, before you say what the result is... I would like to do some kind of like, investigation or perception or something to see if I can like, get a better handle on controls in some way. 'Cause right now, I feel like I'm looking for buttons. I'm looking for switches. I'm looking for labels.

Griffin: Yeah. Well, I don't think you need to roll for that. I think that's something that is going to... you're not gonna be able to master that in a couple of hours, right? I think that is just gonna have to be a trial by fire thing.

Travis: Okay.

Griffin: You all have been sailing for a while. Guthrie knows exactly where to go. He's got beacons and maps and... it has been a bit, and you all... are in a... sort of cloudy part of the Ethersea. You're sort of flying over this wide, hilly plain. And there's a lot of flora, just sort of waving around in the currents underneath you.

And Guthrie's up at the helm with you, Devo, and sort of helping you as you maneuver around these hills. And as you are doing that, Guthrie yells...

Guthrie: Stop, stop, stop stop stop!

Griffin: And he grabs the sphere and pulls it back, and the ship...

Justin: That was an incredible Griffin McElroy impression. [laughs]

Clint: [laughs]

Griffin: And... he brings you all up to the viewport, and he points outside, and he says...

Guthrie: Y'all see that? Y'all see that out there? You know what that is?

Devo: No.

Griffin: He's pointing at this sort of enormous artichoke-looking plant that is right at the peak of one of these hills. He points at it, and he says...

Guthrie: That's a yumnut.

Devo: This is a *what?*

Justin: Impossible. Impossible.

Devo: What was this word? [laughs]

Justin: It can't be that.

Guthrie: That's a yumnut. A big one, too.

Justin: I'm writing it down.

Travis: You're not gonna remember it?

Griffin: You're not gonna remember yumnut?

Justin: No, I'm not gonna let him fuckin' backpedal later and be like, "It's actually pronounced yumma-nuttay!"

Clint: [laughs]

Travis: [laughs]

Justin: It's like, no, actually, you said fuckin' yumnut. Have some strength of your convictions. Yumnut is what you put in your world.

Clint: Could Zoox do a—

Justin: Our world! Yumnut. [laughs]

Clint: Could Zoox do a history check?

Griffin: It wouldn't be history, it would be a nature. Do a nature check.

Justin: Stupid.

Clint: Do a nature check.

Griffin: You're pretty good at these. You have proficiency here.

Clint: Yeah. That is—no, apparently I'm not. That's an eight.

Griffin: This is an easy one. Like... mmm... you don't know enough to know its value. Although, Guthrie seems excited by it. You know that a yumnut is a source of a spice that is highly coveted in Founders' Wake. Uh, spices in general are, because salt is—like, actual, edible salt is tough to come by. So they need other ways of sort of flavoring their foods, and if you can get a yumnut and grate it down, one of this size can last you for a long time.

Clint: And the spice will roll!

Griffin: So you don't necessarily know the best way to harvest it, you don't know exactly how much you'll be able to get for it, but you all do see a sizeable yumnut. And he says...

Guthrie: I mean, I know we gotta hurry, but... if we grab that, it's not that often that you see a yumnut of that size.

Amber: Y'all, we gotta get that yumnut. We could sell it to Ol' Joshy for a pretty piece.

Devo: Okay. Then, we grab it with the claw, and then we go? Yes?

Guthrie: We need to be pretty careful with it if we use the claw. The meat of the yumnut is pretty fragile.

Travis: Well how big is it?

Clint: How big is it? Oh, good. Jinx!

Griffin: It's like six feet tall. It's big.

Travis: Could we just position the moon pool over it and lower?

Griffin: Um, yeah, sure! You can. For all of these, y'know, scenarios, I don't have a solution. The salvage claw is, for sure, a claw that drops down into the ocean and is meant to pick up, y'know, scrap metal and stuff like that. So, you would need a... y'know, a pretty good roll to not damage the

merchandise, but that would be the, probably, most straightforward way of doing it.

Devo: Then this is what we do. We just kind of float over, and then we lower down, and is inside the ship. You grab it.

Griffin: Oh! You're talking about landing on top of this hill, and like, putting... interesting. Yeah, I mean, you do have these permeable barriers, so that is an option.

Clint: And it is attached to something, correct?

Griffin: Yeah, it's attached to the top of this hill.

