

The Adventure Zone: Ethersea – Episode 5

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

[theme music plays]

Devo: Beck, Skittles? Get to our ship now. I do not know where Emery is. He may be dead.

Griffin: Let's do an ol' wild west quick draw. 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. And he goes in the recall pod, and you all watch it zip away.

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

Griffin: As you jam that strong yumnut spice into his smellin' holes, the bolt is loosed enough for you to remove it.

Voice: By the authority of the chaperones, this vessel is ordered to follow us into docking procedures with Founders' Wake.

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]

Travis: We've just returned from going to the museum where the stuff was. Guthrie blew up the other ship – at least, it appears that way. It killed that other captain. Beck and Skittles the octopus came back with us, but Guthrie got away in the escape pod. When we returned, we were approached by the paramilitary group, and then they brought us into the main hub of the dock, where we were met by an emissary of the Curator, who said that the Curator was waiting to speak to us.

Griffin: So, the next few minutes are a flurry of activity. A fleet of dock workers set upon the Dreams of Deborah, beginning the extensive repairs required after your dogfight and your turtle fight, all under the barking orders of the fancy man who—

Travis: I thought we agreed on fish fight.

Griffin: Fish—well, no, it was a—okay. Yeah, fine. It was a fish fight, but then there was a turtle fight. See, this is why it's confusing. You're probably not gonna fight a dog under the ocean.

Travis: This is what I'm saying! Fish fight.

Griffin: Okay. So, Beck and Skittles are apprehended by the chaperones with five sets of handcuffs total. Zoox, you are placed in a wheelchair and hooked up to a tank of fluid sort of hanging off its back. And moments later, Zoox, you are revived. You weren't dead, but you were unconscious. You are coming to as you and your party, now led by this huge dude in the black suit, are taken up the Crystal Ascension and into the Conservatory.

And this tier of the city, I don't know if any of you have really spent a whole lot of time here. It is unlike the others. It is this lush, well-tended, grassy park, basically. There are these pristine, white buildings that sit nestled between these gentle, rolling hills. There's galleries and museums and a concert hall, and sort of the biggest building here is the headquarters of the Benevolent Parish.

But the building that you all are being led to by this dude in the suit isn't quite as fancy as all that. It's just this sort of unassuming, squat tower by the salt-glass exterior wall overlooking the ravine outside. And this guy in the suit ushers you in, and you find yourself in an office with the same, y'know, wide, oceanic view. And there's a wild-haired, bushy-bearded man, seated at a wide, messy desk.

And he waves off your guide, and he walks around the desk to greet you all, and he says...

Man: Hello! Hello, come on in. Come in, come in. Can I get you something to drink? Water?

Travis: Devo turns to Amber and Zoox and says...

Devo: [hushed] Let me handle this. [in an exaggerated American accent] Hello. My name is Jack Noir. I'm a private detective. I'm sorry for the confusion. I was hired by the Cern family to investigate a Breinarr named Guthrie, who they suspect of being a murderer, and all around bad person. And so, we went undercover to work with him, and so, you see, everything we did was in the pursuit of law and order. And now, if you will excuse us, we will get out of your hair.

Griffin: Do you turn to get out of his hair?

Travis: Yes.

Clint: Of which there is a lot.

Griffin: Uh, yeah. First of all, the Curator looks at the three of you; specifically, you, Jack Noir...

Travis: [in an exaggerated American accent] Jack Noir, private detective.

Griffin: Very confused. Make a deception roll for me, there, Devo.

Travis: Uh, okay. Ah, that's a nat one. [laughs]

Griffin: Oh, that's so good!

Justin: [laughing] Indeed it was. I love it when the numbers back up reality.

Clint: [laughs]

Griffin: Okay, then y'know what? I was going to say, the Curator looks at you, and he's confused. The Curator is not confused. He gestures to the guy who led you up here, and he actually says...

Curator: Uh, Docent, can you...

Griffin: And this guy, the Docent, grabs you by the shoulders and says...

Docent: Why don't you have a seat?

Griffin: And sort of—

Devo: [in an exaggerated American accent] Okay.

Griffin: The Curator said...

Curator: Is—is that your real voice?

Devo: No, this is my real voice. I mean--[in an exaggerated American accent] Yes. This is the voice of Jack Noir. Private detective.

Curator: I should—I should start with this. None of you are in trouble.

Devo: Oh, this is—oh, okay. This is good.

Amber: Nice to hear. Kind of a surprise.

Griffin: Uh, he walks over to a tea pot and pours a couple—y'know what? He pours a round, and he just like, sets it on his desk. And he sits down, and he says...

Curator: No, I brought you up here to explain. If anything, I am the one who should apologize to you for the terrible inconvenience you all have faced. And here I am, inconveniencing you, bringing me into my office when I'm sure the three of you probably just want to, y'know, go have a fish stick and a nap.

Devo: This does sound good, yes. A fish stick would be... oh. I miss them.

Curator: Are the three of you okay? Are you hurt? Are you injured?

Devo: Uh, well, Zoox was hurt very bad. Yes.

Zoox: I'm fine. I'm okay.

Curator: I can see this. I am... I'm very sorry. I need to tell you the truth about Guthrie. Although, I am sure you have figured out some of it on your own. Guthrie is... Guthrie is a source for my collections here. As you know, I am almost single-handedly responsible for collecting the relics of the surface world. And Guthrie has proven a very prolific donor to my galleries. And for that – I say donor – he has been handsomely paid.

But the voracity of his works have come under some... scrutiny lately, let's say. And so, we have had him investigated. By a detective not unlike yourself, Mr. Noir.

Devo: Oh, is—uh, my name is Devo le Main.

Curator: Oh, right. Um...

Devo: Jack Noir was just, uh—he was a figment that I created.

Griffin: The Curator looks at you, Amber, and says...

Curator: And I'm very sorry. I did not ask your name.

Amber: Um, are we still... do I do a fun one, or...

Devo: This is up to you. If you want to do a fun one, you can. I have dropped the fun one, but... whatever you want.

Amber: My name's Kirch Figgums.

Clint: [laughs]

Justin: [snorts]

Griffin: Roll a deception check.

Justin: 19 minus one!

Curator: It's good to meet you, Kirch. Ms. Figgums?

Amber: Just Kirch is fine.

Justin: [laughing]

Curator: Okay. Kirch. Kirch, Devo, Zoox... um, I should show you something—

Amber: No, I decided Ms. Figgums.

Curator: Alright. Ms. Figgums, Zoox, Devo... let me show you something. Docent?

Griffin: And the guy in the suit walks into a side room and brings in, uh, a painting. A big painting in a sort of gold, embossed frame. And I don't know how much of a—I guess Amber or Devo, you all might be familiar with, y'know, some surface world culture. Particularly you, Amber, seeing as you lived there. But this painting is—you recognize it, like, without a history roll or anything like that, you know what this is. It is a very, very famous—uh, it is a very famous piece of art by the painter, Sable Corisol.

He says...

Curator: This is, we have learned, not the genuine article. And in fact, Guthrie was making his way out to the gallery where you all faced your misfortune, not to recover the works of art located there, but rather, to

destroy them so that his maleficence, his deception, would not be uncovered.

So... that's kind of why that happened. And... we had an inkling, and could've said something about it. Could have probably arrested him on suspicions before he set out on your ill-fated journey, but we were... we wanted to be certain. And because of that, you all have faced such hardships, and I am genuinely very sorry.

