

## The Adventure Zone: Ethersea – Episode 8

Published on September 9, 2021

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**Griffin:** Previously, on the Adventure Zone Ethersea:

[“The Adventure Zone: Ethersea Theme” begins playing]

**Griffin:** Benefactor Orlene, a respected scholar within the Benevolent Parish, went missing while investigating ethereal energy signatures emanating from a giant bivalve discovered in the Phytal Flats. Upon signing: either five Lux, or the installation of vapor suits inside of your ship.

**Devo:** I like the name of this one, but I do not so much care for the fact that it is, you know, from the Parish. I have a history with them. I do not trust them, to be honest with you.

**Amber:** Right on.

**Devo:** Especially not the Hand of Guidance.

**Amber:** We'll find your guy.

**Griffin:** There is the sound of something moving, on the equivalent of the gunnery deck.

**Travis:** Inside the ship?

**Griffin:** Inside the ship.... You manage to grab it around the needles, which is saying something. It uncurls, as you grab it.

**Urchin:** Nobody move! Or Urchin's gonna blow us all to hell!

[theme music plays out]

**Griffin:** So Devo, you're holding this weird li'l guy.

**Travis:** Uh huh.

**Griffin:** Kinda, kinda cute, li'l cute, but... mostly weird, and kinda spiky, but most importantly, holding—

**Travis:** Just say Sonic, Griffin.

**Griffin:** It's kinda Sonic. But also, he's holding what appears to be a bomb, or perhaps a grenade. It came out of the depth charge, that much you have sussed out. And as he's just warned you: Nobody move, or else he is going to blow this ship all to hell. When he says this actually, he says it in Common, so you all are all able to understand—

**Justin:** Oh.

**Griffin:** This creature. As he speaks. Uh. And... yeah. Devo, you're looking right at him, it's still very dark in this room, you're in a sort of undeveloped part of the ship, and he's trembling, he's kinda freaked out. Which is not, you know, the best headspace you want somebody to be in when they're holding a bomb.

**Devo:** Urchin, was it? Yes?

**Urchin:** Yep, that's me.

**Devo:** My name is Devo.

**Urchin:** I don't need to know your name. Just let me go, please.

**Devo:** Well, see this is a problem, because this is our ship. And you have, uh, what appears to be a bomb. And—

**Urchin:** I don't see your name on it.

**Devo:** Well, our name is actually on the paperwork that we signed when we bought it. Uh. And so... if we let you go, you are just running around our ship with an explosive device, and this is not... uh... I actually will not speak for Amber and Zoox, but this is not okay with me.

**Urchin:** Is it okay— hang on, I'll check with them. Is that okay with you guys?

**Zoos:** Uh.

**Amber:** Wha— is what okay?

**Devo:** If he is just running around our ship with an explosive device.

**Urchin:** With a bomb.

**Amber:** No, I— that's thumbs—

**Zoos:** No...

**Amber:** That's thumbs down from me, yeah.

**Zoos:** Yeah.

**Urchin:** Aw, shoot. Okay.

**Zoos:** Running around the ship is okay.

**Devo:** Yes, this—

**Zoos:** The explosive device part, I would have to say mm-mm!

**Justin:** You know, I'm gonna roll an insight check. To see if.... if... he really, if he is really capable of this.

**Griffin:** Capable of... killing you all with a bomb, or?

**Justin:** Like if he really wants to blow up the ship or if he's bluffing. You know?

**Griffin:** Sure, yeah. Yeah that's a good thing to see if someone's lying about.

**Justin:** Yeah. [sound of dice rolling]

**Travis:** That's the first thing you do...

**Justin:** Motherfucker!! Seriously?!

**Clint:** [laughs]

**Griffin:** Yeah. That's a... [laughing] that's a...

**Justin:** Okay, so here's the thing. We just had to re-record this bit, for reasons, and I did this exact same thing, and I rolled an eight, and I just rolled again, and— 'cause I was trying to be all smooth and tricky. And you know what I got, folks? It's a fuckin' eight!

