

The Adventure Zone: Ethersea – Episode 4

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

[theme music plays]

Griffin: You escape the turtle with a yumnut.

Guthrie: Fine, it's not my boat! But now we're all in it! So it's our boat!

Amber: This is our boat, now.

Emery: We called dibs on this gallery.

Devo: And we have double dibs.

Zoox: Let's send Guthrie over!

Devo: I am going to go over, too.

Emery: Welcome aboard! I'm Emery. 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 you got, and then we'll go our separate ways.

Griffin: Zoox and Amber, you all aboard the bridge see the tail end of this ship just vanish in a huge explosion. 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]

Griffin: You had just succeeded in your first dog fight with another ship. I don't know why they call it that.

Travis: I don't like it.

Griffin: I don't either.

Justin: Underwater? I don't think they call it a dog fight if it's two boats fighting.

Clint: A dog fish fight.

Griffin: A seal fight.

Travis: We could say fish fight.

Griffin: You had a fish fight in the water with the corsair barge, and you soundly defeated them. You were let aboard by Emery, the captain, and his first mate, Beck. And their second mate and octopus, who I named Skittles.

Travis: Can I tell you the sad thing, and maybe this reveals a lot about me?

Griffin: What?

Travis: I could remember that the octopus's name was Skittles no problem. Could not remember the humans' names to save my life.

Griffin: The crewmates' names? Yeah.

Travis: Yeah.

Griffin: Yeah, and Skittles was the name I thought of spur of the moment, so I need to stop coming up with these names ahead of time. There was an explosion in the back of the ship that Devo, you and Guthrie went aboard to sort of trade with them. Guthrie went in the back with captain Emery, and there was an explosion, and Guthrie came out a bit singed. And captain Emery is dead, as discovered by Zoox, who hopped in the water. As is going to be his custom, it seems.

Clint: I got nothing else to bring to the table right now.

Griffin: Except that you can't be killed.

Clint: I get some cool stuff after I level up. Look out.

Griffin: And we'll get there. You did recover a scrap of a great work of art, by the artist, Sable Corisol from the devastation.

Travis: How much are we talking? Like, if this was the Mona Lisa, what point of her face would it be ripped in half?

Griffin: Um... hm. It's more like Starry Night. That's about the level of like, masterpiece you have just found, destroyed, at the bottom of the ocean.

Travis: You heard it here first, folks. Griffin thinks that Starry Night and Mona Lisa are not on the same level. Now, stay on the line to see if he thinks Starry Night is better, or Mona Lisa is better.

Justin: Yeah, stay tuned for our power rankings of all the paintings that we know about. We've already blazed through two, we've got another two to two and a half, comin' up of paintings that we know of.

Clint: So we're going to, uh... we're gonna say that the only part left of this would be like, the Tardis portion of Starry Night?

Justin: Right, the only— the Tardis portion! [laughs]

Griffin: Right. That's right, Dad.

Justin: Of the painting! [laughing]

Griffin: Art history major, Clint McElroy. Uh, that just leaves aboard the ship, uh, Amber Gris. And Amber, you are in the bridge, witnessing this devastation. You were sort of left here to keep guns trained on the corsair barge. But now, a larger threat is looming just over the horizon as the monster turtle, or monsturtle, or hurtle... hurtle as I like to call it... has—

Clint: Hurtle the Monsturtle.

Griffin: Hurtle the Monsturtle has chased you all down, and is currently charging toward you, destroying the sunken debris as it moves in your direction. And let's start there. Amber, you have just noticed this looming threat. What do you do?

Amber: Huh. That's a helluva thing.

Justin: I want to roll... I think I want to try... let's call it nature. With a— I would like advantage on it.

Griffin: I bet you would.

Justin: Because I— I know a lot about sea creatures from my previous work, as someone who fought blink sharks psychically, and I feel like my point—

Griffin: Mm. Mm.

Travis: Ooh.

Justin: My plus zero in nature does not reflect that level of... y'know.

Griffin: To counter that, we already have somebody on the team who is very good at nature stuff, because he knows about this weird mutant

ocean that you all live in now. So I am not going to grant you advantage on that.

Travis: Now, Griffin, a counter-argument to your counter-argument...

Griffin: Okay, this is good. I love—

Travis: Justin is specifically speaking on, I would say, raging sea creatures. And you can't tell me there's anyone...

Justin: No, it's different. There's no reason to think that I would know about the monsturtle, because Griffin did establish—

Griffin: Did establish it.

Justin: —that none of us were familiar with anything like this. So I would not have— there's no reason to think.

Travis: Why are you arguing against me?!

Clint: That's a counter-counter-point.

Justin: I represent the listener, here. I just want the best entertainment experience. I— here's what I'm gonna do instead. I'm gonna do a uh... uh... let's call it... I want to search for something on the boat. What would we call that?

Griffin: Um... investigation?

Justin: I guess, yeah. I want to try to look for... here's what I'm looking for. I wanna switch that— I want to look for a switch that does flares.

Griffin: Um... okay, flares are like an item in the game that ships can be equipped with. I don't know if you can find that, but you could find some way to... I mean, the ship has lights, and...

Justin: I don't know how anything in the ship works, so like, I would be just as likely to press the button that does flares as not. So, I would like to roll to see if I can deploy flares. Or does it not have flares? Is that what you're saying?

Griffin: It doesn't. It does have, uh, some weapons that would probably accomplish about the same thing that I assume you're going for.

Justin: Yeah, I guess so. I don't want to attack it. I do want to distract it.

Griffin: Okay.

Clint: So are we considering ourselves in ship combat right now?

Griffin: We are not.

Clint: Okay.

Griffin: We may get there, depending on what happens in the next few minutes.

Justin: Okay. So I am— that's what I am trying to do. I'm gonna take a shot with the... let's call it...

Clint: How's your perception?

Justin: Plus three, actually. Um, I want to try the depth charge.

Griffin: Okay.

Justin: But— no, no, no. Slug launcher. Slug launcher. That's what I want. With uh, not aiming at it, just trying to distract it.

Griffin: Okay. One thing I'll give you... let's just say that that little thought process happened in character. You went to the depth charge first, and you saw, actually, on a display, that there were no more depth charges. Which is curious, because there were two of them when you set out, and you've only used one.

Justin: Weird. Okay.

Griffin: And you move onto the slug launcher. I guess just make a... I mean, I guess just an attack roll, uh... are you just trying to aim this to the side of the charging turtle?

Justin: Yeah, I mean, it's an attack on... attack the darkness! I'm attacking, y'know, the air near the turtle, but not the turtle.

Griffin: Alright. Go ahead and let's see it. Roll a d20 plus six.

Justin: Uh, 15.

Griffin: Yeah, I mean, that's—

Justin: To miss a turtle?