Amber: Listen, I love the idea. But... this is the first time... not only that you've piloted a water vehicle, but actually been in the water.

Devo: Yes.

Amber: Do you feel pretty confident you can pull this off?

Devo: I have been driving now for several hours. Um...

Amber: No shame lettin' somebody else try.

Devo: I mean, do you want to try? Is this something—

Amber: Absolutely not. I don't need that kind of pressure in my life.

Devo: Okay, well, I—

Amber: I'm just sayin'.

Devo: This is the way I see it. I am not worried, because if I damage this, as you say, *yumnut*, then we are no worse off than we were before we found the yumnut.

Amber: Y'know what? Can I say something, guppy? That's pretty fuckin' zen. I'm into it.

Devo: Yes. I am not worried about this. We get the ship, then we get to explore. We do not need the yumnut. We do not need whatever money the yumnut would bring us. We just need the ship, and we get that with the art.

Amber: Alright, you're starting to lose me with the accent a little bit.

Devo: Okay, yes, no, I get that.

Amber: Why don't you go get that nut?

Devo: Yeah, let's get the nut.

Griffin: Alright! Um, you all—

Clint: And I think Zoox could dive down, and...

Griffin: It doesn't sound like you will necessarily need to, depending on how this piloting goes.

Justin: Do you understand—

Clint: No, I understand. I understand.

Griffin: Okay.

Clint: But I mean, couldn't you use like, maybe a spotter?

Justin: That's not a bad idea. Get another set of eyes out there.

Griffin: Yeah, sure.

Clint: And then it's gonna have to be detached, so...

Griffin: Yeah. Okay. You wanna start working on that?

Clint: Yeah. Yeah, let me, uh... well, do we have any kind of tools or weapons? I don't think he necessarily has any kind of bladed...

Justin: Yeah, some sort of pokin' stick. [laughs] Or something.

Clint: A pokin' stick. A sword, a big ol' knife...

Griffin: I think a knife is a reasonable... like, ships come equipped with the tools that you need to maintain them, just inherently. So y'know, there's probably a, uh, y'know, a sharp...

Travis: We have a repair kit, so there's a saw in there or something.

Justin: So, let's make this the first rule of Ethersea. Everybody got a knife.

Griffin: Everybody has at least one—

Justin: Everybody has a knife. Okay?

Travis: Right.

Clint: Okay.

Griffin: [laughing]

Justin: At any point, you can be like, "Oh, I have a knife." Because we're assuming that we're all chilling on places that have, basically, unlimited knives. So what I want the first rule of Ethersea is, ezerybody has a knife.

Travis: Ezerybody.

Justin: Ezerybody has a one knife!

Clint: First rule of Ethersea.

Griffin: Everybody has a knife. If you—I will offer you this, Zoox. The repair kit in the cargo bay, you know, will have a like, hacksaw. Like a handsaw that will be, uh...

Travis: Is that rule two?

Justin: Presumably, not “Hacksaw” Jim Duggan.

Griffin: Not “Hacksaw” Jim Duggan.

Justin: That would be extremely helpful.

Griffin: It will be more helpful in harvesting this thing in a, y'know, smooth and efficient manner. But it will cost you that repair kit, which essentially just makes it... y'know, automatic to repair one broken thing.

Travis: Can I just say, Griffin? Thank you for bringing this up, 'cause I hate, every time I use a saw and finish the job, the saw falls apart.

Griffin: Well, it's gonna be covered in yumnut sap. Which is extremely corrosive.

Travis: Oh yeah, of course.

Griffin: You don't have to take that off if you don't want to.

Clint: I don't wanna—I think I'll just use a knife.

Griffin: Okay, cool.

Clint: I think Zoox will just use a big ol' knife.

Travis: Just your standard issue...

Justin: Even if the knife gets stuck on it, he just dunks that right in the ocean, leaves it there, and gets another knife. Ezerybody has a knife.

Clint: There are knives everywhere.

Griffin: Uh, and—okay, so, Amber, where are you going to be during this operation?

Justin: Um, I feel like probably, um... hmm. Maybe spotting on the inside? Like, as another set of eye—because I'm not sure he would necessarily be able to monitor... y'know, it's not like there's cameras or whatever in this... this move is not... [laughs]

Griffin: Right.

Justin: ... a sanctioned activity. So I feel like having a spotter on the inside...