[tense music plays]

Devo: This... [sighs] So, you waited, and because of this, Zoox almost died. And more than this, a man that a new friend of mine cared very much about *did* die. And now, a child is on her own, because... you waited.

Griffin: He looks aghast when you say that. He says...

Curator: I did not... I did not know about.

Devo: Guthrie killed a man named Emery, leaving a child to fend for herself.

Griffin: He... [sighs] ... stands and whispers something in the Docent's ear, and he nods and walks off. And he says...

Curator: I will make sure that this child is... is not hassled by the chaperones, and um... I am very sorry to hear about that. I—

Devo: Please have her taken to Brother Seldom.

Curator: I will—I will do that. You have my word.

Devo: The octopus, too.

Curator: There's an octopus?

Devo: Yes. The octopus is—

Curator: I love octopus!

Devo: He is a very good guy. Make sure he goes to Brother Seldom as well.

[music fades]

Amber: Are we, um... I don't wanna be rude, but I don't necessarily care if I am. Are we... dooone here?

Devo: This is a good question.

Griffin: He says...

Curator: I want to make sure that you are compensated for your hardships. Because I cannot help but feel partly responsible for them.

Griffin: And he walks over his desk, and he opens up a drawer, and he picks up a clipboard. And he turns it, and he slides it towards you, and he says...

Curator: I am willing to compensate the three of you handsomely. 25 Lux, to be specific. But for this, I would only ask one thing, and that is for your discretion. I would ask you to sign this nondisclosure agreement that would... that says you will keep what happened to you on your adventure, if we could call it that, a secret.

The works that are in our galleries are incredibly important to the future of our society. And though Guthrie submitted certain counterfeits, not everything we have is phony-baloney. And I worry that, if this story got out, then... that would become the narrative. So, I'm willing to offer you 25 Lux for your silence.

Griffin: And he slides the clipboard towards you.

Devo: Um... we need, uh... could you please give us a second to discuss this in private?

Curator: Um, of course. Here, have the room.

Griffin: And he stands up, and he walks out of the room.

[tense music plays]

Devo: I am very new to money. Is this a lot of money? I have absolutely no idea.

Amber: Is this a lot... I mean, for me, who's sort of... I'm—I'm on the unemployment spectrum, I would say. It is a considerable sum, yeah. I think we could probably... y'know, scrounge a bit more, keppa.

Devo: Y'know, it occurs to me... Zoox, you were the one most affected by this in a very painful, uh, way. And taking this money means that you would be unable to pursue any kind of legal recourse against Guthrie, and... I do not think this is our decision to make entirely. What—how are you... what are your thoughts?

Zoox: Whatever you want. Whatever you two...

Devo: Zoox, you seem so sad.

Zoox: I'm having a great deal of trouble wrapping my head... around what's been going on... for the last few days. I... I thought I was dead. And... it was not a pleasant reminder of what being dead... is like. Um... that, on top of the fact that... y'know, Guthrie's the one that told me not to stick a weapon in somebody's face, and the minute I didn't stick a weapon in somebody's face, I got shot, and almost killed. And... I didn't like it. And... I'm—I'm... I don't know what to think.

So, whatever... whatever you two want. I would just say make it divisible by three so we don't have an argument about splittin' up the money. Maybe 27.

Griffin: [snorts]

Devo: Well, if that, then, why not 30? Y'know?

Zoox: Or 24.

[music fades]

Amber: 30 feels clean.

Devo: 30 is very clean, yes. And I was thinking we could use this money to get a ship so that we could get jobs, uh, so then we would not need to split it. We would use the money. I assume—is this enough money?

Amber: Investing in us. Investing in us. Love that.

Devo: Is this enough money to get a ship? I do not—honest to god, I have no idea.

Griffin: I can answer—25 is enough to get you a ship. Maybe not, y'know, heated seats. Maybe not a Bose, bassy sound system in it.

Justin: Maybe a leak or two.

Griffin: Might be a leak or two. Uh, no, 25 is—

Travis: So a premium, pre-owned vehicle is what you're telling us.

Griffin: Yes. Uh, yes. This is within the price range sort of outlined by Mona. Not a lot of—25 would not give you much to chop and screw it with, but it would be enough to sort of satisfy the basic requirement of employment at the Blue Span Brokerage.

Clint: And I'm sure they've got that stuff that you, y'know, smear on a screen and it becomes water tight that that guy sells.

Griffin: Yes.

Travis: Oh, yeah yeah yeah.

Griffin: You can Scotch Guard this whole thing.

Clint: Yeah!

Travis: Griffin, how much, uh, for my own edification, how much does the improved crew quarters cost in station? There's no, uh... there's no cost listed.

Griffin: Oh. Don't—

Travis: Well, I have a reason for asking. Would you say five would cover it?

Griffin: I mean, 25 is not enough to, I think, get those kinds of improvements. You would need more.

Travis: Okay.

Griffin: Devo wouldn't know that, so I don't feel particularly compelled to...

Travis: Okay.

Clint: What about buying the Dreams of Deborah?

Griffin: You could not—25—are you kidding me?

Clint: It's pretty beat up!

Travis: For the Dreams of Deborah? It's a choice baby. Are you kidding me?

Griffin: That's a sweet ride, man. You can't. You can't.

Clint: Okay.

Travis: I think, uh—if you're ready to bring the Curator back in, I...

Griffin: Are you ready to bring the Curator back in?

Devo: Are we ready to give him an answer?

Amber: Yeah.

Griffin: He comes back in.

Curator: What have you decided?

Devo: I think that this could be equitable, but um... I would like to add two conditions. Because this money will not only go to us, we are also going to use it to make sure that the young girl and the octopus that I mentioned will have a home. So you will increase this accordingly. And also, completely off the records... you will do everything in your power to help us locate Guthrie moving forward.

Griffin: He laughs. He says...

Curator: Oh, you have my word that that is my top priority. I'm sorry, that sounded maybe like it was like I was laughing at you, and like, lying. No, I'm—yes, I will find him, and um... I will put his bleached bones on display as beautiful art.

Devo: Yes, we would like to be a part of this art making process.

Curator: Yes, it will be a group murder process. And uh, I will—I'll shoot you an invite. Um, and we'll get together, and we can all sort of ritually murder... [laughs] ... this person. And that'll be fun. We'll make a day of it.

Zoox: Seconded.

Curator: Okay. So uh... you're really uh... bustin' my goners here. How much are you asking?

Devo: 35.

Zoox: Six.

Devo: 36. 36.

Amber: Clean split.

Devo: It's a clean split. And with an added benefit... as we are using the ship we will buy, we will keep our eyes open for works of art, or things of this nature, and we will bring them to you to sell them to you before anyone else.

Griffin: Um, roll a persuasion check, Devo.

Travis: That is a 17 plus seven, a 24.

Griffin: Jesus Christ. Yeah, I have you guys—

Travis: Listen! Devo—

Griffin: Yeah, no. Yeah, I had y'all level up, and we'll talk about the things you leveled up. But I assume your fucking plus seven—god, your skills are bonk—okay. We'll talk about it.

Um, he says...

Curator: Okay. You sign the nondisclosure agreement, you promise to offer me right of first refusal on any recovered relics you may discover out during your travails, and I would ask one more thing. Um... was anything... anything recovered from the Corisol gallery?

Justin: Um, we had a little scrap, right? We had a little scrap of painting?

Griffin: Yes. Whether or not you...

Justin: I wasn't involved with that. I just heard it on the podcast. [laughs]

Griffin: Yeah, okay.

Zoox: I actually have something. I don't know how much it's worth. But... here.