Griffin: 15 is sufficient to miss a giant turtle. [laughs]

Clint: [laughs]

Griffin: A 15, uh... 15 gets it done. Uh, okay. This turtle was charging at you, and you saw it starting to rear its head back, and this white sort of like, thunderstorm that was forming in its mouth that you saw before when you first escaped it was starting to boil up. But as this slug launcher fires off to the side of it, and strikes a big, fallen rock formation in the distance, it sort of distracts the turtle just in time that it turns its head, and this storm diffuses.

So, it doesn't hit you with that. However, it does slam into the front of the Dreams of Deborah, just with its hard shell. And... that is a sound hit on the Dreams of Deborah, which is going to take... 29 points of hull damage.

Travis: Oh boy! Okay. So we're down to 80. We're, uh, at two thirds, if anyone was curious.

Griffin: And we will pick up over with Devo le Main [pronounced 'mah']. Devo le Main, you are aboard the uh—

Travis: Devo le Main [pronounced 'mane'].

Griffin: Devo le Main, you are aboard the corsair Barge with Beck and Skittles, and a partially unconscious Guthrie. Uh, as the turtle slams into the Dreams of Deborah, the accordion tunnel that is connecting your two ships starts to make a pretty gross groaning noise. And you start to hear some water dripping into it.

Travis: How far separated are we?

Griffin: Uh, are your two ships?

Travis: Yeah.

Griffin: I would say just sort of accounting for like, the width of this barge, I would say maybe like... it's 20 feet or so?

Travis: Okay, great. But like, something that you could make in a sprint, right?

Griffin: Yes, you could make it in a sprint. It's maybe difficult terrain now that it's a bit wrenched up, but um... yes, that is the situation.

You've also got Guthrie laying on the ground now, and he's got like, a part of his like, coral is like, actively a little bit on fire right now. And Beck is, uh, kind of panicking.

Devo: I have no idea what is happening, but Beck, Skittles? Get to – and I can't believe it is called this – but, the Dreams of Deborah. It is our ship. Get to our ship, now. And uh, Skittles? You seem like a robust young octopus man. If you could help me drag Guthrie into the Dreams of Deborah, I think that, um... things are going very bad, and we need to move.

Griffin: Uh, Skittles nods dutifully, and wraps two tentacles around Guthrie's arms and just like, with all— the remaining six tentacles, just like, *races* through the accordion tunnel aboard the Dreams of Deborah. Beck is not moving. Beck seems to be having... in just a full panic spiral right now. She is looking like, outside. She just saw this huge turtle. She says...

Beck: What— what— what— what was that thing? Did you all attack our ship after we told you that we surrendered? Why would you blow us up like that?

Devo: Beck, look at me.

Beck: Where's Emery?!

Devo: Something happened. We do not know what yet. But there was damage in the back, right? There is no damage to our ship. If you come to our ship, I *promise* you on everything I know, we will not hurt you, and we will do everything to protect you.

Griffin: She looks to the side. She's still kind of jittery, and she ducks down and grabs the sword that Emery had dropped earlier when you all sort of disarmed him. And she says...

Beck: I'm— I'm not going anywhere until you tell me what you just did to my ship!

Devo: We did not do anything to your ship. I promise you this. Look in my eyes. You need to trust me now, or you could get hurt. And I do not want this. We have just met, and I only know like, seven people.

Clint: [laughs]

Griffin: Um, make a persuasion check for me, Devo.

Travis: Eugh. An 11.

Griffin: Hmm...

Travis: Uhh, alright, hang on.

Griffin: Okay. With an 11, she puts herself in the door to the accordion tunnel, and like, sword out, pointing at you, she says...

Beck: I don't know you from Adam. You're gonna tell me what happened to my ship and my captain before I let you get back into your ship. Do you understand me?

Devo: Absolutely I do. The truth is, I have no fucking idea what has happened to your ship. I was on board your ship when it happened, and I understand that everything points to us having done this. But I did not do it, and I know Amber and Zoox did not do it.

I'll tell you right now, the person I do not trust is Guthrie, but he is also on fire, and that makes it hard for me to believe that he did this and set himself on fire. And I do not know where Emery is. But my worry is that, if the cargo hold was blown up, that he may be dead.

Griffin: She lowers the sword, and rubs her temples, pushing her glasses up on her forehead. And just as she's about to say something, there's another loud groan of protest from the accordion bridge behind her. And then, there's a snap, and then water shoots into the bridge where the two of you are standing.

[sound of water flowing]

Zoox, you are standing on the sea floor, uh, near the destroyed cargo hold of the corsair barge, and you have just seen Hurtle the Monsturtle smash into the front of the Dreams of Deborah. And I think just sort of through the accordion bridge, you saw an octopus dragging Guthrie, unconscious, into the Dreams of Deborah. What do you do?

Clint: Do we know how much damage the Dreams of Deborah has taken?

Travis: Yeah, we're at—

Griffin: I mean, numerically, yes. It is still, y'know, operable.

Travis: It's beat up.

Clint: What about the accordion— is the accordion bridge still attached?

Griffin: Um, it's tough for you to tell from... I mean, it's tough for you to tell from where you are.

Clint: Zoox swims, or jet propels, or whatever it is he does to travel through the water, as quickly as he possibly can to secure the accordion bridge to the corsair ship. Because I assume it's loose, but still attached?

Griffin: Um, yeah, it is. So that is what you are... that's what you're deciding to do. Okay. Why don't you... okay, yeah. You don't have to roll to like, swim over there, right? You are able to get up there pretty quickly. We really need to decide on how Breinarr move in the water. But you—

Clint: I have an idea, but now's not the time to bring it up.

Justin: When you're moving through the water is not the time?

Travis: Yeah, no, no, no. No, no, let's save it until we're all napping.

Clint: [laughs]

Justin: Yeah, 'til we're not moving through the water? I don't see how it was gonna come up organically.

Clint: Okay, how's this? Coral generates oxygen.

Griffin: So you just shoot— you just toot— you thunderfart your way up into the...

Clint: I think maybe through his feet, maybe, just to make it a little bit more...

Justin: You mean he goes by feet farts?

Clint: He goes by feet farts. Feet farts propel him.

Griffin: Alright, fantastic.

Justin: Do it again. [laughs]

Travis: [laughs]

Clint: [laughs]

Justin: Try it different.

Griffin: You see bubbles, then. A sudden stream of bubbles start shooting out of— not just your feet, but out of where the tunnel is supposed to be connected to the corsair ship, which you recognize as,

y'know, decompression. It has become unsecured. And you zip up there to try and secure the passageway, I guess?

Clint: Maybe even hold it in place? I mean, I realize I'm— I mean, he's not gonna be able to stop the water.