**Griffin:** Yeah. You're—

**Clint:** [laughs]

**Justin:** AGAIN!

**Griffin:** You're fated to get an 8.

**Justin:** Unbelievable!

**Travis:** That's a "f8." That's an F and then the number eight.

**Justin:** Yeah, F eight.

**Griffin:** That's the Fate of the Furious.

**Justin:** Fate of the— and I'm the Furious! That's me!

**Griffin:** Right.

**Clint:** [laughs]

**Griffin:** You can't— all you can tell is, he is... he is pretty scared—

**Justin:** That's what you said last time! Exactly! It sounded exactly like that!

**Griffin:** [laughs]

**Clint:** [laughs]

**Justin:** Fuck!

**Griffin:** [laughing] The audience didn't hear that bit though. He is— he is scared, and that's not the best headspace for somebody to be in when they're holding a bomb. So. That's all you get.

**Devo:** Urchin. I will make you a deal. I will put you down, if you hand this bomb to Amber, here.

**Urchin:** Why don't you set me down...

**Devo:** No...

**Urchin:** No no no, listen, listen listen! Ple— hey, don't interrupt, that's rude!

**Clint:** [snorts with laughter]

**Urchin:** Why don't you set me down. I'll take like, ten steps back away from you, I'll set the... bomb down. Is that what this is, by the way?

**Devo:** Oh, yes.

**Urchin:** Dang. Okay. Yeah, I mean I don't wanna get blowed up today. And it seems like y'all don't either. But I'm needing certain assurances!

**Devo:** Okay. Um. Well. Uh. How about this...

**Urchin:** Yep?

**Devo:** I just caught you, and kept you from getting hurt from falling on the ground, yes?

**Urchin:** Yeah.

**Devo:** Okay. So you give us the bomb, and then we can talk about why you are on our ship. No one here wants to hurt you, we just met you.

**Urchin:** Okay.

**Griffin:** Roll a persuasion check.

**Travis:** [sound of dice rolling] Okay... that's... a 19 plus seven, a 26.

**Urchin:** Oh yeah, this is your bomb. That's rude of me. I'm so sorry.

**Griffin:** He hands you the bomb.

**Devo:** Okay.

**Griffin:** You don't— I don't know that *you* know what to do with this.

**Travis:** I will—

**Griffin:** This active explosive.

**Travis:** I'm handing it to Amber, which is going to be my knee jerk, like, "I don't know," reaction as Devo, like, "You take care of this, you're an adult!"

**Griffin:** Okay. Amber, you're holding a bomb.

**Devo:** Now, Urchin. Um. Why are you... on our ship?

**Urchin:** Gotta be somewhere!

**Devo:** Okay. This is not as insightful as you might think.

**Clint:** [laughs]

**Devo:** I guess, yes, technically, one does need to be somewhere, but why is that somewhere for you, here? Did you get on when we were docked, back at the Founders' Wake?

**Urchin:** I don't— you gotta understand, man, I'm like, a— I'm like a wild little guy. So I don't know necessarily what it is when you say Founders' Wake?

**Devo:** This is a weird way to describe oneself.

**Urchin:** Yeah.

**Devo:** It sounds like something someone says when they are trying to convince someone else that they are, like, a cool party guy.

**Urchin:** Naw, I'm like a nasty freak! And I'm— I live here—

**Justin:** [cracks up]

**Clint:** [laughs]

**Urchin:** Um. I live here. This my house.

**Devo:** You live...

**Urchin:** This my house that moves around the water!

**Devo:** Um. Does someone else want to tag in here? Because I am...

**Zoox:** Where... where— where did you find the bomb? How did you cut...

**Urchin:** I was looking around some of your doo-dads. Doohickies. Your whatchamacallits.

**Zoox:** Mmhmm.

**Urchin:** I pulled that out. And, um... y'know, I like to tinker. I like to tinker, little doodads... and whatchamacallits!