Clint: And he holds out the scrap. Did we establish that it has Sable's signature on it?

Griffin: I cannot remember. But when you hand him this scrap, he... slides you over the clipboard with the nondisclosure agreement on it, and hands you all a pen. And then reaches down in his desk, and pulls out a little box, and opens it up, and removes 36... I don't know what Lux looks like. Um... I'm imagining kind of—

Travis: Go with hexagonal! Griffin, hexagonal coins? Really cool.

Griffin: I'm thinking more like interlocking blocks. Uh, like, interlocking, translucent purple blocks that, y'know, when they lock together in certain quantities, they change color, and that's how you know, like, oh, well, this is ten sort of on eyesight.

Travis: Oh, I do like that.

Justin: That's cool.

Clint: Sweet!

Griffin: So he slides 36 of those across the table to you all, and then he stands up and actually takes that scrap over to that—

Devo: Oh, this is so embarrassing. The 36 is the cost of our silence. The scrap will need to be negotiated separately.

Griffin: He turns to look at you, Devo, and his demeanor has changed completely. He looks... he looks angry. Not at you, but he looks... when he saw what you handed him, he looks, like, heartbroken. And angry. And he walks over to the painting and holds up the scrap, and you can see where it... where it lines up with this forgery.

And he takes it back to you, and uh, throws the scrap back on the table. And he says...

Curator: I don't need to pay for it. I don't need this.

Devo: So we could take this out and sell it to somebody else?

Curator: Do what you... [sighs]

Devo: I believe you have just refused it first, if I remember.

Curator: Fine. I will... I will give you 40 for everything.

Zoox: [whispers] 42.

Devo: Uh, as we said, this must be a clean split. 42. Final offer.

Amber: Or 39.

Devo: No.

Griffin: [snorts] Roll another—hey, this is a separate deal. Make another persuasion check. This one's gonna be high.

Travis: That's a nat 20. Plus seven.

Justin: Holy fuckin' shit! Y'all trust me on this one! We're doing it in the app!

Griffin: That is fucking wild! Okay. He takes out—

Justin: But y'know what? Laugh it up now. He just used that fate, y'know what I mean? That karma for three—

Travis: Listen, if we're gonna use this money to buy our ship, dude...

Justin: Yeah, but like, you're gonna—someone's gonna be like, swinging the hammer of Delphar at you at some point, and you're gonna need these fuckin' rolls.

Griffin: [laughing]

Clint: [laughing]

Travis: Oh, I'm gonna—yeah, I'm gonna beef it for sure.

Justin: Yeah. For sure, you'll be like, "But my three... "

Travis: "But my Lux!"

Justin: "But my three leera! My zenny!" [laughing]

Griffin: [laughing] Uh, okay. He takes out six more of those blocks and throws them down, and some of them snap together to create, now, 42 Lux. A king's ransom, I will say. And then, he grabs the scrap back and shoves it in his desk drawer, and he says...

Curator: Please sign it and go. And um... I suppose we will be in touch.

Clint: Can Zoox make a perception check as to whether or not he knows the one he has on his wall is a fake?

Travis: He said that much.

Griffin: The one he brought in is a forgery. That is what he has said, that um...

Clint: Okay.

Griffin: Some of the things that Guthrie brought in, including this, like, masterpiece are forgeries.

Travis: And the real one was destroyed.

Griffin: And the real one was destroyed.

Clint: Okay.

Griffin: You get the impression that, as somebody who has spent most of his life sort of solely responsible for making sure this exact thing doesn't happen, he's having a pretty fuckin' bad day now. And he basically is no longer sort of speaking with you. He's just kind of looking out at the ravine outside.

Travis: Uh, well, Devo signs it, takes the money, and goes.

Griffin: Amber, Zoox? Amber, what name do you sign it with?

Justin: Amber Gris. I've already forgotten the whole thing.

Griffin: [laughs] I think it was... French Dillups?

Justin: No, it was Klunch... Klunch Figgens.

Travis: Something like that. Figgums?

Griffin: Something like that. Alright.

Justin: Klunch Figgums. It doesn't matter.

Griffin: It doesn't matter. And Zoox?

Justin: And Amber looks at it, and he notices that Amber signed it 'Amber Gris,' and she looks at him and says...

Amber: [whispers] Checkmate.

Griffin: [laughs] Zoox, are you signing as well?

Clint: Sure. Yeah, he signs. Um, but he signs it backwards.

Travis: Okay.

Griffin: Xooz?

Travis: That'll show him.

Griffin: Alright. Lesson learned. Okay. He turns back and says...

Curator: Thank you. My docent will show you out.

Griffin: And the docent shows you out.

Travis: And the docent does. Roll for docent.

[music plays]

Griffin: Uh, y'all got some money to throw around now! I will say, your trip back home was much slower than your trip out. So, you are not in danger of running out of your sort of 48-hour deadline, but like, it is the day of. And so, what happens...

Travis: It's time to take care of this.

Griffin: Yeah, it's time to take care of this. You don't have a ton of time to kill, but you got enough to—

Travis: Then let's go to Mona's!

Griffin: 'Kay.

Travis: Enough fartin' around, Griffin.

Griffin: Cool. You zip on up the Crystal Ascension, into Mona's.

Travis: Oh, here in the elevator, it's fair, like, um...

Devo: Um, Amber? I have to ask. I am not all that good with the social situations just yet. Did I overplay that?

Amber: I mean, check your wallet, bud.

Devo: I mean, I know, but uh...

Amber: Seems like it went okay.

Devo: But at the beginning, he seems like he liked us. And by the end, he seemed a little pissed.

Amber: I mean, yeah. I don't know. There were—I think there were some, uh... some currents we couldn't necessarily see from the surface. But I mean, I ain't sweatin' it, honey. Listen, we got 42 Lux in our pockets. I think things are goin' fine. Don't second guess yourself too much, y'know? You can play it safe and skate by, and you end up bellyin'. What was the point? I say go big. Go big and get that money, y'know?

Devo: This works for me. Yeah. I agree with this. It will make us, uh, more comfortable. Give us room for be—oh, I should ask.

Amber: I'd be careful—can I say one thing, though?

Devo: Yeah?

Amber: I do want to point out... I would be careful with the fibbin'. That didn't seem to be your strongest...

Devo: I practiced this all the way back from—

Amber: Maybe that made it worse. You can overthink it.

Devo: Oh, yes?

Amber: You ever think too hard about how to tie your boots? And then you go to do it, and it won't come?

Devo: Mine zip up.

Amber: Nice. That is nice.

Devo: Yes, they are very nice, yes.

Amber: Real nice.

Devo: I should ask so that we are all on the same page... I would like to, uh, perhaps extend an offer to Beck and Skittles in positions in our crew in our new ship. But I suppose, as a team, I should speak with you before I do this.

Amber: Fuuuck no. I'm not splittin' it five ways. It's gonna be hard enough to make a living with three of us.

Zoox: Let `em work on commission. Could they work on commission?

Amber: You mean for every fridge they sell, they get another two Lux? What do you mean commission?

Zoox: Like a percentage of whatever we take in. A small, tiny little percentage.

Amber: I mean... [sighs] Can't we try it with the three of us first, and see? I mean, we're barely sort of feelin' out how we gel. I don't want to necessarily bring in a bunch of other hungry mouths.

Zoox: And that would give them a chance to recover from their awful tragedy as well.

Amber: Uh-huh.

Zoox: Maybe we do a mission just us.