Travis: Do you have any tape?

Clint: I don't have any tape.

Travis: Ah, damn. Flex Seal?

Griffin: Why don't you... I mean, this is just gonna be a strength check.

Clint: I think strength. He's just gonna try to hold it in place.

Griffin: Yeah. And I'll tell ya – it's gonna be a big one! Big strength check. So let's see what you got.

Clint: Okay. How about 22?

Griffin: Yeah.

Clint: How does 22 rock your world?

Justin: Shit.

Griffin: 22 rocks my world pretty good. Alright. Describe what this looks like.

Clint: Um, he footfarts his way, zooming through the water like—

Travis: Can we just say propels? It's a cool moment, and I don't want—

Griffin: Propels is better, yeah.

Clint: He propels himself through the water like Jason Momoa, and goes up and spots the place where the most bubbles look like they're escaping from it, and just kind of clamps onto whatever edge that is and tries to seal it as best he can to give— to give Devo and the rest of them a chance to cross the accordion bridge.

Griffin: Okay. Um, you... you do that, and surprisingly, this stream of bubbles stops. This bridge is mostly flooded, and you can't really see inside the corsair barge to see how bad the damage is in there.

Clint: [laughs] I have one thing to do. Please let me.

Griffin: Okay?

Clint: [sings] Like a brrriidge, under troubled waterrr!

Griffin: Okay.

Clint: Thank you, ladies and gentlemen. That's it.

Griffin: Yeah, that was uh... yeah, that was great stuff. Uh, you can't see inside the corsair barge to see how bad the damage is in there, but you believe you have secured a route of exit for anybody who is still standing on the corsair barge. However, you also look up in time to see that the turtle is, y'know, several hundred yards away from the ship, now, having sort of completed its charge, and is slowly coming around again for another attack.

[intense music plays]

Griffin: And that brings us back to Amber Gris in the bridge of the Dreams of Deborah. Amber, what do you do? You see this, by the way. You see Zoox, like, Superman style— or, end of Spider Man 2, holding the train sort of together, and you also see the turtle rounding for another attack.

Justin: Jeeze. Okay. So what is he holding together?

Griffin: He's holding the accordion bridge connecting your two ships.

Justin: Damn. Okay. I really don't want to fight the turtle... um...

Travis: Coward.

Justin: That's an interesting fuckin' vibe. Uh, whoa! I got it! I got something I could try!

Griffin: Okay.

Justin: Um, I'm going to... fire the salvage claw into the other ship, to see if I could find purchase there and create some tension that will buy Zoox a little bit of time.

Griffin: Uh, okay, cool! So you race down into the cargo hold where the salvage claw is. When you get down there, you see an odd sight. You see an octopus dragging an unconscious Guthrie into the cargo hold as well. And he looks up at you like...

Octopus: Blelp? Blemblepmb.

Amber: I will deal with this in a bit.

Griffin: Uh, and he drags him over next to a wall and kind of props him up and is sort of tending to him. Uh, and you grab the controls for the salvage claw. There's like a little display there, and uh, yeah. Why don't you... I don't even know that you need to roll for this. These ships are stationary and right next to each other.

Um, uh... maybe to sort of reel in the salvage claw in a way that you're hoping to sort of keep these two ships pulled together would take a, uh... let's say, a fairly easy strength check. So why don't you make a... why don't you make, actually, an athletics check for me?

Justin: Okay.

Griffin: 'Cause reelin' this thing in, it's like, y'know, reeling up an anchor. You're trying to do this fast, and you're trying to do it right.

Justin: 12 plus four.

Griffin: Yeah, that is sufficient. Zoox, you feel, all of a sudden, just sort of a weight come off you as the ships are now drawn together a bit more. You are definitely still responsible for holding this bridge together, but it is not— it doesn't seem like it's gonna tear your arm off anymore as you see the salvage claw shoot into the side of the corsair barge, grab hold of some of the loose metal beams that have been destroyed in this explosion, and just grabs them and pulls them inward.

However, you— now, you're not in the bridge to see this anymore, Amber. You just hear a noise like thunder directly overhead. And Zoox, um... Zoox, I mean, Zoox, obviously, you see it very well as the hurtle just bathes the Dreams of Deborah in a— what appears to be just a white thundercloud that hits the ship for 11 points of damage.

Travis: 69 left. Nice.

Griffin: Oh, nice, nice, nice! That wasn't even... oh God, fate is so good to us sometimes.

Clint: [laughs]

Griffin: Uh, and you, y'know, look away for like a minute as this bright light shoots up. And when you look back, it appears that the propulsion system, these two big turbine jets on the back of the Dreams of

Deborah... that electricity has not left them. They appear to be damaged, and the turbines for the ship are damaged.

Devo, you are like, almost concussed for a second. And in fact, when you look up, you see Beck is, uh, face up in about two feet of standing water on the bridge. But, for some reason, the accordion bridge has not been sort of destroyed. You appear to be able to manage to cross that. Maybe not at running speed, but something is holding these together that you can't quite see.

Travis: Aw yeah! Devo is gonna grab ahold of Beck, and is uh, one... first, as he's like, pulling her, he's saying, um...

Devo: Everything is going to be okay. I am going to get you there safely. We just have to be brave and not worry.

Travis: And the thing is, Devo is freaking out.

Griffin: Right.

Travis: Because he cannot swim.

Griffin: Oh, that's not great.

Travis: Yeah. Being cloistered and raised by the church, they never taught him to swim.

Griffin: Well, let me add another hiccup. As you approach this accordion tunnel, it had this, uh, like, trail of lights illuminating your path as you made your way onto this ship. It appears like the lights have lost power. So it is almost pitch black in the tunnel.

Travis: Well, that doesn't bother Devo at all. As he is pulling Beck, he touches his own coat, and whispers...

Devo: [whispers gibberish]

Travis: And his coat begins to glow with light.

Griffin: Oh, okay.

Travis: And so, his entire coat is glowing as he pulls Beck through the tunnel.

Griffin: Okay. Make an athletics check, just to see if you can make it across in sort of one turn here.

Travis: Ah, thank God. It's an 18. I have a plus zero to athletics.
[laughs] Whoo!

Griffin: Yeah, that is sufficient. You are pulling Beck across this tunnel with your illuminated coat. And in fact, with your illuminated coat, you look up as you leave the corsair barge, and you see Zoox like, fucking hulking out, holding the tunnel securely to the ship.

Travis: Oh, sick. Then Devo, also while looking there, says...

Devo: Thank you so much, my friend.

Travis: And grants Bardic Inspiration as Devo's eyes glow slightly blue, the same blue as the prestige, and he— the magic flows from his lips on his breath as he thanks Zoox, and imbues Zoox with just a little bit extra power.