**Zoox:** Mmhmm.

**Urchin:** And this ship's got plenty of 'em, baby!

**Zoox:** And you have always been on this ship?

**Urchin:** Uh... What is a ship?

**Travis:** [laughs]

**Clint:** [chuckles]

**Amber:** Alright, well...

**Travis:** [laughing] That's deep.

**Amber:** Have you ever been wet before?

**Urchin:** No! What's that?

**Amber:** Damn. Alright. Well here's— this is gonna trip you out, but like... you've always been on a ship. If you haven't been wet, you've always been on a ship.

**Urchin:** Wow. I like that. No matter where you are, you are... that is you! There.

**Amber:** It's like— the fish, is like... what the hell is water? You know that old thing?

**Urchin:** Yeah for sure. For sure. It's the same thing for Urchin.

**Amber:** Fantasy David Foster Wallace. [laughing]

**Urchin:** Yep. Uh. I oughta— are we done? 'Cause I gotta go... to the bathroom.

**Devo:** No—

**Amber:** Are you gonna— wait. Do you live here?

**Urchin:** I mean. Let me— hold on.

**Griffin:** And he looks out a window.

**Urchin:** I don't see... I don't see an apartment that has— that says "Urchin's Place" on it.

**Devo:** You can't— ugh. I can't tell if you are an innocent wild freak boy or kind of a smart ass.

**Urchin:** Okay.

**Devo:** Oh boy.

**Urchin:** No need to cuss though!

**Devo:** Okay—

**Urchin:** So, I gotta go to the bathroom—

**Devo:** No, no— Urchin—

**Urchin:** I can't believe you're keeping me here when I said— am I un— am I, am I under arrest??

**Devo:** You know about "arrest" but you do not know about "wet."

**Urchin:** Okay.

**Devo:** Alright. Urchin, if we just let you roam around the ship, are you going to take apart more of our weapons and potentially blow us up?

**Urchin:** I'm also gonna eat some of your food!

**Devo:** Now—

**Urchin:** I'm hungry! I'm a growing boy!

**Devo:** Are you??

**Urchin:** Mmm!

**Devo:** What are you going to do in exchange for the food that you eat, and sleeping, and living in our ship?

**Urchin:** Mmmm.

**Devo:** Perhaps— One, don't take apart anything.

**Urchin:** Okaaayyy... ?

**Devo:** Mmmm... this was not convincing.

**Travis:** [laughing] I'm gonna roll an insight check to see if I was convinced by that.

**Clint:** [laughs]

**Griffin:** Sure.

**Travis:** That's an 18 plus six. Was I convinced by that, Griffin?

**Griffin:** Fuck no.

**Travis:** Okay.

**Griffin:** Um. Urchin says,

**Urchin:** I won't take apart anything that... that is important. But I gotta keep— I gotta— “idle hands!” You know? So—

**Zoox:** Do you know how to put things back together?

**Urchin:** I'm about to seriously make a mess right here on the floor of this ship and you guys are gonna think I'm some sort of—

**Devo:** Then where else do you do it?! If not on the floor of the ship!? Do you have a toilet??

**Urchin:** No! But I go in, like, I go in the walls. I hide it.

**Devo:** What!?

**Urchin:** It's okay. Um. So. Yeah.

**Clint:** [laughs]

**Amber:** I get... this is... um. I guess we need to let him... go?

**Urchin:** See!?

**Amber:** I don't— it doesn't seem right, but...

**Devo:** Yeah.

**Amber:** There's nothing we can do right now and we got other stuff to do.

**Zoox:** And— and it's not like he can go anywhere.

**Amber:** He's just... yeah. He just kinda hangs out... that's fine.

**Urchin:** That's right!

**Amber:** Okay.

**Zoox:** Unless we have a brig.

**Amber:** We have no reason to think that he's dangerous except for when...

**Zoox:** [laughing] He had a bomb...

**Amber:** The bomb.

**Devo:** Yes.

**Urchin:** Yeah, that was— that's an accident. And you all scared me first.

**Amber:** [under her breath] That's legit...

**Devo:** Okay. This area, this is all of our weapons and artillery.

**Urchin:** Yeah.

**Devo:** Do not... no touch! The bridge, don't touch.

**Urchin:** Well then what's— tell me where to touch!

[Various snorting and laughing]

**Urchin:** What's a good place to touch?! For Urchin.

**Travis:** [snorts and laughs]

**Urchin:** See. You don't know. I stumped you.

**Devo:** We will find you...

**Urchin:** Yep.

**Devo:** Some things that you can take apart and put back together.

**Urchin:** Okay.

**Devo:** We do not want you to get hurt, we do not want the ship to sink... now you can go shit in the walls, I suppose.