Devo: Yes. How about this, right? We will set them up. I will get Beck enrolled in the school here with Brother Seldom, and perhaps Skittles can attend the school as well. I do not know what the position is on octopuses, but I assume Brother Seldom will be open to this. And then, they are there... they are there if we ever need to hire them for a job.

Amber: Of course.

Devo: Yes?

Zoox: Sounds good.

Devo: Yes?

Zoox: Absolutely.

Griffin: There's one guy in the corner of the elevator who's just been quiet the whole time.

Guy: Can I work—can I have a job?

Devo: No, I am sorry, we are not hiring.

Guy: Can I have the job? Are you—

Amber: Now, this guy here?

Guy: Yep.

Amber: You all see the spark, right? You all see it, right?

Devo: He looks like a real pervert to me.

Justin: I put my arm around his shoulders.

Amber: Now, look at this fuckin' clasper! Look at his face!

Guy: Hi.

Devo: No, he has the face of a pervert.

Amber: What's your name? Don't think, just answer.

Guy: No.

Amber: No?!

Guy: I don't want to tell you my name.

Amber: That's good instincts. You can't teach that!

Devo: Classic pervert dodge.

Zoox: Do you know a guy named Guthrie?

Devo: Oh yes, we should start asking this of everybody.

Amber: Yeah, we'll ask around!

Zoox: Yeah. Mr. No?

Amber: He's our fuckin' Count Rugen.

Zoox: Or doctor...

Guy: Um... I am a doctor. A medical doctor.

Zoox: Dr. No. Okay.

Guy: No, that's not my—my name is—

Zoox: You said your name was No.

Amber: Let's move on.

Guy: Shaq.

Travis: Dr. Shaq.

Justin: [bursts into laughter]

Clint: [laughs]

Dr. Shaq: My name is Dr. Shaq.

Justin: [laughing] Griffin? I want to warn you, Griffin. Listen. Listen. I want to say something about The Adventure Zone. We're gonna take a quick break here, because I need to say something.

Griffin: [laughing]

Justin: Making up fake things about someone is the Beetlejuice of Adventure Zone.

Griffin: [laughing]

Clint: [laughing]

Justin: So far, you've made up two things. It's the voice and the name Dr. Shaq. I am telling you... I am telling you now, as a fair warning as your brother, that if you make up one more thing about him, you'll never be rid of him. Ever. We'll be obsessed. This is your warning. This is your one warning about Dr. Shaq!

Clint: [laughing]

Justin: He could get off at the next floor, or he could have one more facet, which is enough to make him a living, breathing human.

Griffin: Yeah. The door actually opens—

[ding]

Griffin: —and uh, it's not up to the Gunwale yet, and he steps out, and he says...

Dr. Shaq: I'm sorry to bother you guys. I really don't usually put myself out like that. I'm just really—[whoomp]

Griffin: And his neck expands like a puffer fish, because that's his like, fish-like thing, and he's like...

Dr. Shaq: Oh, there I go, there I go, there I go!

Travis: Oh no!

Justin: Oh no! Is that a third thing? [sings the Beetlejuice tune]

[ad break 33:44 – 37:21]

[Maximum Fun advertisement]

[music plays]

Griffin: Uh, you all get off at The Gunwale and make your way over to Desdemona's Haul. And Mona doesn't even sort of see you all as you all walk in. She has her tone wheel headphones on, and she's just kind of bumpin' it. And she turns and sees you and pulls them off and says...

Mona: Oh! Okay, so um, like, how'd it go? Where's my split, y'know? Did you all, y'know, make it back with the... with the goods? Or, what was the— how'd it go?

Devo: Uh, no. It turns out, um, Guthrie is just a real asshole.

Mona: Who's that?

Devo: Uh, it was the guy we went to meet. But, so, we ended up not going. We didn't go on the adventure at all.

Mona: Oh man.

Devo: But we did find a kind benefactor who gave us money for a ship.

Mona: Oh, good. Alright, cool. I'll be straight, I was worried about y'all, and I was feelin' a little bit guilty about it. But if I find out like, that everything's great and that you actually had a pretty kickass day, then that really alleviates a lot of the pressure off me. The sales person. So, thank you.

So, y'all got the money, or—

Travis: Well, we signed an NDA, Griffin!

Mona: Oh, that's right.

Travis: I didn't say that to Mona. I said that to you.

Griffin: Right. No, we sound alike. I've got a cold. Um... she says...

Mona: Alright, so uh... y'all, uh... y'all in the buyin' mood, then?

Devo: Yes.

Amber: I think we'd like to make a deal. Maybe. Y'know, we're still kind of on the fence. Y'know what? This isn't a good idea. We should go. I'm sure there's other places to buy a boat.

Devo: What are you talking about? We're here to buy a ship. We need a ship, or else we cannot get work.

Amber: Ehh...

Zoox: I'm kind of with Amber, because I can swim underwater. I don't know if we need a boat.

Devo: This does not make any sense. We have to go very far away, so we need the ship.

Zoox: Ehh...

Amber: Eh hh...

Devo: Without the ship, we cannot get the job.

Amber: Well... there's probably other places to buy a ship, right?

Devo: Mona, I do not know what they are talking about. We need the ship, and... oh, I see! Oh, I understand what you are doing! Yes. Yeees. Maybe we do not need the ship. Hmm.

Clint: [laughs]

Devo: Hmmm...

Mona: Um... do y'all want a minute to like... get your negotiating, like, tactics...

Devo: No, no.

Amber: Just tell us what you got. Fuck.

Mona: I got like, whatever you want. Cool cuss, by the way.

Travis: [laughs] Real choice.

Mona: Cool job. Here, I'll show you some of my, um, sort of less dilapidated stock.

Griffin: Um, and she...

Amber: Don't hold back.

Griffin: She opens up this large door, behind her sort of sales desk here, and walks you through. And she flips a couple switches, and lights illuminate—

Travis: She's got a showroom?!

Griffin: Well, it's not much of a showroom as much as it is a sort of an indoor junkyard. Like, there are definitely a lot of ships here that are... just stacked to the rafters. Uh, and then there's a few that are, uh, out for display. And some of them are, y'know, aesthetically, they look very, very nice. The interior quality of them, you are not quite as certain about.

But she walks you through, and she says...

Mona: Yeah, so um... knowing y'all's budget, uh, I think, maybe these shinier ones aren't your—if you see one that like, light reflects off of the surface of it, just assume that it's probably too expensive.

Devo: How much would this be? The shiny ones?

Mona: Uh, I mean, this one here is 60 Lux. OBO, as we say.

Devo: I will give you five Lux for it.

Griffin: Make a... fuckin' make a roll. If you say the shit, you make the roll.

Travis: Ten plus seven, 17.

Mona: No. Five? No. I said—no. I said 60.

Justin: Is there a—this is a... sort of a meta question, but is there a floor on that? Like... y'know, if you try to buy something that's a hundred bucks for a dollar, like... there's zero amount of rolling...

Griffin: If he had crit—if he had crit, I would've... I would've countered. But not with a—not a 17.

Justin: Okay. Okay, okay. Okay. Got it.

Mona: Okay, I don't know if you all are serious anymore. Why don't you just take a look around and holler if you see something that catches your eye?

Griffin: And she, uh, she walks back into the front room. And you all basically have free reign in here to walk around and look at the inventory. It is a sprawling showcase, though. So... I had an idea for how to sort of find y'all's ship. And it's going to be—

Travis: Let our hearts guide us.