Griffin: Little bit of extra juice. Okay. Uh—

Zoox: [in a deep voice] I feel great!!

Travis: Yeah, basically how that works, Dad, is uh... you can add a d6 to ability check, attack roll, or saving roll. You can do that after the roll, but before knowing the outcome.

Griffin: Um, yeah, then Devo, you dragging the unconscious form of Beck through the water, pull her all the way through the tunnel, and the hatch into the Dreams of Deborah slides open. And Amber, now, you see Devo and Beck just come sloshing into the ship as all of this standing water pours into the cargo hold of the Dreams of Deborah, and sort of spills out into the moon pool.

Um, Zoox! You have—

Travis: Oh, when that happens, there's one more thing I want to do.

Griffin: Yeah.

Travis: As soon as Devo does not need his illuminated coat anymore, he kneels down next to Beck and says...

Devo: You were very brave, and I am very proud of you.

Travis: And casts *Heroism* on her, which grants her some temporary hit points, which will hopefully make her feel better. It's only three at this point, but I'm only first level, come on.

Griffin: Sure. [laughs]

Travis: And it also is going to keep her from, uh... it's going to imbue her with bravery.

Griffin: Okay.

Travis: 'Cause I know that this is going to probably be a very scary event for her.

Griffin: Thing to wake up to. Yes, for sure.

Travis: Yeah.

Griffin: Um, okay! Zoox, you just saw, very clearly, the illuminated form of Devo cross the bridge that you were just holding together. And y'know, you had to look away for a bit while the turtle did its attack, but it is in the distance, hasn't quite rounded around for another pass yet. What do you do?

Clint: Zoox releases the accordion tunnel.

Griffin: Okay.

Clint: Lets go of it. And can I... can I let it... can we assume it would rip free?

Griffin: Oh yeah. Like, as soon as you let this thing go, because it has sort of pressurized a bit again now, it's going to be a bit violent when you let this thing go.

Clint: Okay. So the— give me a status check on the corsair ship, with regards of the level of water in it. Is it completely flooded now?

Griffin: Um, as soon as you let this bridge go, it will be, yes. It was already about half flooded. I mean, Devo had to swim through, so...

Clint: Okay. Zoox swims into the corsair ship at top speed.

Griffin: Oh, Jesus. Okay.

Clint: And tries to get to the bridge.

Griffin: I mean, the bridge is what you would go into. The bridge is immediately right there. Um, you can do it. Yeah, you can do this. It's— there's a blast of air as you let go of the bridge, but you're... we'll let that—

Clint: I would assume the water rushing in propels him even faster.

Griffin: Sure, yeah. It sucks ya— sucks ya right into it. Okay, now what?

Clint: Um, he's gonna fire the weapons system if he could figure it out, of the corsair ship, to distract the monsturtle.

Griffin: Okay! Um...

Clint: It's an old gambit from Star Trek.

Griffin: Sure, sure, sure.

Travis: Firing the enemy?

Justin: Star Trek didn't end with my dad being killed by a turtle.

Griffin: [laughs]

Clint: We call it the Commodore Decker.

Justin: I don't remember that episode.

Griffin: Uh...

Justin: Remember how disconnecting the saucer used to be a big deal in Star Trek, and they did it one time, and everybody was like, "Holy fuckin' shit, these guys done did it." And then like, every other week, they're like, "Just go ahead and slap that bitch right off. We're good. It's fine. We'll work it out."

Clint: [laughing]

Travis: Throw this pizza! Let's go!

Justin: Chuck that pizza! We don't need the legs! That's the trick! Nobody knows what we're there for! We're all in the saucer!

Clint: We're finally doing a Star Trek podcast! Yay!

Griffin: Yaaay.

Justin: It's happening, Dad. Now Max Fun has not four, but eight Star Trek podcasts.

Griffin: [bursts into laughter]

Clint: [laughs]

Justin: The wait is over.

Griffin: Uh, okay. So, uh, you find the controls for the broadside cannons. They are very obvious, because they were, let's say, aftermarket parts. And you believe that you can use them. The sensor for the corsair barge is damaged, so it is inoperable, but that just means you will not get a modifier on your attack roll. It'll just be a flat d20 roll.

Are you trying to hit Hurtle the monsturtle, or are you just trying to make some noise?

Clint: I think he'd like to hit it. But I think if he just fires it and distracts it, y'know, to attack the corsair ship instead of attack poor, suffering Deborah...

Griffin: Okay.

Travis: Oh, long suffering Deborah.

Griffin: Alright, let's see that just flat d20 roll, then. As we've established, it's not a difficult roll to not attack a turtle. Oof, well, five is a—

Clint: Well, it didn't hit it. It's a five.

Griffin: A five is pushin' it, though. Um, okay. Here's what I'm gonna do for a five. It *very* works. And Devo and Amber, you see through a porthole sort of facing that accordion bridge as it snaps when Zoox releases it, you see the cannons fire from the corsair barge, and just for a second, you see sort of Zoox through another porthole in the corsair barge, and then you see the turtle come crashing into the barge.

This half of the ship is much smaller than the Dreams of Deborah, so when it hits it, it obliterates it. And Zoox, you go tumbling, ass over elbow... I don't think that's the turn of phrase... as the remaining body of this ship goes sort of rolling down the sea floor. And Zoox, I'm gonna say you take some damage here as you just sort of are knocked all around the bridge here, which is fully flooded at this point. You take, uh... wow, seven points of bludgeoning damage.

Clint: [whistles] Okay...

Griffin: Which is significant.

Clint: Down to six!

Griffin: Alright. That leads back to Amber.

Clint: Oh, I'm sorry, no. You said how many points?

Griffin: Seven?

Clint: Okay, yeah. Down to six.

Griffin: Uh, Amber. We're back to you. Devo, Beck, Skittles, Guthrie... all safely aboard the Dreams of Deborah, which has been slightly damaged in the last sort of thundercloud attack. And the corsair barge has just been knocked away like a can of soda kicked down the road.

Travis: And our propulsion is out of order?

Griffin: Yes.

Justin: What's the um, orientation of the uh... are we still connected via chain?

Griffin: Um, yeah. The chain is still connected. That is a good question. I think that... the bridge is like, gone at this point, but the chain is still secured. I think when it got knocked away, you saw the like, winch that you had turned to keep the ships connected got like, ripped out of your hands. But it is— there's still some tension there when you try to pull it a little bit.

Travis: Um, is Beck still unconscious?

Griffin: Yes.

Travis: I gave her three hit points!

Griffin: I know. Amber.

Justin: Where is the... where is the turtle?

Griffin: The turtle is on a sort of— it's moving away from your ships. It's been sort of like, y'know, coming in for a strafing run, and then going a fair distance away before turning around and coming in for another one. So right now, it's just attacked the corsair barge, and it is heading away before making another round trip.

