

The Adventure Zone: Ethersea – Episode 3

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

[theme music plays]

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

Guthrie: This isn't my ship – it's my step-dad's ship. But I wasn't lying about the job. There really is a gallery out there.

Y'all see that out there? That's a yumnut.

Griffin: You know that a yumnut is a spice that is highly coveted.

Justin: Let's make this the first rule of Ethersea: everybody got a knife.

Griffin: Zoox, like, you are prying through the roots, and your knife... it slips, and it goes into a crack. And you see a long, *long* figure lift itself up, and 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]

Griffin: Devo, you are seated at the cockpit, and through the viewport of the Dreams of Deborah, you see the face of a massive, mutated turtle. He has a beard of tentacles hanging from his chin.

Travis: Aw.

Griffin: Hollow, sunken eyes that seem to glow from within. And sensing some sort of disturbance, he has been awoken from his slumber, craned his long... upsettingly long neck backwards to look directly at you, seated in the pilot's seat of the Dreams of Deborah. What do you do, Devo?

Travis: Uh, without taking his eyes off of the turtle, Devo reaches over to like, grab the com system, and he just goes...

Devo: Uh... Amber and Zoox, uh... how is it going with obtaining the yumnut?

Griffin: Make a sleight of hand check if you're gonna try and do this without a—

Travis: He's moving so slowly, too. This is very careful.

Griffin: Yes. It's not a hard check. Just wanna see.

Travis: Oh. It is a 15.

Griffin: Oh, perfect. Yeah, that's easy. This turtle does not move a lick. It actually blinks one eye and then the other very slowly. But it's still staring you down.

Justin: Um... how is it going? I mean, I know he had all— some of the stuff loose, but has it... has it gotten into the ship yet? The plan was to lower the whole of the ship down onto the yumnut.

Griffin: Yes. Currently, the yumnut is within the ship. It has been, uh, loosened, but Zoox has not completely finished the harvesting job at the moment.

Clint: Yeah, about halfway. Zoox is about halfway through. And so, the very upper portion of the turtle's shell, would you say the top of the turtle's shell...

Travis: We're sitting on the turtle, yeah.

Clint: ... is coming up. Are we resting on it through the moon pool?

Griffin: Yes, you are.

Justin: Yeah.

Clint: Okay.

Amber: We're makin' good progress. He's probably got halfway sawed off.

Devo: Okay. You are going to have a lot of questions about what I am about to say, but I need you to, uh, hurry, and be very careful, because there is a giant turtle, and we are sitting, uh, on his shell, and he is staring at me. And he, uh... he's big. Very, very big. Please be so careful. Um...

Amber: Is this a metaphorical thing, like we're all on the back of one big turtle, and we gotta learn to live in harmony sort of deal?

Devo: No, this is a very—

Zoox: And like, there's elephants carrying the turtle, and...

Devo: No, no, this is very literal. There is a very literal turtle, uh, underneath us, and uh... just... I'm— I am, uh... right on the brink of shitting myself. So... if we could just... finish up, and then I guess, slowly back away? Mm, yes?

Zoox: Can you read the room a little bit and tell what kind of mood he's in?

Devo: I will try.

Clint: And all the time, Zoox is still prying those roots, because he never has cut them. He's been prying them loose.

Griffin: Um, okay. Why don't you make a sleight of hand check for me? You've already succeeded at this once, so I will bear the— twenty-fucking-two!

Clint: How about 22?

Griffin: Wowzers. Yeah, this thing is... you have loosened it, right? You have exposed the roots of this thing, so clearly that you do not think it would be too difficult for you to saw through them and finally actually get it loose.

Travis: Now, Griffin, can Zoox tell from where he is... is it just growing on the turtle's back, or growing out of?

Griffin: It is not part of the turtle, or else I imagine the turtle would've raised quite a stink about this earlier.

Travis: Alright. So, this is like a barnacle kind of thing.

Griffin: This is just some greenery that has grown on the back of the turtle.

Travis: Got it, got it, got it.

Clint: And the reason— and I think, all along, I've said all along, he's been prying those roots loose... and not cutting through them. I think because earlier, when he got the feeling of discomfort and stuff from just kind of touching it, he kind of got that premonition. I'll get back to the other question.

Zoox: Um, how does the turtle— what's on the turtle's face? What's his facial expression?

Devo: Uh, let me look at his face and I will—

Amber: Oh my god, we don't have time for this.

Justin: And I dropkick the yumnut.

Griffin: Yeahhh!

Travis: Okay.

Griffin: Let's do an attack roll. And insight check—

Travis: On the yumnut.

Griffin: Okay, you've just rolled a very good insight check, Devo. And at this moment, I'm going to say, the turtle just seems confused and kind of sleepy.

Travis: Just like you would be, really. Y'know?

Griffin: Just like I would be. Amber Gris, attack—

Travis: If Griffin woke up, and there was a tiny, interspace-style ship on top of him...

Justin: Okay. Nine.

Griffin: That is not gonna— that's not gonna bust this nut.

Justin: Gotta cut it.

Griffin: Yeah, uh, unfortunately.

Justin: She runs, jumps, dropkicks it, falls flat on her ass.

Griffin: Uh, yes. You also, um... in fact, everyone in the room, make a constitution saving throw.

Travis: Does that include me?

Griffin: No, you're fine in the cockpit.

Clint: Oh, good. Eight.

Justin: [laughs] I got an eight as well!

Griffin: Eights all around!

Travis: Whoa, eights all around!

Griffin: Eights, eights, eights across the board!

Justin: That's especially strange, folks, 'cause you didn't hear it, but Dad and I both clicked the check rather than the saving throw box, and I rolled an eight before, and I got an eight this time, and we're just supposed to get eights on this one. This one's an eight.

Griffin: Yeah. God said this one's an eight.

Clint: Hey, wait a minute! Three eights, that's three of a kind, so that should give us something.

Travis: Oh! That's nothing.

Griffin: The nut... here's what you do get. The nut does come loose. And it rolls sort of out of— away from the root pod that it was attached to, and it rolls, uh, sort of undignified-like, onto the deck of the ship, into the cargo hold where you all are located, and comes to a stop sort of against the controls for the mechanical claw.

However, two things happen when that occurs. The first thing is that the nut cracks open a little bit. And a wave of raw, spicy energy hits the two of you so, so bodaciously, that you both take two points of... I guess spicy damage? Acid damage?

Travis: No, spicy damage is right.

Griffin: It is like a— like, tear gas situation. It hurts and sucks to be in this room right now.

Travis: Your membranes are on fire.

Clint: How many points?

Griffin: Two. Just two. Um, the other thing that happens is, Devo...

Travis: Yes?

Griffin: You see the light that was kind of in this monster turtle's eyes start to glow very, very bright now, and it opens its mouth, and a horrible, high-pitched screech comes out.

[screech]

Travis: Now, here's a weird question, Griffin.

Griffin: Yes?

Travis: But is it possible that that screech is being done in either Abyssal, Celestial, or Deepspeech?

Griffin: No.

Travis: Okay. 'Cause I speak all of those.

Griffin: No, this is a turtle.

Travis: Oh, so it's in Turtlespeech.

Griffin: It's Turtlespeech, yes.

Justin: It's a turtle. Animals don't talk.

Travis: Well, this is D&D.

Justin: Are you under the impression that you could like, learn iguana?

Travis: Well, now, here's the thing I would point out, Justin. One, there are fucking turtles in D&D that talk. And two, in both Avatar and Never-Ending Story, there are giant turtles that talk, my dude!

Griffin: This is not a fun sort of sebaceous turtle.

Clint: I've got something, I've got something!

Griffin: Well, the action's sort of in Devo's court right now.

Clint: Mmm, okay.

Griffin: Um, what do you—

Travis: Okay.

Clint: No, was your intent that you wanted to communicate with it?

Travis: No, I was just trying to understand if I could. Um... okay.

Devo: Um, everybody? Uh, hold onto something. We are going to run away!

Justin: Before we go— like, okay. So, are we disconnected from the turtle yet?

Griffin: You are— I mean, you're not connected to it. You are just sort of landed on top of it with these like, landing rods.

Justin: But like, I could— is water a, like... what's the water situation? Are we—

Griffin: The ship has these barriers that keeps the Ethersea water out.

Justin: Yeah, are we flush with the shell, or could I duck my head out to get a look?

Griffin: Are you flush with the shell?

Clint: Is the shell filling the moon pool?

Justin: Thank you, Dad, yes.

Griffin: Uh yes, the shell is in the moon pool a bit.

Justin: Okay, got it. Alright. That's fine.

Clint: Could I interject one little thing before we run? Just a suggestion.

Griffin: 'Kay.

Clint: When the yumnut was knocked over, was the shell exposed?

Griffin: The shell of the turtle?

Clint: Uh-huh.

Travis: Like, did it break?

Griffin: Yeah, you can— oh no, it didn't like, break the shell, no.

Clint: No, but it was exposed, right?

Griffin: Yeah, you can see the shell, for sure.