**Clint:** [laughing] Go shit in the walls, pal!

**Amber:** Don't... don't shit in the walls.

**Devo:** Where else— does an Urchin shit in the walls?

**Amber:** Classic.

**Devo:** Yes.

**Amber:** Classic quandary.

**Urchin:** 'Bout to do it on the floor if you don't let me go.

**Devo:** Okay—

**Urchin:** I'm bored— I'm bored! I been bored!

**Devo:** We're going to hide our rations and if you want to eat something you have to ask—

**Urchin:** Oh, good luck! [laughing] Yeah right! Oh, "hide your rations!"

**Devo:** You have to ask us for it.

**Urchin:** Okay. You got it, baby!

**Devo:** You— okay.

**Urchin:** Whatever you say, Dad!

**Devo:** It's Devo.

**Urchin:** Aw, did I call you Dad? That's embarrassing.

**Devo:** Oh boy. [laughs] This has been a productive 20 minutes.

**Clint:** [laughs]

**Urchin:** Doesn't feel like it! See ya later.

**Griffin:** He rolls up in a little ball, and uses his spikes to climb up the side of the ship and then disappears into a vent in the ceiling. And as he does... as he passes through that vent, some crumbs of rations fall down from the vent, and you realize he has already helped himself to a good portion of your stuff.

**Travis:** What did we get on our roll, Griffin, that led to this?

**Griffin:** You got a 26, I believe? On a random roll. Which was—

**Travis:** Yes, but— did it say in the chart, like, a random little freak boy [laughs] who eats your food and shits in your walls appears?

**Griffin:** Uh. "A stowaway appears, who siphons away resources." Here's the thing about Urchin. He is going to continue to eat your rations and go through your stuff, he's not the best roommate. And as long as he's aboard the ship you're gonna have a minus three to your readiness. But—

**Travis:** Do we have to kill Urchin??

**Griffin:** I mean, that's up to you.

**Travis:** Oh boy.

**Griffin:** But, as long as he's on the ship, the sort of scrap and spare parts that he leaves around will give you a permanent plus one whenever you try to do a repair roll. Uh. As Urchin sort of unintentionally lends you...

**Justin:** Okay.

**Griffin:** Different gears and gizmos from deconstructed...

**Justin:** Okay.

**Griffin:** Equipment of yours.

**Travis:** Oh boy.

**Griffin:** That is Urchin's— and I'm gonna add Urchin to the crew manifest.

**Devo:** We should have taken the ship on some kind of test drive. Before we bought it. This feels like something that Mona should have disclosed, eh?

**Amber:** Yeah. It should be in the paperwork, for sure.

**Devo:** There's a spiky freak boy who lives in the ship and... [sighs] Shits in the walls.

**Amber:** Yeah...

**Zoox:** You know what we could do— we could put the rations in the bathysphere. 'Cause there's no way he has access to the bathysphere.

**Urchin:** [calling distantly] Yeah I do!

**Zoox:** It is, by design, completely—

**Amber:** He just... he just said he does. [laughs]

**Urchin:** Yeah!

**Zoox:** Into the 'sphere??

**Urchin:** Yeah, babe! This is my— that's my—

**Devo:** Kinda seems like he can get anywhere, yeah.

**Zoox:** Are you yelling at us from the shitter?

**Urchin:** Nah man! I'm in the bathysphere! It's my rec room!

**Justin:** [laughs]

**Amber:** [stifling laughter] Alright. Listen. We got bigger proverbial fish to fry. I think we need to move on from this cat real quick.