Travis: Devo, uh, is going to immediately, as soon as he's in, by the way... look at Amber and say...

Devo: This is Skittles. He is a good guy. This is Beck. She is very capable. I'm going to go up to uh, the bridge, and uh, I don't know, try to steer away, or fire guns, or... y'know, whatever.

Amber: Yeah. Alright. Sorry, what was it? Skittles?

Skittles: Blop blop blop!

Travis: And Devo's already running for the bridge.

Amber: Cool.

Skittles: Blop blop!

Amber: Real nice to meetcha. Skittles, how you holdin' up?

Skittles: Mm, blololomp. Meeblomp.

Travis: Wow, this is two arcs in a row where we have characters that only speak in bubbles.

Amber: Well, why don't you give me a fuckin' hand?

Justin: And she starts trying to push the yumnut back into the ocean.

Griffin: Okay! Uhh... as we've established, I think this is not difficult for you athletics-wise. But it is—

Justin: Especially when I have my friend Skittles with me.

Griffin: Skittles with you. Um, unlatching this thing, though, from where you have secured it, and pushing it into the moon pool, is going to be a constitution check for you to see if you can handle just this pure spicy flavor of the yumnut.

Justin: [laughs] Okay. Um...

Griffin: You did heal— okay. There's not a chance that you might die from pushing a nut into the ocean.

Justin: [laughs] Do you remember on TAZ that one time that Justin nuttled so hard into the ocean, he died?

Griffin: [bursts into laughter]

Clint: [laughs]

Justin: Remember when Justin nitted in the ocean, and it was so stinky and funky...

Travis: It killed him?

Justin: Remember the funky smell of nuts in the ocean?

Griffin: He breathed in his nut smell and died?

Travis: It killed him and hurt his friends.

Griffin: He rolled a new character after four episodes. It was fuckin' weird. Weird season.

Justin: [laughing] Yeah. People say that if his character hadn't huffed those fucking nuts, she'd still be alive today.

Travis: Let that be a lesson to you, kids.

Justin: That's the legend at least. But that's what they won the Peabody for, 'cause the speech... the final speech as she was claimed...

Clint: [laughing]

Griffin: The inspirational speech, yeah.

Justin: ... by yumnut fumes.

Griffin: Uh, roll a constitution saving throw, Amber.

Justin: This has all been a very fun build-up to this huge, chunky, uh...

Travis: Nut rip.

Griffin: Let's see.

Justin: This chunky ten. This un— can we establish right now?

Griffin: Yeah.

Justin: Ten is the least funny— if you're doing a comedy adventure D&D show, ten is the least funny roll.

Griffin: Yeah.

Justin: Like, that's actually the worst. I would, any day, take a three or an 18 over a fuckin' ten.

Griffin: Uh, okay. You, as you sort of rip off the bindings that you had attached this yumnut to a stable piece of the ship, that crack is, again, exposed. And it just like... just spits that bad flavor in your ear. And your face, and your nose, and your mouth. And it's like breathing hot fire.

Justin: Great.

Griffin: And you take... wow, five points of spicy damage! Damn, that's a critical hit from that nut! Five points of spicy nut damage.

Justin: Good job, nut.

Griffin: Uh, but you and Skittles – who is also like, makin' a, "Euugh!" face, manage to push the yumnut into the moon pool. And with a splash, it drops down and... it's a bit buoyant. It rolls up against the hull of the ship, and is just kind of like, now just floating away from the Dreams of Deborah.

What do you do after you push that nut in?

Justin: I collapse on the floor of the ship and just say...

Amber: Nuts.

Griffin: Great. Great stuff. God, that's good.

Uh, Devo! You are aboard the bridge now of the Dreams of Deborah. The wreckage that used to be the corsair barge that Zoox is still on is in the distance, attached by the chain. The Hurtle the monsturtle is rounding. You don't know if he has seen— you can see, actually. You saw the yumnut float away as it passed through the moon pool in the cargo hold. So you can see exactly what Amber has just done.

What do you do?

Travis: Is the turtle— excuse me, Hurtle, still coming at us?

Griffin: Yes.

Travis: Okay, so Devo goes to check the weapons.

Griffin: Sure.

Travis: Getting ready to fire something. Um, and I think because it is the most powerful, he would probably go for the depth charge as well.

Griffin: Yeah. You also see that it is not there.

Travis: Um... how close is the turtle now? Is it getting pretty close?

Griffin: We can say it's in firing range, if you were trying to hit it.

Travis: Okay, great. Then uh, he's standing there looking at the weapons, but he has not fired the weapons yet. So he kind of panics for a moment, and instead, looks at the turtle and begins to whisper.

Griffin: Oh, wow.

Devo: [whispers gibberish]

Travis: And his eyes get that little glint of blue again as he sprays in his mouth, and he is going to cast *Dissonant Whispers* on the turtle.

Griffin: Interesting.

Justin: Hm.

Travis: Um, and the turtle's gonna need to make a uh... a wisdom saving throw.

Griffin: Okay.

Clint: What does the— I know, but maybe somebody who's listening doesn't. What does *Dissonant Whispers* do?

Travis: I'll tell you in just a second.

Clint: Cool.

Griffin: Uh, no. That is an 11.

Travis: Did you fail?

Griffin: Yeah.

Travis: Oh yeah, that fails. Uh, so you're gonna take 3d6 psychic damage. But more than that, you're going to move as far as your speed allows away from us.

Griffin: Why? Because the whispers are so dissonant?

Travis: Because you're scared. Yeah. Uh, so, I mean, it's not much. It's only seven points of damage, but the moving away was the important thing.

Justin: That turtle— that turtle is like, "I think that ship's whispering at me."

Griffin: "Did that ship—"

Justin: "Oh, I do wanna— it just nutted out my nut. Which I love."

Travis: "It nutted out my nut, and it whispered some real funky shit."

Justin: "Yeah, it dropped a funky nut, and then it dropped a funky fuckin' verse right on me. It was dissonant, and I had to go."

Travis: "He talked some mad shit about my momma? Now I'm gonna go away."

Justin: "Hey, did anybody else hear that ship play The Dozens right on me?"

Griffin: It was brutal!

Clint: [laughs]

Griffin: Uh, yeah. It's the weirdest thing. This monster turtle seemed to be coming in for another pass with that lightning breath. Uh, but it just kind of like, shakes its head at the last second, and that white cloud just disappears instantly, and it like, peels off and sort of— with all four flippers, swims away from the ship a bit, and seems confused. You have more or less sort of stopped it in its tracks.

It doesn't seem like it's taken notice, though, of the liberated yumnut.

Travis: Oh, it should also be noted – after that, Devo kind of checks his uh, little spray, his atomizer, and it is empty.