Clint: Okay, here's the thing – sea turtles use coral to clean things off, like algae and weeds and seaweed and everything else. Turtles purposefully use coral... to clean stuff off of its shell.

Griffin: Right.

Clint: And that's all Zoox did was clean something off of its shell!

Griffin: Ohh!

Clint: If it could just communicate that to the turtle, that it was doing the turtle a favor, and not trying to hurt it...

Griffin: That would, for sure, make this situation... it would deescalate it, like, in a really easy way.

Justin: Dad, why don't you put your hand on the giant turtle and just try and talk to it?

Clint: That's what I was thinking. Alright, Zoox is gonna try that. He's never talked to a turtle before, but he also has that mariner stuff, right? That knowledge of the sea?

Griffin: Yes, yes. This is bonkers. I have said, you two have just upset—this ship has just upset a monster turtle, and two-thirds of the crew is like, "Have we tried talking to the big monster turtle?" Uh, roll—

Travis: Now, to be fair, I said *listening*.

Clint: [laughs]

Griffin: Yeah, okay. Roll a nature check with advantage, because this is a sea creature. Ostensibly.

Clint: There is a 19...

Travis: Pretty good.

Clint: And... a four. I say we take the 19?

Griffin: I think the 19 will do. Here's what you get with the 19. This being that you are currently perched on the back of is not some known genus of sea life. There's not more than one of this thing, whatever it is that you're on. And you know enough about the ocean to know that there are some beings, there are some sea creatures, who have been mutated by the ether in the water to a point that makes them much more volatile, and in pretty much every case, much more dangerous than an unmutated creature. That's what you get from that.

Clint: Okay. So, he puts his hand on the shell and uses his contact telepathy. And again, it's not the strongest.

Griffin: Mm-hmm...

Clint: But he's going to... he... he's going to send images to the turtle of calm oceans.

Devo: So just to check, am I running away, or... where are we at right now? Amber?

Griffin: Uh, yeah, I mean, this all will have had to have happened within a few seconds. Why don't you... jeez, I really am struggling with how to... why don't you make just a, um... why don't you make a charisma check?

Clint: That's a 17!

Travis: Pretty good!

Griffin: That is pretty good.

Travis: For a level one? Pretty good!

Justin: Not bad.

Clint: And I think Zoox's intent is just to clear their escape. If he calms down enough, they can get away. There's no way they're gonna be able to fight this thing.

Griffin: Um, then, here's what happens, Devo. It looks away from the cockpit for a second. It feels something touch it, and like, try to communicate with it, and this being does not have the faculties to communicate, but it definitely like, knew that something just happened to it that was super weird.

So, it cranes its neck sort of sideways and back, like, trying to look at its shell.

Travis: As soon as it looks away, Devo takes that opportunity and goes.

Griffin: Alright! Uh, you got the ship character sheet open?

Travis: I do.

Griffin: Okay. Do a speed check for me, please. Just roll a d20 plus four.

Travis: Speed check.

Griffin: Oh no, I'm sorry. Dreams of Deborah is a supped-up sweet ride. Dreams of Deborah's got a plus six.

Travis: Oh no. That's a three plus six, a nine.

Griffin: Because of what just happened with Zoox trying to distract it, I will give you advantage.

Travis: Ugh, thank you. I really appreciate that, Griffin. Okay, that's better. That's a 17 plus six, 23.

Griffin: Uh, as it looks away, Zoox and Amber, you see the shell just disappear from the moon pool as you also feel the ship lurch upward. And Devo, you take the Dreams of Deborah up and over this thing's craned neck and just punch it, going as fast as you possibly can. And you hear this thing shriek again from behind you.

[high-pitched screeching]

Griffin: Uh, and it lights up again in its face, and you see this like... almost like a lightning storm coming out of its mouth, just this white sort of crackling fog come out of its mouth as you manage to give it the slip. And you see it start to pursue you, but it is a turtle, so it is not too hard to put a decent amount of distance between you and this thing. And you escape the turtle with a yumnut. The cargo hold is still very unpleasant to go within. If you spend too much more time in there, I'm gonna make you roll another yumnut check.

Justin: Is there anything we can use to like, lash it down? Would there be something in here like ropes, or chains or something, to keep it from rolling about?

Griffin: Sure. We'll say that this is just after the escape, and yeah, the yumnut is rolling all around with these, sort of, wild maneuvers that Devo is attempting. But there is definitely rigging and rope and stuff in here.

Clint: Oh, please tell me we're doing the Star Trek thing where we throw ourselves to one side, and then throw ourselves to the other side...

Griffin: I assume that's gonna happen quite a bit this season.

Clint: [laughs]

Griffin: If you want to lash it down and secure the yumnut, I—

Travis: Secure the nut!

Griffin: I'll need another constitution saving throw from ya.

Justin: Ten.

Griffin: Ten? No. Go ahead and take two more points of yumnut damage.

Justin: I'm gonna get killed by nut stink.

Clint: 11!

Griffin: Zoox, that is also a failure. Go ahead and take two points of nut stink damage, but both of you manage to stay in here long enough to secure the yumnut.

Travis: Man, I should've taken some healing spells, huh?

Justin: The nut rolled around so much that all the nut stink came out and killed you. Like, you wouldn't— I know I didn't need to do that. I just took unnecc— if I tried to like, lean in, and have like... y'know what I mean? Like, breathe a little believability into this world and give it some credence, I just took two nut stink damage. I think that's kind of messed up.

Griffin: Yeah, sure. But you have managed to get free of this encounter, and if you wanted to take a short rest and heal up, you are more than welcome to do so.

Travis: Yes, I do.

Justin: Please.

[soft music plays]

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[Maximum Fun advertisement]

[soft music plays]

Griffin: Okay, your voyage continues after having secured the yumnut. And—

Travis: Is it like cinnamon, where it's like, a little bit smells so good, and if you are in a room full of like, aerosolized cinnamon, it would be like, killing you? Is that—

Griffin: So, uh, Bath and Body Works? Yeah, it's a lot like being in a Bath and Body Works.

Travis: Okay, great.

Griffin: And you all have—

Justin: Did you know there's a place in a Bath and Body Works called the eye of the stink, and if you stand exactly in it...

Griffin: [laughs] We've talked about this before, but I don't know on which show.

Clint: [laughing]

Justin: No we haven't! I just came up with that, that's a new idea! A new concept.

Travis: The best part is—

Griffin: Oh, jeez.

Travis: If you can find the—

Justin: No, it's like, if you stand in the exact center of the Bath and Body Works, it doesn't smell like anything. It's the eye of the stink.

Griffin: Interesting.

Travis: Then, if you stand in the perfect center, like the exact center, you can read the stink lines and see the future, is what I was gonna say.

Justin: See, I did one, but you did a different one. And that's fun.

Travis: Yeah!

Justin: Y'know what I mean?

Clint: [laughing]

Griffin: The Dreams of Deborah is leaving behind stink lines behind it, wafting red stink lines of yumnut odor.

[music plays]

Griffin: So, about an hour later, Guthrie taps you on the shoulder, Devo, and lets you know that you're getting close. And sure enough, you've been sort of coasting over this desolate, blue plane, and as you look up, the debris above is a bit thinner, here. Like, there's more light shining

through in these, sort of, uninterrupted beams. And then, figures start to sort of break up the horizon, just enormous pieces of debris.

There's huge chunks of rock. You see a couple of just like, desiccated buildings. A big, stone fountain that probably was something for a town to hang its hat on someday. Well, not— well, maybe literally. This was the fountain in the center of town that you would come and put your hat on if you needed to.

Travis: Ooh, hat fountain! I've read about that!

Griffin: And there's some very waterlogged, enormous trees. And so, the landscape has become quite cluttered, because this plane that you are currently piloting this ship through has seen its fair share of debris falling down.

Travis: Sorry, is this like, a city scene? Or is this like, it's blown into the water, y'know, from the storm, and it's just like, scattered everywhere? Like, are we looking at a sunken city, or...

Griffin: No, I mean, in a sense, yes. But the storm basically has shattered the land above, and so, this is just chunks that have fallen down.

Travis: And just to say out loud, like... Devo has never— literally never seen anything like this before. Even just, you're talking about like, waterlogged trees and fountains and like— it seems like stumbling into like, Narnia or something. Y'know, where's it's just like, what is this? Y'know what I mean? I think it is mindboggling.

Griffin: So, the good ship, Dreams of Deborah, has left the monster turtle in its wake.

Justin: Is Dreams of Deborah, like... procedurally generated? Or did we come up with it?

Griffin: Uh, I mean, whoever named the ship came up with it.

Justin: Oh, yeah, sorry, yeah, bud. Sorry.

Clint: [laughs]

Travis: I was actually just thinking the same thing, Justin, of like, I wonder if Griffin knew how many times he would have to say 'Dreams of Deborah' over and over again. Yeah, well, you've had to say it out loud with your human mouth so many times...

Griffin: It feels even better, actually, than it did when I first came up with it. And by 'me,' I mean I guess Guthrie's stepdad.

Guthrie gathers all of you in the bridge, and he says...