Griffin: Well, it's—I'm thinking more of a sort of design by committee idea. Because your ship, whatever you end up with, is going to be the main setting, I would say, for this campaign. It is going to be y'all's home. It is going to be where you live, and what you invest most of your earnings into, to continue to take on tougher and tougher jobs. So it's like an important thing, and y'know, it's much like how the fifth Sex in the City person is the city.

Travis: Was sex? Oh.

Griffin: Is the sex? Well, that's the sixth one, as we all know.

Justin: And the seventh is Barrowclough.

Travis: [laughs]

Justin: He's a demon.

Griffin: He's an entity, who lives in the sewers.

Travis: Yeah, the ancient one.

Justin: From a different plane.

Griffin: Lives in the sewers. Um, and the eighth is just the fashion. But uh, for y'all, I mean, the ship is going to be important.

Travis: The ninth is Ghost Rider. Go on.

Griffin: I want you all to do a d20 roll, and I'm gonna just ask you all some questions.

Travis: So should we do the roll now?

Griffin: Yeah, just do the roll now, and this roll will determine sort of the order in which you will answer the questions.

Travis: Uh, I got a seven.

Griffin: That's a seven for Devo. A 19 for Zoox.

Travis: Damn.

Justin: The J-man pulls a 16.

Griffin: Okay! So, the first question goes to Zoox. And I have these kind of ordered roughly in like, impact on what the ship is. What the ship is going to look like. Um, and so, Zoox, you get to answer the first question. You are the first one to notice this ship.

And these questions, by the way, I want you to answer very specifically. I do not want you to sort of go broader on the answers, because you might sort of bleed over into another question. I want you to answer specifically what I ask about the ship, and as we go along, we will paint a picture together of what this ship looks like.

So Zoox, this ship catches your eye. Maybe it's not sort of on the showroom floor. Maybe you find it behind a couple stacks. Um, but you see a ship, and though you are new to life, Zoox, you sort of recognize this ship as being of a design of a certain purpose. This ship, uh, belonged to a certain vocation before. It was piloted by people who had a job to do, and that is my question. What was this ship's former purpose?

And I want you to keep in mind, like, what that could mean for the undersea city of Founders' Wake, right? What are some reasons that you might need a ship, other than just like, going out and adventuring? Whether it's transportation, or delivery, or smuggling, if you want to go sort of Millennium Falcon route with it.

What is this ship's former purpose that you find?

Clint: Exploration.

Griffin: Um, can you be more specific than just exploration?

Clint: Um... I think it's designed for a—mostly, a case of durability, I think for deep water survival.

Griffin: Okay.

Clint: Go down to the depths to survive the crushing pressures of deep seas.

Travis: So it's a deep water submersible, if you will.

Clint: Yeah.

Griffin: Okay.

Clint: I mean, everything that we're dealing with is a submersible.

Travis: Yes, yes, yes. But I mean like, there's a different design to like, the ships that they take, like, into the Marianas Trench and shit.

Griffin: Right. When I say 'specifically', I didn't mean sort of more specific to the purpose, but rather, the purpose itself, right? When you say exploration, that could mean... it could mean like, one of those ships that found the Titanic. One of those big bulbous boys, or it could be like, a glass bottom boat. It could be, um...

Clint: You want me to be specific? Because I had something in mind when you asked me that.

Griffin: As long as it's about the sort of vocation that the ship sort of fulfilled, and not the design of it.

Clint: Oh... well...

Griffin: What did you have in mind?

Clint: A bathyscaphe.

Griffin: Bathyscaphe...

Clint: Y'know, something that incorporates a bathysphere, but is still sturdy and bigger.

Griffin: Okay, I feel you. That is broad enough, I think. If we stop there. Basically, this ship that you find... maybe you've seen one, right? Because you have a bit of cartography training. Uh, it is a... it is a big, not sleek, not stylish looking unit at all. It is broad and wide, and it has space for a—

Travis: Ooh, Dad, I'm looking at a picture of a bathyscaphe. Really cool.

Griffin: Yeah. It's nothing like, particularly intricate or anything like that. But it is a hardy vessel. And it doesn't look flashy in any way, but it doesn't look like it has, y'know, leaks in it, because if that was the case, it would implode under the sort of deep sea pressure it was kind of designed to, uh, to navigate.

Okay. Next, we go to Amber. Amber...

Justin: Yeah.

Griffin: Now, we're gonna build on these questions, right? But don't feel like you have to... we all maybe just looked at a picture of a bathyscaphe. Don't feel like you need to like, answer what a bathyscaphe looks like. 'Cause, y'know, I want a zebra to come out of this, not a horse. Or a camel, I guess, is what is designed by committee.

Zoox calls you over and shows you this ship. What does its propulsion system look like?

Justin: Hmm... propulsion system...

Griffin: And don't feel like you need to answer based on like, physics, or what is real. I want you to answer based on what you think is cool.

Justin: Hmm...

Griffin: Um, some inspiration here, like the sort of dual rails of the Enterprise, or the sort of horizontal slit of—to return to the Millennium Falcon. Maybe it's big turbines, maybe it's a propeller, maybe it's... y'know, whatever.

Justin: Um... y'know how if you get in like, a bubble tub, there's like bunches and bunches of little holes that the bubbles come out of?

Griffin: A bubble tub...

Justin: Y'know, like a j'accuse.

Travis: Ah, yes, of course.

Justin: Y'know what I mean? Y'know like in a jacuzz?

Griffin: A jacuzz? Yeah.

Justin: There's like a bunch of little holes where the bubbles come out.

Travis: Yeah.

Griffin: Right.

Justin: Thank you.

Griffin: You made me Google bubble tub, and then it was like, "Do you mean bath tub?" And I was like, click, yes. And it was like, "Here's what bath tubs look like."

Travis: Here's a bath tub, you unwashed monster.

Justin: [laughs]

Clint: [laughs]

Justin: Y'know, like a bubble tub.

Griffin: Right, okay.

Justin: So—and it's got like, all the little holes where the bubbles come out, right?

Griffin: Right.

Justin: Yeah. So... this is like... there's a—the ship's surrounded by a like, a pressured air bladder around all sides, with all these like, holes. And depending on where the jets blow out, it pushes in that direction.

Griffin: Okay!

Justin: So it's like, fully maneuverable, depending on where the air jets shoot out of.

Griffin: Okay.

Justin: So it's not just like, propelled in one direction. You can kind of shift the—where you want the airflow to be dispatched from.

Griffin: Cool! And I imagine that also has a sort of, um, ballast effect, also. Right? That's how they—y'know, how you go up and down in submarine, is you make the air go to different parts of the ship, or release it, or whatever.

Justin: Exactly.

Griffin: Okay, cool! That is sick. Devo, you walk over now, too, and you see Amber and Zoox eyeing this ship. My question for you, with the same sort of

like, principle of Amber's decision, there, is... where is its bridge located, and what does it look like?

Travis: Ooh! Okay. Um...

Griffin: The bridge being, not a, y'know, structure connecting two land masses, but a—

Travis: I know, Griffin. I know that.

Griffin: Well, for the listeners at home.

Justin: God, that was insulting.

Travis: God bless, man.

Justin: Ugh, God, Griffin.

Travis: I'm an adult!

Griffin: Right, okay.

Travis: I've watched movies and TV shows before!

Justin: He watches movies and TV shows.

Travis: Uh, I would say that, uh... so, you have a somewhat conical—in fact, I'm going to say, a conical body with the ring of air bladder at the widest part of the cone in the back.

Griffin: Well, I think Amber described the air bladder as like, surrounding the ship.