Griffin: Yeah, yeah, yeah, for sure. Zoox, you are, I think, struggling to hold onto consciousness. You are on the bridge of the corsair barge, and everything's all fucked up and topsy-turvy. You can just kind of make out— the Dreams of Deborah is not where you left it, but you can see a chain extending out into the expanse of the waters, which has now become, like, very murky, very cloudy, as detritus has been sort of kicked up from the sea floor.

Travis: And there's just nut everywhere.

Griffin: Yeah, it's gross. What do you do, Zoon?

Clint: Zoon dives back into the water.

Griffin: `Kay.

Clint: Which, with the water recharging his still armor, kind of gives him a little— and it doesn't heal him or anything, but kind of helps him to focus.

Griffin: Okay.

Travis: Invigorates.

Clint: Invigorates him. And when he does dive in, he sees the yumnut, and kind of figures— originally, I thought he would say, "Oh god, the yumnut fell over, I'm gonna put it back." But I think he pushes the yumnut towards Hurtle the monsturtle.

Griffin: Oh wow. Um...

Travis: Y'know guys, I'm starting to think we should've just left that yumnut there. Y'know what I mean? You guys ever think about that?

Griffin: It's almost like you rolled a six on that random encounter.

Clint: Yeah, but look at all these experience points we're getting!

Griffin: Sure, sure.

Travis: Yeah, sliding doors, huh?

Griffin: Um, okay. Zoon, here's what I want from you, Zoon. I want an animal handling roll. Maybe the first animal handling roll since Magnus talked to some wolves back in episode like, two of Balance. Uh, for me.

Travis: And just a friendly reminder, you have Bardic Inspiration whenever you want to use it.

Clint: I know, I know. That's why I'm so excited. And plus three on animal handling! That is a nine, plus six, plus—

Griffin: Well, that's a d6.

Travis: You have to roll a d6.

Clint: What?

Travis: Yeah, the Bardic Inspiration is you roll 1d6, and add that.

Griffin: And add that to your total of nine.

Clint: Six!!

Griffin: Oh my god. That is exactly what you needed! I can't believe it. Okay.

Clint: Seriously, or are you putting me on?

Griffin: It was— in my head, it was a DC 15, and you just managed it.

Clint: Woo-hoo!

Griffin: You swim forward with the— you describe this. This turtle has just been sort of stopped in its tracks by this psychic assault, and it is... its like, belly is facing you, and it sort of cranes its neck down as it sees you swimming towards it, and gets another blast of that thundercloud ready.

[ambient music plays]

Clint: How close? When he first plunges in the water, his intent was to try to get back to Dreams of Deborah, not knowing that the engines are out. But then when he sees the yumnut, um, floating around in all of its yumnutty goodness, he course-corrects, zooms towards the yumnut, and just starts... it's very buoyant, so it doesn't really take that much strength, and just starts pushing it towards Hurtle's open, stormy mouth. Hoping that it will see.

And all the time he's doing that, his close contact telepathy, he's just saying over and over again—

Griffin: Oh, it was— it was touch telepathy.

Clint: I know, I know, but he's underwater...

Griffin: Okay, sure. Okay. I think it can pick up on your body language. Let's just say that that's what it is.

Justin: You're shaking your butt in an apologetic way.

Travis: Yeah, yeah, yeah.

Clint: Yeah!

Griffin: Uh, you—

Travis: You've rolled over to show your soft underbelly.

Griffin: Correct.

Clint: [laughs]

Griffin: You blink your eyes slowly. Uh, as you bring the yumnut over to Hurtle the turtle. And in fact, as you get close enough, it doesn't even see it. This just red trail is emanating off of the cracks in the yumnut's shell. Once that reaches the turtle, its breath extinguishes, like, instantly, and it cranes its neck down at you and seems to be like, passing judgment almost.

Travis: How good is your nut?

Griffin: And then, it leans its head down and, very gently, grabs the nut in its jaws. And then swims backward, and seems to stop again, and looks at your ship, and looks back at you, and then turns and slowly swims away.

[all breathe a sigh of relief]

Justin: Say it, Griff. Say it.

Griffin: I mean, I guess you solved... I gave you a puzzle. It was gonna be a puzzle about like a corsair battle...

Travis: Uh-huh.

Justin: Uh-huh.

Griffin: And then you guys changed it with your actions into a nut puzzle. With a turtle. And then it was also a turtle puzzle. My two puzzles collided.

Justin: We used nutteral thinking. That's the secret.

Griffin: That is— yeah, sure.

Travis: We thought outside the nut.

Justin: Yeah. We thought outside the nut. Thank you, Travis. Yes.

Griffin: And let's actually stay with you, Zoon. You manage to get the turtle to swim away. I assume you return to the Dreams of Deborah at this point?

Clint: Um... I don't know, I think he— yeah, but he's not moving— I think he's really beat up, and I think he's gonna take a little breather, laying there, just floating in the red stuff.

[ambient music plays]

[ad break]

[Maximum Fun advertisement plays]

[ambient music plays]

Griffin: So, we're a bit in the aftermath of this battle. Amber, you blacked out by the terrible onslaught of spice from the yumnut. And in fact, Skittles is now sort of watching over you and Beck in a corner of the cargo hold here.

Devo, you are up in the bridge, uh, just watching this turtle swim away, making sure that it is actually going. And uh, Zoon, as you return to the ship and come up through the moon pool, uh, you see this scene first. You see an octopus, tending to one of your friends, who is unconscious, and a girl that you've never seen before.

And as you make your way out of the water, you hear movement behind you. And you turn to see Guthrie. And he is... pretty banged up. He's pretty scorched on his uh, his head coral. He had some like, leather armor on that is also like, pretty blackened at this point. And he uh, stands up, and is sort of weakly walking over toward the recall pod at the far end of the cargo hold. What do you do?

Clint: Wow, okay. Goes over to Guthrie and uh... says...

Zoon: Uh, do you— do you need a dunk? Do you need a dunk in the moon pool?

Griffin: He says...

Guthrie: I... I need a lot of things there, Zoon. It has been... a much longer day than I thought it was gonna be.

Zoon: [laughs] Yeah. I think... I think you're on the right point there. So, does that mean no on the dunk? You don't want to dunk?

Guthrie: I'm gonna be okay. I think your friend over there is pretty banged up, though. You may want to go tend to her.

Zoox: I'm— I'm— I don't— uh, I don't know who that is. I thought you were my friend.

Guthrie: Yeah, I'm your friend. I'm okay. I'm talking about Amber. She was over there, and she did something with a nut, and just took a zonk right to the ground. So... you may want to—

Zoox: Oh! I couldn't see Amber behind the big octopus.

Guthrie: Yeah, you should go check on her instead.