Guthrie: Okay. We're comin' up real soon on the gallery. Uh, does everybody feel sort of equipped and ready? Because this may be the most treacherous part of the mission so— well, I say that. We did have a big turtle monster situation. Does everybody feel okay about this?

Devo: Yes, we had the turtle fight. Uh, turtle escape.

Guthrie: Yeah, that was— it's more accurate.

Zoox: What exactly are we going to look for, here? It looks like there's a lot of stuff.

Guthrie: Um, there's a gallery that contains some great masterpieces of the surface world. And uh, if we can get our hands on those, baby, we are gonna be a'floatin' in it. Money.

Devo: Oh.

Zoox: 'Cause I will be floating in it.

Guthrie: Yeah, no, we'll have— yeah. Um, yeah, we're gonna have so much money, and you guys will have it, too. And I think the important thing that we all keep in mind is that all four of us are gonna come away with this job with money. Equal amounts of it.

[long pause]

Devo: Wait, hold on. This is a weird... it is weird to say it so specifically like this.

Guthrie: It felt weird to say it. Like, it sounded like the kind of thing you would say... if you didn't mean it. [pause] Alright, let's get— battle stations!

Travis: No, hold on! I wanna make an insight check. Hold on.

Clint: [laughs]

Travis: Uh, a 14 total. Well, yeah, perception is seeing. Insight is like, reading someone.

Griffin: Yeah, reading someone. I mean, Guthrie has been nervous this entire time. And now that you all are getting close to game day, here, that nervousness seems to have hit critical mass. He is actively sweating buckets. Well, I guess... I don't know, some sort of coral goo?

Travis: Seeping?

Griffin: Yeah, he's weeping coral slime.

Zoox: Okay, so how exactly is this going to work? I mean... so, this gallery is— has— is the gallery at the bottom of the sea?

Griffin: Yeah, the gallery has— this is me, Griffin, telling you, just to reiterate. The gallery has, according to his intel, sunken to the bottom of the sea.

Clint: So, this building is on the bottom of the sea...

Griffin: Yep.

Clint: It sounds to me like... like Zoox and Guthrie are the only ones that will have access. Is that not...

Griffin: You guys haven't really discussed the plan. But he seems confident that you all will be able to achieve this.

Devo: Uh, Guthrie, as we prepare for this, I have a question... does your stepfather keep, um... does, uh, what is his name?

Guthrie: Oh, my stepfather's name? I've said it. I definitely have said it. [pause] I definitely did say it at some point.

Justin: Whenever we can't remember— whenever— this game, it feels like it— I actually can't tell the difference between this game of 'Guthrie doesn't know' and 'Griffin doesn't know.' [laughs] Griffin's like, "Did I— did I give the dad a name? Hold on."

Guthrie: His name... yeah, no, his— yeah, his name's Jeborah.

Zoox: Je— Jeborah?

Guthrie: Jeborah. [nervously] Yeah. Jeborah's his name.

Zoox: Does he have another boat called the Jreams of Jeborah?

Guthrie: His— his wife, my mom, has a boat named Jreams of Jeborah. Is that funny to you? It's my family you're talking about now.

Zoox: Uhh, I don't understand. How—

Guthrie: Battle stations! Everybody, come on! Battle stations, baby!

Justin: Can we talk about— so wait. Guthrie's a Breinarr?

Griffin: Yeah.

Justin: So Breinarrs' got stepdads? Is that where we're at?

Griffin: Is this Justin asking, or is this Amber Gris asking?

Justin: Y'know what? Flash back. Flash back.

Clint: Sounded like Justin.

Griffin: Yeah.

Amber: So I'm confused. Y'all have dads? Stepdads? Dads? Y'all have dads?

Guthrie: I mean... yeah, we can be part of a family just as much as anybody else, and um... yeah, my mom married this real dirt bag.

Amber: I'm gonna need you to go ahead and tell us the truth, alright? Before we get out and start gettin' killed for no reason. What's goin' on?

Justin: My hand is empty, and I reach up, just out of eyesight, and I pull it back down, and yes, there is a knife in it. Because there's— everybody's got a knife.

Griffin: Everybody does— yeah.

Travis: Rule number one.

Clint: Everybody's got a knife.

Justin: Everybody's got a knife. All the time.

Clint: Rule number one.

Justin: Rule number one. On this boat, everybody's got a knife.

Travis: Everybody's got a knife.

Griffin: Why don't you make an intimidation check, Amber?

Justin: Oh, negative one? That doesn't seem right. Gotta look at this character sheet before I start— that's a 20!

Griffin: That's a nat 20! Minus one, 19. [laughs] He says...

Guthrie: [strangled noise] Fine, it's not my boat! It's not my boat! It's not my stepdad's boat, it's not— it's assumedly somebody who has dreams about Deborah! It's their boat, but now we're all in it! So it's our boat! We're on a wonderful adventure on it! Who— ownership? What is that? In this society? A big storm destroyed the world! What is ownership?! It's our boat!! We're in it!!

Amber: So...

Guthrie: So?! This is you! "So? Tell me everything about your stepdad! Where was he born? Does he have any big scars or anything?" That's you guys!

Amber: Okay, so... let's start with the obvious.

Guthrie: Yeah.

Amber: This is our boat now. Right?

Guthrie: For the time bein', sure is.

Amber: Oh – I mean us three. Hm?

Guthrie: What— what do you mean— what do you mean by that?

Amber: I mean that now, you're a passenger bordering on stowaway. This is our boat now. Hm?

Griffin: Uh... he— you got him in a— with a nat 20 on that intimidation roll, you have him in the palm— he is sliming like the dickens. And he says...

Guthrie: Uh, yes m— y— yes captain? Yes, captain? Uh...

Amber: I like the way that sounds. Now, honey, I need you to go ahead and sit in the chair and tie yourself up real good, okay? Because I— my trust level with you right now is kind of in the toilet.

Guthrie: Um, can somebody do the knot in the back? 'Cause I don't—

Amber: Yeahhh. Yeah.

Guthrie: Yeah, okay.

Griffin: He sits down.

Amber: I'll get it. I'll get it real good.

Griffin: Okay. He sits down in a chair in the corner, still within sort of sight of the viewport, and he starts wrapping himself up with a rope. And he's like...

Guthrie: I'm so sorry, guys. I'm just— this is a great opportunity to get some great art, and uh—

Amber: [clicks tongue]

Guthrie: Yeah.

Amber: You go— hey. Clasper? Go ahead and quiet on down, okay?

Guthrie: M'kay.

Amber: Now, listen to this next part reeeaaal close like.

Guthrie: M'kay.

Amber: I need to know everything... *eeeverything* you know about what's in there. Because we're the only people that know where you are. And if we belly... you belly. But you're gonna go *real* slow. Imagine dryin' out, *reeeaaal* slow.

Guthrie: [quietly] Yes, captain.

Amber: You better *pray*, guppy. *Pray* that we come back. And if there's anything you can tell us that might help that happen... I would let us know right now.

Travis: Uh, just for the record, Devo is scared of Amber right now.
[laughs]

Griffin: Yeah. [laughs]

Clint: I think Zoox just goosed himself a little bit.

Griffin: Okay, everybody's gooin' a little bit today.

Travis: Amber's just comin' in... *real* hot. [laughs]

Clint: [laughs]

Griffin: Um, he says...

Guthrie: Um, okay, look, uh... I'm not— I wasn't lying about some of the great works that— from some of the masters. There's a few pieces of... [exhales] I'm so sorry. There's a few of the uh, Corisol portraits. And that's sort of the— that was the gallery, the highlight of the gallery. I never went when I was on the surface, and several people, um... but if we can get our hands on those, and I guess dry 'em up a little bit, um... then, I'm tellin' you— I'm not lying, they're very valuable. Please do not hurt me with that knife.

Amber: Alright. Keppa, keppa... you stay put, and we'll be back real soon, okay?

Guthrie: Oka— yeah, okay.

Griffin: Zoox, I'm assuming while Devo's piloting the ship and Amber is, uh, threatening to stab Guthrie, you are sort of the one sort of keeping an eye on everything else that is happening in the bridge right now. So, I want you to roll a, uh, a sensor roll for the Dreams of Deborah. That's a plus six. So just roll a d20 and add six to it for me.

Clint: Certainly.

Travis: Roll it good!

Clint: That would be a 11 plus si— oh! I rolled an 11 plus six, which would be 17.

Griffin: Then you notice just a second too late that...

Travis: Bummer.

Griffin: ... the gallery comes up over the horizon, and in front of it, you see a completely and freshly, you would assume, destroyed ship. Smaller than the Dreams of Deborah, just a sort of ho-hum looking freighter that has been shelled and exploded. And parked right next to, and anchored right next to the gallery, is another vessel. And this vessel is even nicer than the Dreams of Deborah. It looks like it's a sort of faux-wood paneled exterior with this gilded pattern.

Travis: Oh, I love that.

Griffin: It's wide like a barge. It's— it is tasteful. It's tasteful fancy.

Clint: Ohh. I hope it has fine Corinthian leather.