Griffin: I like it, yeah. This is a fun way of doing this. Uh, okay, then Guthrie's gonna stay at the helm with you, Devo. Uh, you are at—in control, but he is sort of trying to help any way that he can. So, you lower the ship down fairly close. You're 20, 30 feet up. And that's the closest I'll let you get without rolling for it. Zoox, are you tethering yourself in any way, or are you just sort of free diving down there?

Clint: Nooo. Uh-uh, no.

Griffin: No, okay. Then you hop through the permeable barrier, and...

Clint: Zoox does a big ol `phoon...

Griffin: Yep. What's it like for you underwater, Zoox? Because things are obviously different for the Breinarr. You don't need a vapor suit or anything like that. Is it more comfortable for you in the Ethersea than it is being out of it?

Clint: Oh yeah. Yeah, I think—I think it's a lot more comfortable for Zoox, because I think he actually moves better, and moves faster. I think he would actually have more speed in the water. And he certainly is, y'know, enjoys... that way, his suit, also, is not just using the—it's sort of like when you're in a car and you got the air conditioner on, and you have to flip the switch so it's air recirculating inside instead of the—

Griffin: Right, sure.

Clint: So, that's... I think he loves it in there. I think, big 'phoon, splash, down he goes.

Griffin: And you slowly sort of float down to the top of this hill. As you land, like, some of the moss that had sort of collected next to this yumnut splashes up, and... what are you doing? What are you trying to do here?

Travis: Can I ask—sorry. Could I ask, Griffin, 'cause this is our first time in an undersea venture, here.

Griffin: Right.

Travis: What kind of light are we dealing with? Are there lights on the ship? Is there any light coming through the water? Is there—

Clint: That's good.

Griffin: That's a good question. So, there are lights on the ship. The water itself is... bright. Like, the water itself has a sort of luminous-ness to it. And it's different concentrations in different places. This sort of wide, uh, arboreal plane that you're over? It's like daylight. Like, you can see fairly well here.

Travis: Any of those starfish around?

Griffin: Um, no. Those seem to be weirdly congregated only around Founders' Wake.

Travis: Okay.

Griffin: So, Zoox.

Clint: I think... I'm assuming, if I'm overstepping, please tell me.

Griffin: Sure, sure.

Clint: I assume they don't have person-to-person communication, right? We haven't really...

Griffin: No, you don't have that right now.

Clint: So I would—

Griffin: They can see you, though, through the moon pool.

Clint: Right. Okay. Um, alright. Uh, I think Zoox is gonna swim down to the base of the yumnut.

Griffin: Okay.

Clint: [giggles] That's the first time I've said it.

Justin: Yeah, it feels good, right?

Clint: Do, um...

Travis: I'm worried about how normal it's becoming. That's my only concern.

Griffin: Right.

Clint: ... a perception check to kind of look and see about how it's connected to the hill? The mountain?

Griffin: This would be an investigation check.

Clint: Okay. Investigation check. Double digits would be nice, for a change.

Griffin: That would be good to see.

Clint: 17!

Griffin: Oh, okay! It is... uh...

Travis: That's the sound of Griffin being surprised that Dad didn't fail. "Oh, okay!"

Clint: Oh, whaddya know!

Griffin: It is... with an investigation check like that, you see that there are basically just roots, uh, that are jutting—you dust away some of this moss that had grown on this hill, and as you clear the moss, you see, it's like kind of a rocky hill that the roots of this thing have grown into sort of small holes in this, on this hill. And um, it seems like it would be easier to cut through those smaller roots than it would through like, the trunk of the yumnut. So you figure that that's probably the easiest way to dislodge this whole thing.

Clint: So, Zoox heads up to the moon pool, sticks his head out of the water, and speaks to Amber. Says, uh...

Zoox: I think it's possible. I think I can start getting it loose. There's a lot of baby roots. Baby roots.

Travis: Baby Groots.

Zoox: There's not little candy bars or whatever. Um, and then, y'know, we're off to the races! I just wanted to tell you what I was doing to make sure it was okay with you.

Amber: Alright. Go for it.

Zoox: Great! See ya! [splash]

Clint: Swims back down, and... I think when he touches the yumnut, he gets this, y'know, with his telepathy, gets just like a real weird—

Griffin: With his *what*?