Travis: Hey, Griffin?

Griffin: Yep?

Travis: Can I uh... as soon as the turtle is cleared, Devo would sprint back down there. What would I roll to see how quickly I could make it?

Griffin: I mean, hm. [pause]

Travis: Oh wait. We have communications, don't we?

Griffin: Uh, yes.

Travis: Okay, yeah. Uh, as soon as the turtle is clear, Devo grabs the coms and says...

Devo: Uh, if anybody is still conscious in the cargo hold, um... grab Guthrie and do *not* let him get away.

Griffin: Uh, Guthrie now just kind of like, sighs and puts his hand, uh, at his side. And you can see, under a flap of his still armor, he has his hand on a grip of a weapon. And he says...

Guthrie: Oh, man, I wish he didn't just do that. I really wish he hadn't just done that.

Clint: Zoox throws his net over him.

Griffin: Um, I think— let's do an ol' wild west quick draw.

Clint: Okay.

Griffin: Let's both make a dexterity check as you try to throw your net over him, and he tries to draw his crossbow.

Clint: Dexterity check, not saving throw, right?

Griffin: Not saving throw. Dexterity check, so you'll add plus three, and I will add... ooh, that better be a good one, Dad! That is an 18 total.

Clint: That's a ten total.

Justin: [sucks in breath]

Griffin: You go to throw your net over onto Guthrie, but you are just a fraction of a moment too slow as he draws a hand crossbow, and puts a bolt right in your chest, Zoon. And hits you for... eight points of piercing damage.

Clint: Zoon is dead.

Griffin: Well, he's not dead.

Travis: No, Zoon is knocked out.

Clint: Not dead. Knocked out.

Griffin: Zoon is unconscious.

Clint: Ouch!

Griffin: And he goes in the recall pod, and with the hatch still open, he says...

Guthrie: Yeah, word of advice – if you catch someone in a lie, you probably shouldn't trust anything else they ever have to say for the rest of their lives.

Griffin: And he shuts the hatch, and the recall pod shoots down through the floor of the cargo hold, and you all watch it zip away, back toward the city of Founders' Wake.

Uh, then Devo, I guess, now, if you want to race into the cargo hold...
[laughing] Uh, you can do so.

Travis: Yeah.

Griffin: And you get there, and it is a— it's a bloodbath. You see Amber and Beck starting to come to a bit as Skittles is tending to them. Amber,

actually, make a constitution save, Amber. We'll see if you can fully snap out of it.

Justin: What happened to old Amber? What happened here?

Griffin: You said she blacked out from the powerful nut.

Justin: Oh damn, you're right, you're right. The nut didn't feel that powerful in the moment, but—

Griffin: Oh, it's fine. You're— yeah, you are awake. In fact, the sound of Zoox falling to the floor and the recall pod disembarking is enough to wake you up. And in fact, you wake up about the same time that Devo barges into the scene. And you both see Zoox unconscious with a crossbow bolt sticking out of the chest of his coral armor.

Amber: Jesus...

Travis: Uhhh... okay. Um, I, Devo, is going to immediately beeline to Zoox and do a medicine check to attempt to stabilize him.

Griffin: [laughs] Okay, doctor.

Travis: Yeah. That's what you're supposed to do in D&D, I think. Not good! A four total.

Griffin: Uh, yeah, that's quite bad. You go to help him, and then you realize that you're a priest without a lick of like, human medical training, let alone coral Breinarr medical training. I think, uh, Zoox, make a death save for me. That's a flat d20 roll.

Clint: I kind of imagine Devo actually stepping on the bolt.

Griffin: Yeah.

Justin: [laughs]

Devo: Does this help? Uh...

Clint: That is a crit one.

Griffin: Oh no! What is that— I think that's two failures. Hold on. [laughing] Oh no, Zoox...

Clint: Luck, why have you forsaken me?!

Travis: Uh, you never had luck.

Griffin: Yeah. If you make a death saving throw, and you roll a one on the d20, it counts as two failures. If you roll a 20, you regain one hit point. So, Zoox, you have jumped from two out of three failures required to kill you.

Travis: Okay. Okay. Okay.

Amber: Alright.

Griffin: Amber, you're— I'm gonna say it's Amber's turn.

Amber: Yeah. Alright, you weird son of a bitch. It's time to wake up.

Justin: And I uh, jam my yumnut fingers right where his face would be.

Griffin: [laughing] Okay. Are you— okay. We haven't de— I don't think he has... smell.

Travis: There's a hole for that.

Griffin: I don't think we've established if Zoox has smell.

Justin: We only recently found out he's got the ability to do fart blasts.

Travis: Yeah, yeah, yeah, and apparently, shooting him in the chest matters.

Griffin: Y'know what? Y'know what? We gotta follow our own rules. There's a hole for that. So...

Travis: There's a hole for that.

Clint: There's a hole for that. Rule number two.

Griffin: I'm gonna give you a medicine check with advantage here, as you are essentially using smelling salts to try and stabilize him.

Travis: And Devo is like...

Devo: This has to work. You can do this, Amber.

Travis: And grants Bardic Inspiration!

Griffin: Yeah. Really stackin'— stackin' the odds in your favor, here. You need to—

Travis: I would love to—

Clint: I thought he was out of spray.

Justin: So this is a— so what is Bardic Inspiration? Remind me?

Travis: Bardic Inspiration, you can add 1d6.

Griffin: Uh, it's not a magic spell, Dad. It's a feature that you can do, I believe, three times per long rest. So this is your last of the Bardic Inspiration.

Justin: So I can add 1d6 to whatever I roll?

Travis: Correct.

Justin: `Kay.

Amber: Alright. Oh, hey. Bite side... either this works, or two-way split, right? Pound it?

Devo: Uh, no, too soon.

Amber: Pound it? Leavin' me hangin'. Alright.

Devo: We can do it down low.

Justin: Oh, wow. That's a five plus three.

Travis: Well, you have advantage.

Justin: Yeah. Oh fuck yes! 20!

Griffin: Okay!

Clint: Woo!

Griffin: Yeah, you can save that Bardic Inspiration. With a 20... uh, I mean, with a 20, you see... Zook was starting to bleach. Zook is like—

Justin: 17 plus three, by the way, for the record.

Griffin: Yeah. His like, coral had started to lose color. It hadn't gone quite stark white, but like, it was certainly starting to drain out. But as you jam that strong yumnut spice into his smellin' holes, uh, that fading seems to stop, and the bolt is loosed enough for you to remove it. And—

Travis: Well hey, Billy Ray! I'm gonna head down to the ol' smellin' hole, if you want to go!

Clint: [laughs]

Griffin: And Zoox, you have stabilized. You are at zero hit points still. You are still unconscious, until you all can find a way to heal Zoox. But you are no longer required to make death saves.