Griffin: What it does seem to have that's strange, that doesn't really match the aesthetic of the rest of the ship, is that there are these wide holes that have been bored out of the port side, facing you. And from those holes, you see a trio of rusty looking cannons poking out of them.

Travis: Hm.

Griffin: And you see this ship just a moment too late, and a chime rings on the ship's communications tone wheel. And it start— the chiming breaks up the sound of this interrogation.

Zoos: Um, I— you want me to get it?

Griffin: Ding!

Zoos: Hello! How are you?

Voice: Well, I'm great! This is— what a friendly way to answer the ship phone!

Zoos: Well, I believe in extending the hand of courtesy and friendship wherever I go! How are you? Are you on the boat with the big cannons?

Voice: That we are! Just wanted to get out here and let y'all know, dibs!

Zoos: Oh! I don't know dibs. Is this a friend of yours?

Voice: [laughs] That's great! No, we're doing dibs. We called dibs on this gallery. Um, and there's lots of great stuff around here, though, so y'all have fun diggin' around, and uh... boy, boy gosh, that's a nice ship you got there!

Zoos: Thank you!

Voice: But we did wanna say dibs. Wanted to say dibs. So uh, if y'all wouldn't mind turnin'— turnin' right around and uh, scootin' off the other direction, and uh... you never can trust people down here in the Ethersea!

Zoos: [laughs] Well, let me talk to my friends, okay?

Voice: Alright. Just start turnin' the ship around. Dibs.

Zoos: Well, I will— just a minute.

[krchhht]

Griffin: It shuts off.

Clint: And I hit mute.

Griffin: Yeah. [laughs]

Zoox: Team? Did you hear that exchange?

Amber: Yeah. I got it.

Devo: Yes.

Zoox: Oh.

Devo: It was on the speaker?

Amber: Well... I guess they're gonna have to come and stop us.

Devo: No, I— I would point out that, at this point, we are not, uh, pot committed. We have the big yumnut. We can use that to buy a ship, eh? You say it is worth a lot of money. We sell the yumnut, we buy a ship...

Guthrie: Just a point of order, uh— um, a spicy nut is less valuable than a great masterpiece of antiquity.

Devo: Yes, but you cannot spend money if you are dead.

Zoox: Well, now... [laughs]

Devo: We do not have cannons! Why is this discussion? They have cannons.

Guthrie: Oh, we have— the ship has cannons.

Amber: [laughs] Well...

Justin: Griff, tell me anything about ship-to-ship combat in this world.

Griffin: Um... sure. I mean, uh, you take turns. It's a lot like sword-to-sword combat, but with cannons and stuff instead. Are you asking like—

Travis: Would you roll and add speed as your attack?

Justin: Like, okay. I'm looking at this boat, like, how nasty is it?

Griffin: That's the question. Are you conning them, right? Trying to figure out—

Justin: Yes, let's say that. I'm conning them.

Griffin: Um, roll a... [clicks tongue] Let's see. Roll a perception check. Or an investigation check. Either one.

Justin: Hmm... I got a little bit better perception, so I'll go with that.

Griffin: Yeah, let's see what you got.

Justin: 18. 15 plus three.

Griffin: Oh, that's fucking great. Um, so, this ship, you can see, is a little bit beat up. It is well armed, you can see, but also, you can also see, it's only armed on the port side. So with some clever maneuvering, you can find an edge and battle there.

But moreover, like, it got bashed up in whatever sort of scuffle it got into with, you assume, this other, destroyed ship that is sort of nearby. So, you feel pretty confident that, despite appearances, this thing is not cutting quite as imposing a silhouette as you first thought.

Clint: Would it make any sense for Zoox to go kind of scout?

Travis: I think that, at this point, we're at like— they're watching us, right? And we are approaching, and they've said 'turn around.'

Griffin: Yeah, and in fact, it's been a while. Kshhht, bing! Bing! Bing!

Devo: Yes?

Zoox: It's my new friends again. Do you want me to... you wanna take it, Amber?

Amber: No, go ahead.

Devo: But I say we make a counter-proposal.

Zoox: Okay.

Amber: Go for it.

Zoox: Alright, you take it.

Griffin: Ring!

Devo: Okay. Uh, yes, hello?

Voice: Hi! Didn't— I'm so sorry. Y'all haven't started turning around yet. Just wondering if there's gonna be a problem.

Devo: Well, I would like to say...

Voice: Yep.

Devo: Uh, we have—

Zoox: [whispers] Introduce yourself! Introduce yourself!

Devo: My name is Devo le Main, and we have double dibs.

Amber: Oh, that's real good.

Devo: Mm-hmm.

Amber: Real good.

Devo: If you do not leave, we will be forced to blow you out of the water.

Voice: Oh god. Hold— hold on. Just hold on one second. They did— [distantly] They did double dibs.

Justin: [laughs]

Voice: [distantly] I know!

Justin: [laughing]

Travis: [laughing]

Voice: [distantly] I know! Oh, that's great. That's gre— are you sure that's— okay. You're sure that's a thing? Okay. [normally] Triple dibs.

Amber: Quadruple dibs.

Voice: Damn it!! How can you have possi— um...

Zoox: [quietly] Be ready with dibs infinity.

Voice: Okay. Okay. Alright, fine. Why don't we split it? Why don't we split it? And then, that way, we don't even have to worry about dibs.

Amber: That seems reasonable.

Voice: Alright. Come on over and park on alongside our portside, and we'll, um...

Devo: Mmmm...

Amber: Yeah, that's perfect. We'll park on your starboard, and uh... we'll— it'll be reeeal nice. We got some valuable cargo in here. Reeel valuable. And we wouldn't wanna get rattled. So we'll be— you don't have to worry about us gettin' clever. Keppa?

Voice: Yep, that sounds equitable.

Griffin: And... you see the... just out of the corner of your eye, you see the cannons start to move around. And Guthrie says...

Guthrie: Uh, they're aiming! They're— they're aiming at us!

[tense music plays]

Devo: Yes. Obviously, they are aiming at us.

Amber: Devo, gun it for starboard.

Travis: He does.

Griffin: Let's, uh... let's roll initiative!

Clint: Oooh!

Justin: Now, how to turn— is this a shared initiative, or what's up?

Griffin: I am going to— no, everybody's going to roll initiative initiative. Um...

Justin: 15 for me.

Travis: 18 for me.

Clint: 18.

Travis: Nice!

Griffin: Okay, so here is how ship combat works. It's time for a tutorial. At the top of—

Justin: Nice. I'm gonna do like I do with every tutorial and just kind of zone out.

Griffin: Just mash on the X button.

Travis: Oh, I'm gonna just hammer the X button.

Justin: Yeah, yeah, yeah. Skip through all this, Trav. [laughs]

Griffin: At the top of each round of ship combat, the very first thing that happens is, the pilots of the two ships roll for position. Position is, essentially, a buff that one of the two ships will have in combat. When your ship is in position, it is in an advantageous position. You will be able to use certain weapons that will only be able to fire when your ship is in the right position to fire them.

Your pilot can take on cooler maneuvers when your ship is in position that will further benefit the ship. If your ship is not in position, that's a bad thing. And the way that we rectify that is that the pilots of both ships at the top of the turn roll a speed roll. So, you're going to roll plus six, which is the Dreams of Deborah's speed roll. And I will roll for this pirate barge.

Travis: I got a ten plus six, 16. Which is, admittedly, the best I could do out of 50%. Y'know, it's a 50% good.

Griffin: Uh, that was very good. I got a ten. And so, the Dreams of Deborah is in position. Now, the pilots act next. The pilot that won the position roll gets to go first. Now, on the pilot's turn, Travis... a pilot can execute a gambit. That is a special sort of maneuver that pilots of these ships can take. And each of these gambits have different sort of benefits that they provide for the rest of the ship.

Some of them can only be used while in position. Some of them can be attempted whenever. Some of them are risky, and if you fail them, they could damage the ship's engines, or put you in a bad position for the next round. So just as a few examples, you can ready fire. That can be your gambit, and once you've readied fire, you can grant advantage to a single ship attack roll this round.

You can broadside. So, bring the sort of stronger side of your ship around, and take fire there, and gain plus two AC against attacks to your ship this round.

Travis: Got it.

Griffin: There is a list of actions here that you can see, and after you take a gambit, the enemy pilot will take a gambit, and then the roll— the turn will go on in the regular initiative order. So!

Travis: So... well, then, baby, y'know what? Right here, right out of the gate... I'm gonna ready fire.

Griffin: Okay.

Travis: We got position, and uh, I wanna blow these fools up.

Griffin: So, this is a tough gig for the pilot. But you signed up for it. I want you to describe sort of what the movement of your ship in the water looks like as you ready fire.

Travis: Okay! So, where... well, y'know what? Here's what I'm picturing. Because this is a submersible, right? We would be coming up. The gun, I'm going to say, is like, near the front of the ship, right? That we have a— you lower down from the cockpit, into the bubble, and that is where the cannon would be, right?

Griffin: Okay.

Travis: So, uh... I think what I'm picturing is, coming in and then kind of the last moment, I'm pulling up, so that it's just a clear shot...