**Griffin:** Alright. You all continue on your voyage.

[Music fades in]

**Griffin:** What— other than your sort of Close Encounter with Urchin here, this is your first sort of... your first trip away from the city, in The Coriolis. What is... what is the trip like for you all? How is— how are you settling in to this new vessel?

**Justin:** Well, Amber is loving her room.

**Griffin:** Right.

**Justin:** Amber's Place, No Boys Allowed.

**Travis:** Yeah, obviously.

**Griffin:** Yeah.

**Justin:** And... comfortable, plush, well-rested, probably the nicest digs I feel like she's had in a while. So in terms of like, Amber's situation, I feel like currently it's all upside, it's all gravy.

**Griffin:** Yeah.

**Travis:** Well joke's on you. Devo would have chosen to sleep on the bridge anyways because he doesn't really sleep that well?

**Griffin:** Yeah, sure.

**Travis:** Um... and so... he just kinda like...

**Justin:** [tauntingly] Sooo tortured.

**Griffin:** [laughs]

**Travis:** Just kinda like— no, no, it's more that he's like half-elf, so he meditates and...

**Griffin:** Ah, yeah.

**Justin:** Ohhh, boy, so peaceful...

**Travis:** He's just like a magical elf guy and he just kinda hangs out up there. Also, I figured it would be good if someone was on watch or something.

**Griffin:** Yeah.

**Travis:** `Cause I... I don't think... I mean, we live in a big magical sea full of evil big turtles. I don't think just like sailing, like... [laughs] Put a brick on the gas!

**Griffin:** [laughing] Yeah.

**Clint:** [laughs]

**Justin:** [laughs]

**Griffin:** That is another service that Urchin provides. Is that he will definitely keep lookout for you—

**Justin:** [imitating Urchin's voice] "Someone's coming!"

**Griffin:** [laughs]

**Travis:** Oh, and also Devo spends a lot of his time reading.

**Griffin:** Yeah. Fuckin' nerd. Zoox, what are you up to?

**Clint:** I think Zoox has been trying... There's no moon pool on this ship, but there is a bathysphere bay...

**Griffin:** Yeah.

**Clint:** And I think he's been kinda scoping it out, figuring out a way to like, open that hatch, to— for his dunking.

**Griffin:** Yeah!

**Travis:** There's a shower! We have a head.

**Griffin:** Yeah, there is a— there is a very primitive, I would say, Ether-shower. It's literally just like an exposed pipe, in one of the bathrooms, that you can pull a handle on—

**Travis:** Jesus.

**Griffin:** And just a fuckin' like super-powerful jet, uncomfortable jet of ether-water will just blast you in all your crevices.

**Clint:** And I think while he's... when he's not doing that, I think his natural instincts as a hunter...

**Travis:** Mmm.

**Clint:** Would be to kinda try to keep an eye on Urchin?

**Travis:** To kill Urchin.

**Griffin:** M'kay.

**Clint:** Try to—

**Travis:** So Zoox wants to eat Urchin, right?

**Clint:** I think he—

**Justin:** Very Alf. Kind of an Alf energy.

**Travis:** Yeah.

**Griffin:** Sort of Alf's... energy.

**Clint:** Here on Melmack, we LOVE urchins!

**Justin:** Keep going.

**Griffin:** That's a... that's a... we're onto something here.

**Justin:** Yeah, now we're...

**Clint:** [laughs]

**Griffin:** Hey, hey Mac? Now we've figured something out.

**Justin:** I never really enjoyed The Adventure Zone before but now I'm into it.

**Travis:** Yeah.

**Griffin:** We're like, really—

**Justin:** Sort of clicking...

**Griffin:** Touching something powerful. Um. Yeah, it's tough to know where Urchin is at any time because again this is a noisy ship. Um. But. In times—especially when the engine is off, it's not hard to know where this dude's clicking and clacking around.