That may be the closest we've gotten.

Clint: [whistles]

Griffin: If he had messed up that medicine roll, and you had failed another death save, that would've been a series wrap on ol' Zoox.

Travis: We would've had to have bring in Toox, his brother.

Griffin: Toox, his— yeah. Um, okay! Um, you all are—

Clint: Thank you, Amber...

Griffin: You all are out of danger here. The damage that was sustained by the Dreams of Deborah, uh, was largely superficial, save for the damage to the engines. But like, we're out of combat now, so y'know, give it enough time, you all manage to fix the propulsion systems aboard the ship.

Beck comes to, also, and Skittles is just kind of keeping her company up in the crew quarters, because she is... she is still very shaken up by what happened. Also in the crew quarters is a still unconscious Zoox. Devo, what do you— the conscious people aboard this ship doing?

Travis: Um, does— so is this, what, long rest? Short rest? What are we looking at here?

Griffin: I mean, are you piloting— are you going home?

Travis: Uh... so this is the question, right? When they were fixing the thing... yeah, I think if Zoox is stabilized enough that we're not worried about him, I think Devo would help fix, and then, yeah, Devo is gonna start piloting the Dreams of Deborah back onto port. Gotta get some help for Devo, and I don't know, try to kill Guthrie? Maybe that might be more of a long-term goal.

Griffin: Sure. Um, Amber, what are you doing aboard the ship during this return trip?

Justin: Um, taking a shower. [laughs] Getting the yumnut off me, please.

Griffin: Yeah. Yeah, for sure. Um, I don't actually know the rules for like, if you can take a long rest when you're unconscious. No. It says, "A character must have one HP at the beginning of a long rest to gain any benefit from it." So yeah, you're just out. You are just unconscious, Zoox.

Clint: Wow.

Griffin: Yeah, for the whole return trip home. And it is a slower trip out, right? You had a series of beacons and maps and a bunch of intel from Guthrie to help you all get out here, and to make it back safely, you just take it a lot slower. So you're not gonna have another wild encounter on the way back, but you are certainly eating into your 48-hour deadline as you make your way back home.

Travis: And the um, the long rest gives Devo a chance to make more of the atomized prestige.

Griffin: Yeah, yeah, it just— yeah, it recharges. And uh, Amber, you can heal back to full also. Um... okay. You all are approaching the city now, I would say after about a half day's travel. You are tired... except for Amber. Amber, you sound refreshed as hell.

Justin: Yeah, I feel good. I feel real good.

Griffin: And you— let's say, you have gathered in the bridge. Beck is there with Skittles, and Beck says...

Beck: So, um... if I'm not mistaken, this isn't y'all's ship?

Devo: No, and if I am being completely honest, at this point, I have no idea whose ship it is.

Beck: Yeah, so um, we're probably gonna be gettin' in trouble, right?

Devo: I mean, we can just say that Guthrie did— this— will people believe that Guthrie did it...? Do we know Guthrie's last name?

Beck: Do we know if Guthrie's his real name?

Devo: Shit!

Beck: Y'all are new at this, aren't you?

Devo: Yes. Yes, yes, yes.

Amber: It's gonna make him real hard to track down.

Griffin: Um, as you all are debating this, a *huge...* just like, black metal ship that looks like a proper combat submarine, uh, shines a blinding bright light into your viewport here. And a voice comes on over the tone wheel. It doesn't even like, give you the option of whether or not you answer or not. It just forces its way onto your tone wheel, and you hear it say...

Voice: By the authority of the chaperones, this vessel is ordered to follow us into docking procedures with Founders' Wake. Any deviation from docking procedures will lead to your instant destruction. Do you understand?

Devo: Yes.

Amber: Yeah, keppa.

Griffin: Uh, okay. Are you following this vessel?

Travis: Absolutely.

Justin: Yeah. Fuck yeah.

Griffin: [laughs] Okay.

Clint: So I assume we—

Justin: Hey Griffin, are you stupid?

Griffin: [laughs]

Justin: Didn't you hear the part where they said they'd blow us fuckin' up?

Travis: A turtle just whooped our ass.

Justin: Yeah. We're— yeah. We're post-turtle whoopin'.

Clint: So I assume we fixed the engines.

Griffin: Uh, yeah. That was a while ago.

Clint: Okay. Well, I'm unconscious, so I wouldn't know.

Justin: Yeah, he didn't know.

Griffin: Yeah, that's fair.

Travis: Yeah man, he wasn't there. Lay off. He's had a rough day. Got shot in the chest.

Justin: That would be a great character tro— Dad should always play characters that have been briefly roused from unconsciousness.

Clint: [laughs]

Travis: "So what's happening?"

Justin: It would explain away a lot. [laughs]

Griffin: Uh, you all then float up under the mushroom-looking base of Founders' Wake, up through The Gills, and you dock... not in spot J-117, not at some remote parking spot here. You are front and center, parking right in front of the Blue Span Brokerage.

And your ship comes to the surface alongside of this black submarine, and just as soon as you breach the water, you hear footsteps above you, and then a hatch opens. And these people, wearing these very tight-fitting black armor suits, with these silver masks with what looks like one big, red, glowing eye that you recognize as chaperones of The Biggest Baby hop aboard the ship, and begin sort of sweeping the deck.

Travis: Oh, that's nice of them to clean up.

Griffin: In just a flurry of activity, you all are brought out onto the docks, and... you're not restrained or handcuffed, strangely enough. You're just all brought out. Zoon is placed on a stretcher. You see him brought out alongside you, and some of these chaperones begin tending to Zoon, attempting to revive him.

Amber and Devo, you two see a man, uh, just a big dude wearing what appears to be like, a Hawaiian shirt print jumpsuit, and he's wearing these big, bright, gold glasses, uh, walks by the two of you and gives you just the nastiest look. Just the nastiest stink face that you've ever seen.

But he is carrying what looks like a bottle of very, very old wine. And he's walking away from this big, just like, muscular dude wearing a long-tailed black suit holding a clipboard. You actually saw him as you were getting off the ship. This dude gave this man wearing the Hawaiian-print jumpsuit this bottle of wine.

And he gives you all just the stink— ooh! Ooh, the stinkiest face. And then he walks past you, and sort of places a hand aboard the hull of the Dreams of Deborah, and you hear him say like...

Big Dude: What did they do to you?!

Griffin: And he climbs aboard. And this dude, wearing the black suit, walks over to the two of you, and he says...

Travis: Job well done, fellas.

Griffin: Well done. You're part of the Men in Black now! No.

Justin: [laughs]

Clint: [laughs]

Suit: I need you and your friends to follow me. I'm here to bring you to the curator. He owes you an explanation.

[theme music plays]

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