Griffin: Just a point blank... yeah, okay.

Travis: ... yeah, direct shot at this ship.

Griffin: Okay! Um, that is your gambit. The enemy pilot of this barge is going to... uh, they are just going to regain ground. They are anchored right now. They did not do particularly well on their speed roll, so they are going to try to simply do a little bit better on their next run. So you see them just rip up anchor super-fast and try and move out of the way, but you guys are definitely still in position.

And so, we move to the top— the next in the order, which is Zoox. Now, Dad.

Clint: Yeees?

Griffin: On your turn, while aboard a ship, you can avail yourselves of the weapons aboard that ship, or the tools aboard that ship. I am not going to worry too much about like, do you have time to run down to the gun deck to get to the cannon, or whatever. Uh, I will just say, if you're

on the ship and you want to take an action with one of these tools or weapons, you have time to do that on your turn.

Now, each weapon, you use them like you would use a regular attack roll in D&D. And the roll that you use for that is the sensor roll, the plus six that you have up here. That's for all the weapons.

Now, some of the weapons, you can see, are positional. For instance, the scatter burst is a close-range weapon. So, because there is a like, designated range for it, you have to be in position in order to use it. A depth charge is positional as well.

So, those are usually a little bit more potent, but you can only use them when your ship is in the right position to use them.

Clint: Right. And we are in position, correct?

Griffin: You are in position. You also have these tools down here to use; although, I don't know that you have any of those that can be utilized in combat, necessarily.

Clint: Okay!

Griffin: You can also do whatever else you want, right? Like, you can still play D&D. You can't like, cast spells ship to ship without being able to like, really be in range and see where you're casting them and all that jazz. But y'know, these are not the only options available to you, but these are the weapons you have.

Clint: Well, let's lean into it.

Justin: If you could draw me— if I was looking from above, right? Bird's eye, what's the relation of us to bad guys to treasure ship?

Travis: We were about to like, sail over them.

Griffin: Yeah.

Travis: Right? And they're parked at whatever the entrance to this cave.

Justin: So they're close. They're—

Griffin: I will say, just to set up ship combat, like, spatial relations and stuff like that is not something that we should try to get super hung up on.

Justin: Okay. That makes sense. Yeah, we can't— that's a lot of visualization.

Griffin: It's a lot of visualization that I don't necessarily want to get into. Your ship is in a good position to do shit. That is what you need to know.

Justin: Ship shit.

Clint: We're over it. We are sailing over it.

Griffin: Right.

Clint: Ahh, see, this is the disadvantage. We know how to think in three dimensions. I want to drop a damn depth charge on them.

Griffin: Um, okay!

Justin: Whoa. That's good.

Griffin: When I named this, I didn't realize—

Travis: Language.

Griffin: —I don't think this is what you use depth charges for. They're for—

Clint: You drop depth charges.

Griffin: You drop them to measure the depth of the ocean at certain points. [laughs] But in this case, it's a—

Clint: No, no, not a depth charge.

Justin: No.

Clint: No.

Griffin: It's not?

Clint: Depth charges, you drop, and it's like dropping a bomb on something.

Justin: Yeah, it's anti-submarine weapon.

Griffin: Okay. Well, roll a—

Travis: So you got it right, and then you second guessed yourself.

Justin: You should never second guess yourself, *ever*.

Griffin: That's what I always say. Roll a d20 plus six, Zoox. And you are trying to hit—

Justin: That's the opposite of what my wife always says to me.

Travis: [laughs]

Griffin: Your wife says... roll a d20?

Travis: About second guessing yourself.

Justin: Yeah, about second guessing. [laughs]

Griffin: Oh, okay. Sorry.

Clint: Alright, so here we go! 20 plus six... that would be a mere 12.

Griffin: Uh, okay. Unfortunately, one of the two depth charges you have aboard this ship falls, and uh, explodes right next to the ship. You see an old—

Justin: Less than ideal.

Griffin: —sort of rotted out section of the gallery actually gets nuked by this, and some crumbling stone starts to blast away from the building.

Justin: Hell yeah. Lick my balls, Picasso.

Clint: But I would guess—

Griffin: [laughs]

Clint: I would bet on that, under the ship—

Justin: Wait, hold on, Dad. I want to say that again.

Clint: Oh, okay, I'm sorry.

Griffin: Yeah, let Justin say his thing.

[pause]

Justin: Lick my balls, Picasso.

Griffin: Great, great, great. Thank you, Juice. I'm glad we got that clean.

Clint: [laughs]

Justin: Yeah, thanks for getting that clean.

Clint: Um, I bet they're very disconcerted on that other ship, though. They have a depth charge go off right next to them!

Justin: Yeah, especially— man, these guys are just wasting depth charges! [laughs] They—

Travis: They must have a million of `em!

Justin: They wasted it and destroyed priceless art! These guys give no fucks!

Griffin: [laughing]

Travis: They must have so many depth charges, it doesn't even matter that they missed!

Justin: [laughing] Rotten with depth charges!

Griffin: Uh—

Clint: Apparently I don't know what 'disconcerting' means.

Travis: Oh man!

Justin: I heard one of the guys say he didn't know if it was a bomb or a testing thing! These guys— that's how wild they are!

Travis: They're wild! You can't anticipate what they're gonna do next! Maybe they'll miss with a cannon next!

Clint: Yeah, we zig when you think we're gonna zag!

Justin: Can I stop? Griffin, did you think they were bombs that you exploded, and then said, "Damn, it sounds deep."

Travis: [laughs] Took a really long time for that to go off!

Justin: It took so long for that bomb to fall down to the ground! [laughing] It sounds deep!

Griffin: Um, yeah. I thought that was it, yeah.

Travis: [laughing]

Justin: [laughing] I love it. Okay, so, um... Dad— so Dad didn't even kiss them? Dad didn't even give them a little scratch-a-rooskie?

Griffin: No, not with a 12. That just misses the ship's, the barge's AC.

Justin: Oh man.

Griffin: Next in the order is Amber.

Justin: Uhh... yeah, I'm gonna try something a little simpler. I'm gonna do... just a nice, broadside cannon.

Griffin: Okay.

Justin: Just get 'em.

Griffin: Alright, let's see what you got.

Justin: 18.

Griffin: Oh, that hits! That hits for sure. Uh, so go ahead and roll damage.

Justin: Trav, can you tell me that damage one more time?

Griffin: 2d8 plus four.

Travis: 2d8 plus four.

Justin: Whoa, yeah, nice!

Griffin: That is a good hit!

Justin: Six plus seven, that's 13, plus four, 17 bludgeoning damage.

Griffin: Yeah, they take all of that. You uh... you blast off a good portion of the wood paneling and gold trim off of the top of this pirate barge. You see one hatch implode as you really nail it here with this broadside cannon. And they finally pull up anchor and get up off the ground. They have, on their portside, a very, very small, what looks like, flack launcher that lights up as you all finally get clear of the top of it. They...

Justin: Piss.

Griffin: They miss. They miss. They go a bit wide. You see just in front of your viewport, a stream of bubbles as a little chunk of flack goes flying up in front of you. Uh, and then, you... you see what looks like a porthole open up on the back of the portside, I suppose, of the ship. And a blob of purple goo blops out of it, and go ahead and make a speed saving throw, Devo.

Travis: Is that just 20 plus six?

Griffin: Uh, yes.

Travis: It's 14 plus six, a 20.

Griffin: Oh yeah. You barrel roll right out of the way of this gooey, purple slime cloud, and manage to scrape by this round of combat without taking a single hit. So, we are—

Travis: Griffin, what is the tag 'reload' next to broadside cannon, denote?

Griffin: Uh, that means it cannot be used two turns in a row. So this turn, you cannot use the broadside cannon.

Justin: Do we have to use an action to reload it, or is it just reloading itself?

Griffin: No, you do not have to use an action. It just denotes that you can't use it two rounds in a row. You don't have to waste an action on it.

Justin: Can I— can I do a free action to try to raise them again?

Griffin: Yeah, sure.

Amber: Hey, hey, hey. Claspers. Hey.

Voice: Hold on. Yeah, what's up? We're fighting— we're having a— sorry, we're in the middle of a battle!

Amber: Yeah, it doesn't have to be like this, though. You're not gonna make it out. We don't need to blow each other all to hell. Just back away.

Voice: I think— I think we can have— I think we can turn this one around! I feel good about this next round, actually. I feel pretty good about it. We're gonna turn this thing around, just you watch!

Amber: I don't want to sink you, though.

Voice: Clear eyes, full hearts, baby! Come on!

Clint: [laughs]

Amber: Goddamn. Alright, never mind.

Justin: And then I knock the microphone out of the way.

Griffin: [laughing quietly]

Justin: What is the— y'know what I imagine the com is like? Tell me if this is like— in my head, I'm imagining like, um... y'know how like, radio, uh, boxing announcers have like, the microphone that hangs down from the ceiling?

Griffin: That hangs down from the ceiling? Yeah, I like that.

Justin: Yeah, I feel like it's like—

Clint: Let's get ready to rumblle!