**Clint:** Alright.

**Griffin:** Um...

**Clint:** I just think he's working on— I mean, just like, honing his skills.

**Griffin:** Okay.

**Clint:** And searching for a creature that... you know... shits in the walls...

**Travis:** Yeah.

**Griffin:** Yeah.

**Clint:** Would be... an interesting exercise.

**Griffin:** You guys are way too focused on that. Like, he doesn't do it that... often.

**Justin:** I... yeah. I shit my pants and left the undies at a Wendy's one time... But it's all anybody's talked about...

**Clint:** [laughs]

**Griffin:** But it's all anybody wants to talk about... Sure.

**Justin:** Sting! One time, said that he likes to have sex for an extended period of time...

**Griffin:** Yeah.

**Justin:** And his cottage industry— [laughs]

**Griffin:** Yeah.

**Travis:** I'll tell you Justin, the number of times that TMZ calls me and says like, "Hey Justin shit his pants in that Wendy's once, right?" And I'm like yeah he sure did!

**Justin:** Yeah, still... still asking...

**Travis:** They're still asking about it! Well that's what they fall back to when they can't think of anything else to cover this week—

**Justin:** Yeah.

**Griffin:** Right.

**Travis:** TMZ just talks about you shitting your pants and leaving your dirty undies at a Wendy's.

**Griffin:** Alright. So. We've just bumped that back up in the consciousness of our listeners. For probably the eighth time.

**Justin:** [glumly] I'm thrilled.

**Griffin:** Um. And—

**Travis:** I also think there's maybe— is there like an area, like, do they— hey is there a common room? Y'know? Or is that just like the bridge?

**Griffin:** I mean, yeah, there's not really a common room. There's— [laughing] the only sleeping quarters in this whole ship is Amber's Place. There is a— there's a food storage room, I don't even think a kitchen. I don't think you can cook in it. But it's got, you know, a box. Filled with... you know, rifled through foodstuffs that you've brought with you.

**Travis:** Like some MREs.

**Griffin:** Yeah, you got the bridge, and you got some cargo— you got the cargo hold. That's it. It's not the most— it's— it's cold, and noisy. And it's kinda damp inside. Like there's precipitation. But it's got good bones, this ship.

**Travis:** Yeah, okay.

**Justin:** Nice.

**Griffin:** Uh...

**Travis:** One day on the bridge— I— Devo has a question for Zoox.

[Ambient music plays softly]

**Devo:** Zoox? I am curious. Uh... I know nothing about the Brinarr. You... you are more or less the first one I met. Do... do the Brinarr sleep? Does your body get tired?

**Zoox:** Um. Not so much. Actually what happens is the dunking takes care of most of that. The dunking revitalizes me, and makes me feel better. And... kinda, you know. Keeps me... on an even keel? No pun intended? And... no, there's not really that much sleep needed. For coral.

**Devo:** I see. But do you— but you eat, yes?

**Zoox:** I suppose I do. I...

**Amber:** You's refreshed and energized with the magic water.

**Devo:** I see. And does this... does the magic water wash away... your... um... what you have digested?

**Zoox:** Oh. Well. Actually a lot of what I have digested comes from the ocean... Are you asking me if I poop?

**Devo:** I— mmm. Th— well—

**Zoox:** I know everybody poops.

**Devo:** We don't need to put it in these terms, we've already talked a lot about where Urchin shits. We don't need to make this a whole episode about where everybody in the crew shits.

**Zoox:** Ohhh. Well a lot of the time what has to happen is, I take in nourishment from the water, and that goes towards building the actual coral that... the entities live in. So I guess that's how I'm... maybe I'm growing! That's, that's how it manifests...

**Devo:** You are a growing boy!

**Zoox:** I am a growing... entity.

**Amber:** Oh, hey, we're here!

**Clint:** [laughs]

**Griffin:** [cracks up]

**Justin:** I don't know if we are or not, but Amber walks out of the room.  
[laughs]

**Griffin:** [laughs] You are, actually. The Coriolis exits through this sort of broad ravine that you all were navigating, and as it passes through the end of this ravine, you enter into this vast field of seaweed...