Justin: Yeah, it surrounds the ship.

Griffin: It's not just at the back. Like, the jets can go off to the side to push the ship left to right.

Travis: Ohh! Okay.

Griffin: Right, yeah.

Travis: Okay, yeah. Then y'know what? You have the air bladder, right, in this tubular form. Does that sound more along those lines?

Griffin: I think—

Justin: Think of it as like a skin. Like a very thick exoskeleton of air.

Griffin: Around the hull.

Justin: Around the hull.

Travis: The bridge is a kind of like, flat on the top and the bottom disk that is raised, y'know, above the ship, so it sits on top of the body of the ship.

Griffin: Okay.

Travis: So that, uh, you can see 360 degrees, depending on where you're looking out of the bridge at any point.

Griffin: Okay.

Travis: Yeah, so it's like a raised—almost like a um... a uh, like, air traffic controller tower?

Griffin: Yeah. Or I mean, it is like, the top deck of a ship, how there's—there are actual—on a proper, y'know, above water ship, like the...

Travis: As they call them.

Griffin: Yeah. Uh, like the—that is what the forecastle [pronounced “foax-al”]... which is how forecastle [pronounced “fore-cassle”] is pronounced. Boy howdy, I got some notes about that when the first episode came out. Uh...

Clint: [laughs]

Griffin: That is sort of—but you are saying—

Justin: As someone who only recently read that word for the first time, that’s a stupid way of saying forecastle.

Travis: Yeah, I know, come on, guys.

Griffin: Well, so is gunwale, ‘cause gunwale could be pronounced “gun-whale,” which is like, so much better. Okay, but this is like a circular sort of thick disk that sits on the top of the, y’know, big, bulky bathyscaphe sort of structure?

Travis: Yes.

Clint: Oh, I like that.

Griffin: Okay, yeah, that’s sick. Um, can I suggest one thing?

Travis: Sure.

Griffin: Maybe there’s rails on the side of it, running up and down on two sides of it, so that the bridge can drop down into the body of the ship, like, almost like a turtle pulling its head into the bulk of the ship.

Travis: Yeah. I think it’s currently raised, right? But there is a like, complicated—I would say, instead of rails, it’s like the teeth of a gear, right? Where like, it can crank down the central tube that it’s on to like—

Griffin: That’s hot.

Travis: Yeah, to kind of, uh, brace.

Griffin: Cool. God, I love gears and tubes.

Travis: I love fucking gears myself.

Clint: [laughs]

Travis: Because that's what I want, right? What I don't want is for this ship to be too, like, technologically advanced. I really like the idea of it having a lot of like, mechanical, like...

Griffin: Oh yeah, no, I mean, nothing's too technologically advanced down here.

Travis: Yeah. Like, I would say, in this—the raised bridge is not nearly as sleek as you might, like... you can see every rivet and weld, and like, the 360 degree viewport is not a seamless thing. It's like, y'know, there's six inch wide metal structure, like, crossbars bracing every foot of the window, y'know what I mean? Like, it is not perfect.

Griffin: Um, so the three of you are standing here, looking at this ship, which is kind of starting to take shape a little bit. And Zoox, there is something about this ship, just like, an odd, eye-catching feature of it that looks maybe like it was aftermarket. Like, maybe you don't know what this thing is doing, or this design is doing on a ship built for deep sea exploration. What is the most eye-catching feature of the ship? Not including its jacuzzi propulsion system, or super cool raising and lowering bridge.

Clint: The um... bathysphere structure underneath?

Griffin: Okay?

Clint: Is detachable.

Griffin: Interesting. Okay.

Clint: With its own built-upon look to it.

Griffin: Okay, I see now. Okay, I'm looking at this picture now. So a bathyscaphe is not a bathysphere, it is the ship that transports the bathysphere to...

Clint: Well, a bathyscaphe uses a bathysphere as part of its underbelly.

Griffin: So it's sort of, basically, kind of a submarine—classical submarine-shaped ship a little bit, but with a bathysphere attached to the bottom of it, with a...

Travis: Yeah, kind of like those zeppelins that then have like—

Griffin: Yes. Oh, that's exactly right! Yeah, it looks like a—it looks kind of a little bit Goodyear blimp-y, in terms of structure. Cool, okay.

Travis: I'm Goodyear Blimpy!

Griffin: [laughs]

Clint: The sphere underneath is—looks like it could be its own craft.

Griffin: Okay, cool! That is very neat. Uh, and you start checking that out, Zoox. You walk towards this detachable sphere on the bottom of the ship, and start checking it out. Amber, a light flickers and comes on and illuminates this ship so you can see it a little bit more clearly, and um... now, it is well-lit enough for you to catch the color scheme of the ship. What is the color scheme of this ship?

Justin: It's like, um... what color is Zoox?

Griffin: Zoox is—

Justin: Hey Zoox, what color are ya?

Clint: Kind of um...

Justin: Your coral parts, he means.

Clint: The armor parts...

Travis: Like, if someone looked at you, your primary color would be...

Justin: Yeah. Like, your coral—

Clint: Teal.

Justin: Teal. Nice.

Clint: Teal, because I think he would wanna blend in with underwater.

Justin: Cool. I'm gonna go with like... fuchsia.

Griffin: Okay.

Justin: I love that look underwater. Kind of like a... like a bioluminescent fuchsia. That kind of glows a little bit underwater. I love that look.

Griffin: Um, so all fuchsia? Or is the hull fuchsia, or the blad—or the um... whatever it is. The bladder, uh, propulsion system fuchsia? Like, is it all just all fuchsia, all the time?

Justin: No, that's more the—the propulsion system... the propulsion system is the whole thing, right? This is what we've talked about. Maybe the detachable is like, uh... uh, very dark purple. That could look cool, 'cause it could be a little bit more sleek and stealthy.

Griffin: Right.

Travis: Mmm. And maybe like the bridge too, so you have the fuchsia, and then the bridge, and the bottom one are the purple?

Justin: Cool. I think that would look cool.

Griffin: Any other colors you want to throw on here?

Justin: Yeah. Definitely. Um...

Travis: Flame decal, Justin.

Justin: There's green flames. 'Cause that looks cool. Yeah. Dad's got the idea. That's what comes up when you... fuchsia. It's like a fuchsia fuchsia.

Travis: You guys know fuchsia?

Griffin: I think you are, without realizing it, going in a sort of Evangelion direction, and I'm fully, fully here for it.

Justin: As you know, that's a huge cultural touchstone.

Griffin: It's a huge, important thing for you. Absolutely.

Travis: Yeah, huge for Justin and I. Yeah yeah yeah.

Griffin: Okay.

Justin: NERV, right?

Griffin: Ye—hey!

Justin: He raises his hand over the table, waiting for high fives. NERV, anybody?

Griffin: Yeah, sure! Slap slap slap. Um, and finally, Devo... you approach the ship and notice, through—maybe through this elevated bridge, you can kind of see down into the sort of inhabitable part of the ship. Briefly, what does the interior look like? Without sort of saying, "Well, it's got a..." Don't

be specific about like, the chambers that are there, because that's something that, y'know, we will build out mechanically. But if you were to describe sort of what the vibe of the inside of the ship is like...

Travis: Right, right, right right right. Um...

Griffin: Baring in mind that it was built for deep sea exploration, and that is what it was used for.

Travis: Yeah, no no no. I would say that what a series of like, uh, let's say, eight foot by eight foot basically, like, squares. And the appearance is that they are kind of bulk head... that they're there as like, if this chamber floods, right? This one seals to protect the rest of the ship. Right?