Justin: Yeah, you just grab it from the ceiling and pull it down to talk, and then let it go, and it flies back up out of the way. 'Cause you wouldn't want it just like, sticking around, but I like the idea of like, a big, physical microphone that you pull down.

Griffin: Yeah. Uh, speed test. Or, position roll there, Devo. We're back at the top of the round. Ope! I bet you'll beat that! That's a big twoski.

Justin: [laughs]

Travis: We'll see.

Griffin: There's only one number smaller than a two. Ah! And you did it!

Travis: And...

Justin: You found it!

Travis: And we did it!

Justin: Oh my god!

Griffin: Guys, we found it!

Justin: Holy damn!

Travis: That's a natty one!

Justin: That's a big one. [laughing]

Clint: Wow.

Griffin: That's fantastic.

Travis: A big, fat uno!

Griffin: I cannot believe you did that. Okay. Uh...

Justin: He was right! He did feel good about it!

Clint: [laughing]

Justin: He was right to feel good!

Griffin: Good for him.

Justin: He had the fates on his side.

Griffin: Uh, okay.

Travis: It is Devo's first day driving. I just can't stress that enough.

Griffin: Yeah, I mean, it's everybody's first round of combat, as evidenced by the fact that I don't think either of you used the advantage that the ready fire bonus would've granted you. But in your defense, I also forgot about it.

Justin: So, what is that again?

Griffin: That would've granted advantage to a single ship attack roll this round. And in fact, you can see this ship do a break slide to get its starboard side facing directly in your path as they ready fire. What gambit are you taking there, Devo?

Travis: Eh, that's a good question. Um... I'm gonna do a... I'm gonna do a daring 180 degree turn.

Griffin: Okay.

Travis: To put an enemy in the crosshairs.

Griffin: So, this is 'line up.' It is not a guaranteed success. You have to roll, and if you succeed, you can use positional weapons this turn. If you fail, you forfeit your position roll next round. So, uh... you are going to roll a speed saving throw, attempting to beat a 12.

Travis: That's a 15 plus six.

Griffin: Yep, you succeed! Okay, so, uh... essentially, both of you are in position, now. What does this look like as you line up the ship?

Travis: Uh, so, y'know, Devo is comin' up over— we sail over, and then, he beefs the turn. Y'know what I mean? And so, what he does is, the 180 degrees is vertical and not horizontal.

Griffin: Oh, okay.

Travis: So he does 180 degrees, so now he's back on to— y'know, flies in a curve upward, and then flips over.

Griffin: Are you upside down?

Travis: Well, no. I'm gonna flip over, I'm just going the other way now.

Griffin: Okay. Uh, alright. So basically, you all are doing a uh... a drive by pass, essentially, at each other. The top of the order is Zoxx. Zoxx, what are you doing?

Clint: Well, let's— so we are in position again?

Griffin: You are in position, yes.

Clint: Well, let's try the scatter burst!

Griffin: Uh, okay! You man a cannon that is many small cannons sort of strapped all together. And wait until it is right in your line of sight, and uh, go ahead and roll a d20 plus six.

Clint: Do we still have the ready fire advantage?

Griffin: You do not. The other ship has that this round.

Clint: Good god! Three.

Griffin: How'd you do? What?

Clint: Three. A three.

Griffin: Oh.

Clint: Plus six, did you say?

Griffin: Uh, yes.

Travis: That ain't gonna do it.

Griffin: That is, unfortunately, not a good enough roll. You fire, but I guess your— you mistimed it just a little bit, and you see these like, tiny little balls just sort of bounce off of the hull, as you were just a little bit too far away from it. And we move onto Amber.

Justin: Um, let's go with... the... alright. Let's go with the slug launcher.

Griffin: Okay. Uh...

Justin: I'll describe what it looks like.

Griffin: Yes, please.

Justin: Suddenly, from the hull, a slithering, disgusting, slimy slug is just blast—

Clint: [laughing]

Justin: Just fuckin' blasted right out of our ship. Goes hurdling—

Griffin: [squelching noise]

Justin: Will this seed of destruction find purchase in their hull? Let's roll to find out.

Travis: And here's the wild thing. It's consensual. The slug wants to attack their ship.

Justin: This is the thing about these nasty slugs, is that they want nothing more than to be catapulted into the sides of ships. But I got a 13. No, that was 2d8. Oh no, I haven't done my roll yet. Here it comes. This roll's an 18!

Griffin: Yep, that'll hit!

Justin: Bet it will. 2d6 plus four damage. We got... eight plus four, 12 damage!

Clint: Woo!

Travis: Pretty good!

Griffin: Yeah, more of this gold trim and wood plating just comes falling off. And now you realize that this was a pretty slapdash job, putting together— and you see the sort of rust bucket now that is underneath this that is just pouring black smog into the Ethersea water. But that black smog disguises the arrival of a structure that pops out of the top of their barge. It is a long looking spiral that crackles with blue energy, and...

[crackling sounds]

Griffin: ... a bolt of electricity shoots out at your ship.

Clint: Always fun underwater.

Travis: That's gonna be dangerous in the water.

Griffin: Yeah. Uh, and that hits the Dreams of Deborah for... not a whole lot. 11 points of damage.

Justin: That's alright.

Griffin: Yeah. The Dreams of Deborah, for what it's worth, has 120 hull. So it's beefy enough. So you can subtract it from the top number here.

Travis: I did.

Griffin: Oh, okay. Uh, but another thing happens. You hear a terrible, terrible noise. You hear... *kl-kloosh!* And Guthrie like, wheels around in his chair, and taps on— well, I guess he's all tied up, isn't he?

Travis: He can use his face.

Justin: No, he can't tap on shit.

Griffin: Yeah, he uses his nose to like, tap on like, a little display next to him, and it's not lighting up, and he says...

Guthrie: Uhhh, I think we just lost the engines.

Griffin: And sure enough, your engines have been damaged. What that means is that, anything on your ship that requires engine power, uh, which are the tools aboard your ship, are no longer functioning. So, the recall pod doesn't function anymore until you repair the engine, but more importantly, the permeable barrier is also down. So that sound, you

assume, was the sound of the cargo hold being, uh, flooded with Ethersea water.

Devo: This is bad.

Griffin: It's not great.

Devo: This is my first day out here in the Ethersea, but I'm almost positive... this is bad.

Griffin: The next thing that happens is, those broadside cannons are going to fire at you next. That's a two, which doesn't matter, but they are going to go ahead and use that ready fire advantage to get... another fuckin' two. Cool beans!

Travis: Well, you said their ship was ramshackle.

Griffin: Yeah, I guess so. One of the cannons just falls out of the hole. And you hear— the coms are still on. You hear the guy go...

Voice: Ah, man!

Griffin: Uh, and we're back at the top of the order with another position roll. Roll for speed.

Travis: Um, I also just— Griffin, this is another question. What does my initiative roll... as the pilot, does it have any effect, or is it just...

Griffin: I mean, if there are times where, if somebody boards the ship and starts fuckin' shit up, you can leave the pilot's seat to...

Travis: Ah, got it. Cool, cool.

Griffin: Yeah.

Travis: Seven plus six, a 13. So I don't think I got there.

Griffin: You are not in position. They are basically going to whip around to ready another fire of the— these poor, impotent broadside cannons. You get the idea that this ship is kind of a one trick pony. That is the gambit it is taking. What are you doing?

Travis: So I'm gonna say that Devo is at the thing, right? And then there's like, just a little like, blinking button.

Griffin: Mm-hmm.

Travis: That has like, a little smiling face on it and a wrench. And so, Devo just like, pushes that button.

Griffin: Um...

Travis: And I'm going to describe— can I say what I think the repair sprite looks like?

Griffin: Sure. This is just a bonus action. So this is— this does not have to be your—

Clint: You could do another action and then the bonus action.

Griffin: Right, exactly.

Travis: Well, yeah. I'm just gonna go ahead and do the bonus action now while I'm thinking about it.

Griffin: Yeah, sure, sure, sure.

Travis: Uh, and a little, like, six-legged thing pops out, salutes, and then like, goes scuttling off.

Griffin: When you say six-legged thing, there's lots of things that have six legs. Is it just a wrench— is it just a wrench with six legs?

Travis: It's just a—

Clint: [laughs]

Travis: Yeah, y'know what? It's a little multi-tool with six legs.

Griffin: Okay. Yeah, it's a little Leatherman that pops out and salutes you, and then scuttles off.

Travis: And it just goes on its way.

Griffin: And after a few moments, you hear... bong! And the repair sprite has fixed the damaged engine. It can only be used once per, basically, mission. So you cannot use the repair sprite again, but it is fixed. Now, what's your gambit?

Travis: Uhh... well, so... I'm limited, 'cause a lot of these are like, do while in position... umm...

Griffin: There's regain ground, which is like a safe option to try and win the next position roll.

Travis: Yeah, yeah, yeah. Yeah, y'know, I'm going to, uh, do that. 'Cause we have weapons that can be used out of position.

Griffin: True.