Clint: Y'know, he has—that's how he communicates, is with a very, very rudimentary kind of contact telepathy.

Griffin: Okay!

Clint: I mean, that's the only way I can think to—

Griffin: Yeah, I mean, we haven't really talked about how Breinarr talk. I like it.

Clint: Um, and so, I think when he gets down amongst those baby roots, and he gets the knife out to start prying, he puts his hand on the base of the yumnut, and just gets this really awful feeling. Like, sickening. Like... it's not pleasant.

Griffin: Roll a um... roll a wisdom check.

Clint: 17.

Travis: Good rolls, Dad.

Clint: Thanks.

Griffin: Okay. We'll sit on that. That 17. You are making short work of these baby roots, and you do feel this sympathetic wave of emotion that is very strong. And it is one of almost shock and surprise. Devo... you are at the helm, and Guthrie is saying...

Guthrie: Okay. I cannot stress this enough – like you're petting the smallest, sickest kitten with some sort of like, bone illness that is—you're afraid—

Devo: I understand. You are using—you are making me nervous, and nervous will not help. I need to be relaxed. Just let me do this. Why are you making a big deal out of this yumnut?

Guthrie: I just—they taste so good. [strained]

Devo: Okay.

Guthrie: I'll give you space to work.

Griffin: He takes a step back.

Devo: Thank you.

Travis: So how do I—

Justin: Do Breinarr eat?

Travis: They can.

Griffin: They can. There's a hole for that.

Travis: [laughs]

Justin: [laughs]

Clint: [laughs] There's a—wait a minute. Rule number two of Ethersea: there's a hole for that.

Griffin: There's a hole for that. Yep.

Travis: There's a hole for that. Okay. What do I need to roll and do and...

Griffin: So! When you are piloting the ship, there is a single stat that you will use, and that is the speed stat. Which is determined by the, y'know, propulsion engine of your ship. That is a sort of static modifier here. So you can see, for Dreams of Deborah, the speed is a plus six. So you just roll a d20, and we'll add six, and you'll use that stat for a few things. But for right now, it's basically seeing if you can, y'know, accomplish this maneuver of lowering the ship down.

Travis: Before I roll...

Griffin: Yes?

Travis: With the guidance coming from Amber and the moon pool, and uh, Zoon on the ground... do I have advantage? How does that benefit me?

Griffin: I will, uh... you don't have ad—uh... I'll give you a plus two. I'll give you your proficiency bonus on the roll. So it's plus eight total, whatever you roll.

Travis: Uh, that is a 16 plus six, plus two, so 24.

Griffin: Okay. You bring this thing down so easy. Uh, there's not necessarily landing gear, but like, pegs can pop out of the bottom of the ship to offer sort of different, um... different platforms for it to sit on to keep it flat, keep it horizontal.

Travis: It's like one of those toys you can push your hand into, and it makes an imprint of your hand?

Griffin: Yes, it's exactly like one of those pin face toys. And so, you bring the ship down, and Zoon, like... I think it's so smooth, in fact, that you don't even notice as the moon pool kind of falls around you. And now, the top of this hill that has the yumnut on it is inside of the ship. And Amber, you see as water is now kind of rolling off of Zoon and the yumnut.

Zoox, give me a sleight of hand roll as you sort of continue cutting through this thing.

Clint: I knew the good times would stop. That's a five.

Griffin: Okay. You are trying to sever the roots, and you're—

Clint: Well, I think he's been trying to like, pry them up with the knife.

Griffin: Yeah, sure. That's fair, yeah. You are prying through the roots, and you're about halfway through, and... Amber, you can sort of see the yumnut start to wobble a little bit. And your knife, Zoox, it slips as you are trying to pry through a particularly tricky root. And it goes into a crack in the rock below.

[rumbling sounds]

Griffin: And the ground shakes when you do that. And from the helm, Devo, you see a lot of the arbor in the ground start to shift, and you see just a cloud, a swarm of moss and grimy debris starts to float upwards. And from the ground, Devo... you see a long, *long* figure lift itself up. And then, it curves backwards. And as it does, all of the growth just sort of sloughs off of it.

And as this figure turns towards you, you realize that it is the face of an enormous, monstrous turtle. And unfortunately... this yumnut was growing right on its back.

[theme music plays]

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