Griffin: Okay.

Travis: And so, you have all these individual chambers, um, that are there that can like, individually seal off. So you can either have them all open, and then, seal them from the rest of the ship to keep the damage minimalized. But it also creates a very sectioned-off, like, this could be a room for you. This could be a room for this. It gives you a lot of individual chambers to play with.

It's pretty Spartan, right? It's not like, set up with like, windows and carved wooden doors or anything.

Griffin: Right. But it sounds modular, is what you're describing.

Travis: Very modular, yeah.

Griffin: Okay, cool. Awesome. Okay, this is—you all have been eyeing this ship now for—

Travis: Can I suggest one other feature?

Griffin: Sure.

Travis: Just with—if we have a submersible on the bottom of the ship, we should probably have, like, retractable landing gear.

Griffin: Well... uh... yeah, I mean—

Travis: Something—some kind of legs.

Griffin: Yes. You can assume... yeah. This ship was used before, and that is obviously a thing that they would've also kept in mind. So like, yeah, there's landing gear that pops out of the bottom. It's a deep sea exploration vehicle. Like, of course it has that.

Travis: Yeah. We don't want to land on the bathysphere. [laughs]

Griffin: You don't want to land on the bathysphere. That would be silly. Um, okay!

So, Mona sees you all looking at this ship, and she says...

Mona: Oh. Really? Y'all like this one? It's kind of a... kind of an eyesore, I thought. But this is it?

Amber: I mean, I love this... the bubble tub skin its got.

Devo: This is—I do like the bubble tub skin. This is nice, and uh, a cushy bridge. I'm going to say, a very nice bridge, and uh...

Amber: And look at the colors, dude. The colors! What would you say that is? Kind of a fuchsia?

Devo: Oh yes, definitely fuchsia with a little bit of uh, the deep purple.

Amber: Nice. Nice.

Zoox: And the sphere underneath looks... so cool.

Amber: So cool.

Devo: And I like the way that they added this landing gear.

Zoox: In a familiar way...

Devo: The landing gear is such a genius... oh.

Griffin: [laughing] Okay. Alright.

Amber: Yeah, 'cause I was worried you'd land on the bathysphere.

Zoox: [laughing]

Devo: This would make no sense.

Mona: That would be so stupid. Like, who would even do that?

Zoox: Oh, Amber... Amber, Amber...

Griffin: She grabs some—

Devo: And did you see these modular rooms?

Travis: [laughs]

Clint: [laughs]

Griffin: She grabs some paperwork and is—she says...

Mona: Oh, okay. I'll make y'all a deal. I could let this one go for 30 Lux.

Amber: Nice.

Devo: Wait, now, hold on.

Amber: Nice.

Devo: Uh... I think the best that we could do is 25.

Zoox: You did say it was an eyesore. You did say it was in pretty bad shape.

Devo: This is true. So we would kind of be doing you a favor when we took it away.

Mona: [sighs]

Griffin: Roll a persuasion check, Devo. Five Lux is a chunk of change, so this is not going to be an auto—

Travis: 13. I feel like I should get advantage, though, 'cause the eyesore thing. 'Cause that was a good point.

Griffin: Um, no. 13 does not pass. She says...

Mona: Um... no, it's 30. But I tell you what. I feel bad that you all apparently had a rough day. Your coral friend looks like, dead as fuck. He looks like a dead body, like, that's like, walking around like a scary zombie and that scares me a lot.

Zoox: Oh gosh, am I paling out? Am I paling out?

Devo: Oh, no, Zoox, you're going to be okay. Oh, I'm so sorry, my friend.

Zoox: Oh, okay.

Griffin: She says...

Mona: 30, and um... I will throw in... a very special bonus. I will throw in... a pass to a very exclusive, very exciting aftermarket for, uh, any upgrades you might need. And this is a—you can't—this is a secret. Like, you can't go

around telling everybody like, "Hey, yeah, Mona hooked me up, go ask her," and like, all that. It's secret, secret stuff.

Amber: Gosh, are you sure? I wouldn't want you to get in trouble with your boss. 'Cause it's such a cool secret.

Mona: No, it's not my—it's not here. I don't have the... I don't do upgrades. I just sort of sell the junk, and... I mean, the great ships. Um, but uh... I'm tellin' ya, this thing's worth its weight in gold. And it doesn't have a weight. It's worth the money.

Zoox: Before we sign anything, could we take it out for a test run?

Mona: Absolutely not. This is the ocean, and you could just go. And I would have—and Zoox? I would have no way of finding you, would I?

Justin: [laughing]

Mona: 'Cause do you know why? It's the—

Zoox: Well, people take the car out for a test drive.

Mona: Well, no no no, listen, though. Hold on, hold on, hold on. It's the ocean. Like, it's not like I can hop in another boat, and then like, follow you... and... y'know what I mean? Like, I guess I could come with you, but then I would be kidnapped, and you could just like, kill me out there, and nobody would know, and y'know why, Zoox? It's the ocean.

Zoox: It's the ocean. OnStar doesn't work in the ocean.

Devo: Do you have a return policy?

Mona: I do not have a return policy.

Devo: Okay, we'll take it.

Mona: I have a no returns policy. Which I guess—

Zoos: Does it have weaponry? Can you tell me that?

Mona: No. From what I can tell, this thing was used to like, y'know, scope out like, weird mollusks and shit by a bunch of nerds.

Zoos: Um... I—

Travis: Dad, go back in time and say that it was a warship.

Griffin: [laughs] A big battleship used for killing big dragon.

Travis: [laughs] It was for shitting through walls and stuff.

Zoos: Won't we need some armaments, though?

Mona: I'm telling you, that's what my aftermarket guy is gonna hook you up with.

Zoos: Gotcha. Okay. Gotcha. Couldn't see the forest for the coral.

Mona: Yeah. So what do you say, we got a deal?

Zoos: Amber? What do you think?

Amber: Yeah, let's do it.

Mona: Alright.

Zoos: Here here.

Griffin: You all hand over the 30 Lux, leaving you with 12.

Clint: We had a little trouble unlinking them from the other 12, because they all fit together. Not used to that.

Griffin: Yeah, sure. And uh, she writes a couple more things. She's like...

Mona: Alright, I got the title here. Oh, this is just a formality, but um... uh, it needs a name. Do y'all have one figured out, or...

Devo: Hm.

Zoox: What do you folks think?

Justin: Okay, so can we just talk amongst ourselves?

Travis: Yeah, oh, let me shake off my character. Okay. Yeah yeah yeah.

Justin: Yeah, okay. Um... do you guys have any thoughts?

Travis: Mmm... I...

Justin: I want to get it right and do it perfect. 'Cause I feel like, here's our record for naming ships. [pause] Starblaster.

Travis: Is perfect.

Justin: Huge. Fuckin'... merchandise. Get the model. Get the model, glue it up. Y'know? Like, huge.

Travis: Uh-huh.

Clint: Still under option from aurora.

Justin: Biggest Baby...

Griffin: Yeah.

Travis: Biggest Baby, perfect.

Griffin: I think we can all agree.

Justin: Fuckin' crushed it.

Griffin: Yeah. So good.

Clint: Oh! How about... Littlest Baby?

Justin: Littlest Baby.

Travis: Oooh!

Justin: Okay, this was actually a short conversation.

Travis: Yeah, it's the Littlest Baby.

Justin: Littlest Baby.

Travis: It's the Littlest Baby.

Griffin: I feel like I should have the ability to black... to black ball...