Travis: And so, I am going to regain ground, and say like, we overshot, right? That's why we were not in position that time, and now they're behind us.

Griffin: Okay.

Travis: And so, I am going to begin, like, doing a turn. Y'know, doing a slow, measured 180 to come back around.

Griffin: A tender 180. Sure.

Travis: A tender, careful... loving 180.

Griffin: Okay, Zoox. You're up. Things haven't been going your way so far. What are you doing? You are not—

Clint: First of all, let me ask this.

Griffin: You are not in position.

Clint: The thing with the hull...

Griffin: Mm-hmm?

Clint: Is their hull not damaged?

Griffin: It is not, uh... it is not damaged, no. The structure of their hull is not damaged, but the aesthetics... the paint is peeling. You've keyed their car a lot, essentially, is what you've done so far.

Travis: We have not pierced the hull, though, right?

Griffin: Correct.

Clint: Well, my luck's gotta change.

Griffin: Sure.

Travis: Yeah.

Griffin: Eventually.

Clint: So...

Travis: Law of large numbers.

Clint: This is another turn. I could use the broadside cannon, correct?

Griffin: Correct, it has been two turns.

Clint: I wanna use the broadside cannon.

Griffin: Okay.

Travis: Okay.

Griffin: Go ahead and roll a d20 plus six.

[tense music plays]

Travis: I'm proud of you for not giving up.

Clint: Never surrender. That is a... seven!

Travis: Not proud of you anymore.

Clint: God!

Justin: Thrilling. Thrilling seven. A narratively thrilling seven.

Travis: Ahh, what an arc.

Griffin: That is another miss, Zoox. You hear Guthrie say...

Guthrie: You should— um, hey, Zoox?

Zoox: Yeah, mm-hmm?

Guthrie: Make sure it's pointing at them before you shoot it.

Zoox: Oh! Again, thank you for the constructive criticism.

Griffin: Uh, we move onto Amber as Zoox beefs it again with a big stinker.

Zoox: I am really sorry. I apologize.

Travis: I hope that's Clint. [laughs] No, I'm just kidding. Is that Zoox apologizing? You needn't apologize, Zoox.

Zoox: Yeah...

Justin: Uh, how they lookin'?

Griffin: Uh, bad. Very bad.

Justin: Bad. I grab the mic.

Amber: Y'all, please... please... I don't need this. Come on. Just leave. Y'know what? Y'know what? One painting. You take one. We don't know art from hole in the ground. We don't know art from fart. We'll pick up a painting, one of them that we grab from in there, and we'll leave it on your ship. You get a little something out of it. Sell it to patch yourselves up. Please don't make us blow you up.

Griffin: This is, uh... make a persuasion check. You're being very persuasive right now.

Justin: I mean, I am, but am I? Only the numbers will tell.

Griffin: [laughs] Yeah.

Clint: [laughs]

Justin: No. I'm not. I'm being four. I'm a four.

Travis: Oh boy.

Justin: God dang it.

Griffin: The cannons on their ship lower as they are about to do this pass at you, and you hear a voice say...

Voice: I'm really glad that you offered that again, because uh... we are—I'll be straight with you guys. We're about to explode over here. That's a great deal. Only issue is, we did already sort of ransack the place.

Amber: God— fuck!

Voice: No, but listen – there's no need for us to blow each other up to get the stuff out of the other one's ship, and we really can split it. Y'all come aboard, take what you want. We'll figure out an equitable solution to this that'll be equitable, and we'll feel equity at the end of it. But let's—we'll cease fire.

Griffin: And they lower down into the uh— lower down to the ground and drop anchor, and they are not... you are not in— or at least, they are not threatening you with their cannons any longer.

Amber: Alright, so they're gonna try to kill us and take our ship, right? We're agreed on that?

Devo: Oh yes.

Zoox: Yeah. So we should blast them, right?

Guthrie: Blast 'em, get 'em! Blast 'em now while they're on the ground! Blow 'em up!

Zoox: Although, if they've already loaded up with all the treasure...

Devo: Yes.

Amber: This is the thing I'm saying. We could kill them and blow up the treasure.

Zoox: Oh! Go over and kill them in person?

Amber: Hey, good news is, Zoox, your little depth charge didn't blow up any priceless artifacts, which is nice.

Zoox: Oh, yeah! So, three times, I succeeded then, in a way, right?

Amber: ... So, I don't know if we should... if we go down— let's run the numbers. We go down, we go in the ship, they kill us or we kill them. We could— I mean... one thing is, we could leave, and hey, free ship.

Devo: If, why not, we are already committed, why not, uh... Zoox and I go on board their ship, and you keep a big gun pointed at them?

Amber: Right, but think through it, eh? I mean, do you realize—

Devo: No, but this way, if they kill us...

Amber: Yeah.

Devo: If they kill us, you blow up their ship.

Amber: I mean, that would be a hell of a delight for me. I don't know you guys that well. [laughs] I guess... I mean, of the plans, that— I mean,

if you all are cherry with it, I... I guess that's fine. I'd prefer you didn't belly right before my eyes. I don't mind splittin'.

Devo: But this is what I'm saying. That will not happen, because, it will be, uh... so you have their threat to us, but then above that, our threat to them.

Amber: Right, but you're taking kind of a murder suicide bit a little bit.

Devo: Oh, also – I have magic.

Amber: [loudly] Oh, shit!! Hey, everybody!

Devo: No, shh— don't— no!

Amber: Hey, no, I'm gonna tell everybody! You won't believe this! This clasper's got magic!

Griffin: Uh... everybody make a perception check.

Clint: [laughing]

Justin: Uh, that's a natural 20 plus three for me.

Griffin: Fuck off.

Travis: Oh, thank god, 'cause I got a six plus two.

Clint: I got a 12.

Griffin: Amber, you're the only one that sees this. You see that Guthrie has been wiggling quite a bit, and you see some of the ropes drop from his chair. And as you look over at him with this steely-eyed nat 20, he stops and is just kind of looking at the floor.

Travis: And the ropes wiggle back on?

Justin: I re-tie them tighter.

Griffin: You see he has a knife in his hand that he was using to cut through them.

Justin: Everybody's got a knife! We didn't think through it!

Clint: Ahh, everybody's got a knife!

Travis: Our own rule played against us!

Justin: I can't believe it.

Guthrie: Y'all, I'm telling you, I've dealt with corsairs before. If you go on that ship, they're gonna kill you. Just drop that other depth charge on them! Blow them up! Do it now! I bet they're still—

Amber: But what about— what about your paintings?

Guthrie: There's probably still some more stuff in the gallery! I bet they didn't get all of it! Just blow them up, man!

Zoox: I— I have an idea. Let's send Guthrie over. And then if we have to blow it up, no loss!

Guthrie: I don't—

Amber: What do you think, Guthrie?

Guthrie: That sucks. No, y'know what? No, let's do it. I'll do it. If that's a way I can be useful to you all, and also not be tied to this chair anymore, if I can just hit up the, uh... the head... on my way out...

Devo: No!

Justin: Does he have to— does he mean the pisser, or does he mean like, the thing that's gonna let him like... uh, get himself wet? Is that their version of using the bathroom?

Griffin: It is being sprayed down with an ether shower? Yeah.

Devo: I am going to go over the Guthrie. I am going to go over, too. I do not trust Guthrie. All he has to do is go over there and say, "Hey, shoot them, and now I'm on your team." Because about ten minutes ago, you were threatening him, eh? And so, right now, uh, he has no reason to help us. And if he can go over there and say, "Hey, they are going to kill you, you have to kill them first, and then you keep all the treasure," or whatever, then we are fucked.

Guthrie: Fine. Fine. That's fine.

Griffin: So, just to make sure I understand the plan... you, uh, Devo, are going to go over to the other ship with Guthrie while Amber and Zoox kick it here?

Travis: And keep weapons trained, yeah.

Griffin: And keeps weapon trained on the enemy ship. Okay. Uh, alright. You see a ring of light appear over a hatch, uh, on their vessel, and that is the sort of like, uh, defacto docking sort of invitation. And your ship extends its own sort of accordion bridge that uh, locks into it. And uh... have you untied Guthrie and allowed him to go to the—

Justin: Yeah, he's— I feel pretty confident.

Griffin: Okay. And Devo, are you like— how are you treating Guthrie? Are you keeping—

Travis: Guthrie's going first, for damn sure.

Griffin: Okay! Then the hatch into this accordion bridge opens up on your ship, and you see it open up on the other ship, too. And beyond that doorway, you see a big, barrel-chested dude wearing a dirty sort of admiral's coat that has seen better days. And he has a bandolier with some pouches on it around that chest. And he flashes a huge grin as he sees the two of you, and he waves, and he says...

Admiral: Oh, nice to put a name to a face! Come on— welcome aboard!

Devo: And what is your name?

Admiral: Oh, I'm Emery! What's your name? Devo, you said Devo le Main. I remember that. And this...

Devo: Devo, yes.

Emery: Yeah, and this dude?

Devo: This is Guthrie.

Emery: Hey, what's up? Come on aboard! Y'all thirsty?