Justin: To say yes?

Travis: Now, Griffin, I'm sorry, but Griffin... you asked—the Littlest Baby? Think about how funny it'll be for you to say like, so, the Littlest Baby is out exploring. The Littlest Baby is gonna fight. Right?!

Griffin: Alright, well, let me say a few things. And then if you still decide it's Littlest Baby... the Biggest Baby is the monolithic body of a god that singlehandedly keeps... when I say, the Biggest Baby and the chaperones, I am basically saying like... the military force that protects the city. And people have different feelings about that, but it doesn't change the fact that it is a— it is an icon. It is a thing with a strange name.

And y'all are basically saying, "Here's the squeakquel."

Justin: [spits]

Clint: It's an homage.

Justin: It's an homage to the big baby.

Travis: How about—

Justin: It'll also have the listeners remember the time we came up with the best name ever for a boat.

Travis: I am willing to compromise, Griffin, and change it to The Littlest Stinky Baby. So that way—

Justin: [laughs] No no, now you're being silly. Can I say, you're saying a bunch of silly garbage now.

Travis: Okay, Stinky Little Baby.

Justin: No! It's the Littlest Baby! Stinky Little Baby... [laughs]

Travis: The Stinky Little Baby.

Justin: Littlest Baby is at least superlative.

Travis: Well, we can put it in parentheses, so it'll be The Littlest Baby, parentheses, stinky, end parentheses.

Justin: [laughs] Now, so I remember it... did we have Big Baby and then Biggest Baby?

Travis: Correct.

Justin: No no no. It was originally Big Baby, and then there was a naming... [laughs] You remember this? There was a PR effort to come up with a better

name than Big Baby, and they came up with Biggest Baby. [laughing] It's a good podcast.

Griffin: This is a great podcast.

Justin: If you haven't listened to those episodes, go back and listen to them. So, Littlest Baby, and I'm extending my fist across the table. Littlest Baby?

Travis: Oh man...

Justin: Griff, are you loving it?

Clint: Bump.

Griffin: It's y'all's ship. If y'all wanna call it the Littlest Baby, that's fine. That's what you've decided.

Travis: Now I worry that Griffin is gonna—Griffin is gonna use this against us, and every time we talk to anybody, they're gonna be like, "And what's the name of your ship?" And we're gonna be like, "It's the Littlest Baby." And they're gonna like, fuckin' spit in our face.

Griffin: Y'all had your maiden voyage. Y'all had your maiden voyage on a ship called Dreams of Deborah. I don't have a fucking leg to stand on, here. I just want to make—you spent a long time designing this thing, and it's—I just want to make sure.

Justin: That wasn't really our fault, though. Y'know what I mean, Griffin? We probably would've just blazed through it if we'd been—

Travis: Yeah, we could've just said we bought a ship and let...

Justin: If I'd been doing this by myself, I would've just been pounding that B button, y'know, until I had a ship in front of me.

Travis: Yeah, right?

Griffin: Sure.

Travis: We could've just said 'ship,' and fan artists would've figured it out for us.

Griffin: Sure.

Clint: And we just looked over behind another pile, and there's the seaQuest DSV.

Travis: Oh yeah, we could've called it seaQuest.

Clint: So I mean, we could've gone with that.

Justin: Yeah. Yeah.

Griffin: Okay. She says...

Mona: Alright, Littlest Baby. I'll write that down.

Travis: I'm not gonna call it Li—

Justin: No no no, we can't call it Littlest Baby! Sorry.

Travis: What the fuck are you talking about, Griffin?

Justin: Travis—Travis put us up to it, Griffin.

Travis: [laughs]

Clint: [laughs]

Justin: I thought you'd fight it harder!

Clint: [laughs harder]

Travis: I didn't realize we'd broken you so badly over the years!

Justin: [laughing] Yeah, he's so broken! It made me sad! Every second was a knife in my heart! I've broken my boy!

Travis: My boy!

Justin: I broke my child!

Travis: The fight's drained out of him!

Griffin: So y'all coordinated... y'all coordinated behind—behind the scenes to razz me like that?

Justin: [bursts into laughter]

Travis: Yup.

Justin: [laughing] Yeah, we thought it would be a better fight!

Travis: But you rolled over and showed us your soft underbelly right away!

Justin: [laughing uncontrollably]

Griffin: [quietly] Alright.

Justin: You helped us adjust the angle of the knife so it would go directly into your jugular vein.

Travis: [laughing] You made it a cleaner kill, which is...

Griffin: It's been a long—

Justin: Now, that's just gonna knock me out. You gotta tighten it up here. Perfect. There we go, now kick the stool.

Griffin: Um...

Justin: Let's name the boat next time.

Griffin: Alright, yeah. She writes 'TBD.'

Justin: [laughing]

Mona: Yeah, it's fine. This'll prove y'all own a boat, and um... and this is, uh—this is for you.

Griffin: And she hands you all a sort of palm-sized, like, marble diamond. And etched into it is a design that kind of looks like a big, uh, round potion bottle. And floating inside of it is a ship, sort of floating on the fluid inside of it. And um, let's just—let's just jump to—you all sign the paperwork, you get the deed, uh, and plenty of time to kill before your deadline. And so, you all follow, uh, Mona's instructions.

Travis: Fuck! We didn't even ask Mona if there were financing options!

Griffin: Uh, there are—just assume there were not. Uh, and you all go down to the base level, down to The Gills, and actually, behind the Blue Span Brokerage building, and actually like, built into the rock wall of this cliff that the city is sort of built onto, uh... you walk back there, and there's kind of like a grotto.

[tense music plays]

Travis: But not like the drug, Grotto?

Griffin: Not like the drug. Like, an actual, proper sort of grotto. Almost just like a cave, right, back here, filled with water. And it looks, y'know, undeveloped. They haven't like—there's not city back here. But you do spot a big, metal shutter on the wall.

And as you hold this little diamond-shaped stone up towards it, following Mona's instructions, it slides open, and you all walk into another warehouse. But this one is not the junky mess of Desdemona's Haul. This one is much more intentional. It is cleaner, and it is displaying... just anything you could ever need for a ship. It is—y'know, there are sample hull materials. There are weapons. There are tools, and like, models of specialty chambers for the inside of the ship.

There's an entire luxury ship, sort of floating in the rear of this watery cave. There's stuff in here that you like, didn't know existed. Ship technology that is beyond your knowledge. But also sort of scattered around this very clean, pristine warehouse, there are just huge holes in the cave wall. And as you walk inside this room, and the shutter closes behind you, there's a whistling noise from one of these holes deeper in the room, and you hear a low, slow voice enquire...

Voice: New members? It's been some time. You three should consider yourselves very fortunate. You're about to depart on a voyage through values unimaginable.

Devo: This—that sounds good. Um... excuse me, my friend. We cannot see you?

Voice: I suppose introductions are in order. I am... but a humble trader, displaced from my home within the phantom sea. I was the proprietor of a grand aftermarket shipyard, just off the coast. And while my business was lost to the rages of maelstrom, my entrepreneurial spirit was not so easily drowned.

Griffin: And popping out of a hole in the ceiling, right above you, you come face to face with the source of this voice. He is a long, long, long catfish.

Justin: [laughs]

Griffin: Whose body is still sticking in the wall, and hanging down. His barbels are long and drooping into the water below you, and he says...

Voice: My name is Felix. Welcome to the Phantom Sea Coast Co.

[all laugh]

Travis: Damn it, I'm proud.

Clint: [laughing] I am so proud!

[fun music plays]

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