Devo: No, we are not going any further. I would like you to bring the paintings to us. Guthrie, you will tell me if the paintings are good, and then we will go back to our ship, and we will leave, and most likely, never see each other again.

Emery: I mean, it's a lot of— it's a lot of paintings. We got like 20 paintings in here. And they're a bunch of different sizes. Some of them are pretty heavy. It took us all day to load them all up onto the ship. You want me to just bring them all up here to the bridge?

Devo: This is correct.

Emery: Just come onnn.

Devo: Right now, my friends have the guns pointed at the ship, and I say friends, but we have only just met. And at this point, you pose as a threat and as a— uh, you are stopping us from getting what we want. So at this point, they are just as likely to shoot you out of frustration as they are out of feeling attacked. So we are going to move quickly before my friends get itchy trigger fingers.

Emery: Alright, alright, alright. I'll tell you what.

Griffin: He reaches behind his back and pulls out a katana, which is weird, and like, sets it down on the ground away from him. He kicks it away. He says...

Emery: Come on out, Beck.

Griffin: And you see this little girl wearing these thick glasses. She walks out, and she's holding two daggers. She looks really disappointed. She says...

Beck: [nasally] Ugh, really? Come on.

Griffin: He says...

Emery: Yep, throw 'em off.

Griffin: And she drops her daggers and stands back. He's like...

Emery: I'll be straight with you – I was gonna have Beck there stab y'all once you came on board, but let's just...

Devo: Yes.

Emery: I'm not kiddin'. It's in the cargo hold. Y'all go in there. We're not gonna cause any trouble. Just leave some of it for us, and you blew up our ship so much, it's gonna take a lot of our earnings to fix that up. So genuinely, we don't want any more trouble.

Travis: Now, see, this is where this comes into it, is uh... Devo is not always great at reading situations. But, as far as like, strategy and what you could learn from a book goes, he knows that. So...

Griffin: Make an insight check if you want.

Travis: Okay. That's a 17 plus four.

Griffin: This dude knows he's beat. There is a latent deception in his voice that just sort of goes along with the territory, but he sounds genuinely defeated.

Travis: Okay.

Devo: I would like you to go into the cargo hold with us so that you can show us where the things are.

Emery: Okay.

Griffin: You walk aboard his ship with Guthrie, and you hear a sound from above you as soon as you go on. And it sounds like... [strange growling sounds] And Emery says...

Emery: Oh, no no no! Nope, nope. We're good. It's not— no trap required.

Griffin: And you look up, and you see an octopus stuck to the ceiling, and he's holding two knives.

Clint: [laughs]

Griffin: And he looks very disappointed and just kind of slops down the wall and kind of shrugs his shoulders. And Emery says...

Emery: Um... which one of y'all knows more about art?

Griffin: Uh, Guthrie says...

Guthrie: I mean, I know quite a bit about art. I mean, enough to know what's valuable.

Griffin: And Emery says...

Emery: Alright. Beck? Skittles? You keep an eye on our guest here. Me and the Breinarr will go look in the cargo hold. I'll carry out whatever he figures is the most valuable stuff ya got, and then we'll go our separate ways. That sound fair?

Devo: Yes. This sounds fair to me.

Emery: Okay.

Griffin: Guthrie and Emery pass through a hatch that they close behind them, and some time passes. Now you're just sort of standing in the

bridge of this ship with this girl, Beck, and this knife-wielding octopus, who is sort of looking at you. He's kind of swaggering back and forth with his knives, like he wants you to start something. In fact, he kind of like, moves his head forward a few times like... [grunt] What are you gonna do? What are you gonna do?

Devo: This is, uh... you are Beck, yes? And this is Skittles.

Beck: Yeah, just ignore him. He's— he's actually pretty sweet. He's the chef.

Travis: Um, Devo is going to pull out his pan flute, and start playing a little song.

Griffin: [laughs] Okay. Tell me what that sounds like? Do it with your mouth, now?

Travis: Uh, a pan flute?

Griffin: Yeah, just do a sound of what it sounds like? Do the song?

Travis: [whistles a song]

Griffin: Sounds like whistling.

Travis: Well, what are you supposed to... [makes a musical 'ooh' noise] I can't make a pan flute sound.

Griffin: That's a sweet pan flute sound.

Travis: [makes a musical 'ooh' sound]

Griffin: That's beautiful, Trav.

Travis: Um... thank you. [laughs] Uhh... just does a little haunting sea melody.

Griffin: Oh, this octopus closes his eyes. And he's just gonna be groovin' to the beat.

Travis: Oh yeah, that's what I was going for. Just trying to get him—

Griffin: He shakes his head. No, I couldn't possibly. Oh, but it is good, though... oh, but it is good, though. He is starting to sway to it, and she's like...

Beck: What are you doing to him?

Devo: Uh, I am just playing music. I was not attempting to do anything.

Beck: Oh, this is a very peaceful scene. I'm feeling like I could just hit the hay right now. I don't know anything about you, dude, but you're okay in my book.

Devo: Thank you very much, Beck.

Griffin: You see the octopus go in the corner, and when he comes back, he's holding an acoustic guitar, like he wants to have a little jam session with you.

Clint: [laughs]

Devo: Oh yes, this is nice! Yes, you play, and I will play, and this will be very pleasant.

Griffin: And he lifts up a tentacle to strum a chord, and just as he does, you hear an explosion coming from deeper in the ship.

Devo: Well, now, this is no good.

Griffin: And Beck draws her knives again. She has a second pair of knives that she had concealed from you. She says...

Beck: What are you doing? What is this? What are you getting at?

Devo: I did not make it explode! How could I have made this explode?

Beck: Well we didn't make— we certainly didn't make it explode!

Griffin: And... the hatch that you walked through opens up, and you see Guthrie standing there. And some of his coral, like, sticking out of his head is actively on fire right now. And the scene behind him is one of just absolute devastation. And he says...

Guthrie: Um... I think we might have a problem.

Griffin: And he collapses to the ground. As he does that, Zoox and Amber... you all, aboard the bridge, see the tail-end of this ship just vanish in a *huge* explosion. It is gone. And in fact, it rocks your ship. The accordion bridge manages to stay tethered to their vessel, but the back half of this barge is absolutely... it has been completely wiped from the face of the earth. What do you all do?

Clint: Zoox heads for the moon pool.

Griffin: Zoox, you go running into the cargo hold, and the moon pool is open. With the engines fixed, these permeable barriers are on. Uh, there is a— there is a just sort of red, just stream of kind of viscous fluid coming out of the yumnut, since the barrier went down, and this room was filled with water. And it is flowing out of the moon pool. And as you hop into the water, you see, it's just sort of leaving a trail of like, red material.

Travis: Yumblood. You can say it. Yumblood.

Griffin: It's yumblood that is, uh, floating around the ship as you hop out of it.

Clint: So there's no manual way to close the moon pool?

Griffin: I mean there is, yeah, but not if you're going out of it.

Clint: Okay. Well, can't be helped. He dives into the water and starts swimming as fast as he can towards the pirate ship.

Griffin: Okay. Make an investigation check for me.

Clint: Oh good, another one digit— oh!

Griffin: That is a nat fucking 20!

Justin: Unbelievable.

Griffin: That is a good, good roll.

Clint: Feast or famine!

Griffin: Jesus Christ.

Justin: Yeah right, no kidding.

Griffin: Man alive. Okay. Okay. With a nat 20...

Clint: I insighted the shit out of that, didn't I?

Griffin: Yeah, well, you investigated the shit out of it. What you get with that, uh...

Travis: It's 'cause he's in the water now, baby. That's his home, y'know what I mean?

Griffin: Yeah. The cargo hold of this ship has exploded in a way that seems intentional. It doesn't seem like— in fact, you recognize that it is the cargo hold of this thing that exploded, not the engine room, which is where you would assume like, a 'whoopsie' explosion would take place aboard a ship.

Travis: Yeah, yeah, yeah.

Griffin: Scattered all over the ground are scraps of paper that have been burned beyond recognition. They have been completely immolated in this explosion. But with a nat 20, you grab a painting that is just— that just falls right at your feet. And half of it has been destroyed. But you can see the other half of it is... is effectively pristine. And you don't know much about art, Zoox. You are from—

Clint: But I know what I like.

Griffin: [laughs] But you do see a signature at the bottom corner of it that is the signature of Sable Corisol, one of the great masters of art from antiquity. And you grab this painting and look up, and see that... you see the charred remains of a large, barrel-chested man, also floating by.

Travis: Aw, man... I was just— I was just starting to like that guy!

Griffin: Amber... Amber, from aboard the bridge, you see Zoox claim this charred portion of painting. You also see, in the distance, this red fluid leaking out of the cargo bay of your ship.

And in the distance... you see one of those huge boulders that had fallen from the halocline above explode. And then you see a tower that had fallen through the halocline topple over. And then you see some of those trees just get knocked up in the air like they were matchsticks.

And following this trail of red yumnut odor... you see the giant monster turtle, who is swimming toward both of your ships... with terrifying speed and intent.

[theme music plays]

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