**Justin:** [giggles]

**Griffin:** Go ahead, Justin.

**Justin:** [laughing] I was just thinking about like... is this how Ray Bradbury had to do it, whenever he had like an alien species? Were there like a few pages, [wheezes with laughter] where it's like, now— "tell me, tell me friend, explain how you poop."

**Travis:** [laughs] "Where does the dookie come from?"

**Griffin:** "Where does stuff come out?"

**Clint:** [laughing throughout]

**Justin:** [laughing] So— so— "Thanks for having me on your planet, I do have a mission to attend to, but first some important questions. Where does the poopy?"

**Travis:** [laughs] "Hey! I'm a weird cool alien on your planet for the first time, and you're probably wondering what anyone would be wondering—"

**Justin:** [calling out from the distance] Ask him where he poops!

**Travis:** “Yes, well, I’m gonna tell you, don’t worry! I understand, this is my fifth time visiting a new planet and I know the drill at this point! The poop comes out of my fingertips when I sneeze.”

[All laughing]

**Justin:** [laughing] You know that scene in *The War of the Worlds*, when Tom Cruise just has his hands on his hips and he’s just staring up, going “Huh.”

**Travis:** “Huh.”

**Griffin:** “Huh.”

**Justin:** Well—

**Griffin:** Interesting!

**Justin:** “What if— do you think that— is that a hole— is that hole for— wait, are the lasers—?”

**Travis:** [laughing] Is the lasers the poop? Is it naturally occurring, the lasers?

**Justin:** Then he gets killed.

**Travis:** Yep.

**Clint:** By poop.

**Griffin:** So. Uh. Yeah.

**Travis:** It’s been a fun episode so far.

[Ominous ambient music fades in]

**Griffin:** Yeah, so far it's been a wild one. You all— The Coriolis has entered the Phytal Flats. And basically it is a forest of seaweed, only not normal seaweed... fucked up magical seaweed.

**Travis:** Of course. Yes, yes.

**Griffin:** There are leaves just larger than your ship, that are waving very slowly, but chaotically, in the currents, just forming this endless shaded forest that stretches as far as the eye can see. And the Coriolis, as it pushes into this forest, just sort of gently nudges these huge stalks of seaweed aside as you follow the map, provided to you by the Hand of Guidance. And about a half hour or so after you've entered this forest, after some sort of slow coasting, you arrive at this large... grove? It almost— it looks almost like a shallow crater? Almost? And there is no seaweed anyw— there is nothing in this crater, it's probably about— it's about the size of a football field. And sitting right smack dab in the middle of it, is... a... a big clam.

**Travis:** A big ol' clam!

**Griffin:** A big old gray clam. It's about... it's about half the size of your ship. So. I mean, I guess scale is... all relative. It's big for clams.

**Travis:** Oh, okay.

**Griffin:** But it's not the size of, you know, a city. And... yeah, that is literally all that is here. Which is wild, because the Ethersea is full, jam packed, with all of these different, you know, life forms or whatever, here is just a big clam sitting in the middle of nowhere. And... also notably there is no sign of the Benefactor's ship.

**Travis:** Aw— okay.

**Griffin:** Which you have gotten a... you know, a rough description of, from the Hand of Guidance.

**Justin:** Mmm.

**Travis:** Um. I don't have, like, detect magic or anything. Uh. But... just like... the absence of things, the absence of like, I don't know, any kind of shit around this clam...

**Griffin:** Yeah.

**Travis:** Is there like, a magical reason that I would know... why that would be?

**Griffin:** Ummmm... I... no. I can't— I cannot think of any way that you would know what that is.

**Travis:** Okay, that's fair. That's fair.

**Griffin:** Aside from what you know from the Hand of Guidance, which is that there is some sort of powerful ether-energy signature that they were following up on.

**Travis:** Got it.

**Devo:** Well, uh, Zoox, get on out there, and, uh, investigate. Hm?

**Zoox:** [hesitant clicking] Amber? Is that what you want me to do?

**Amber:** Yeah, we'll keep a— we'll keep an eye out and, uh...

**Devo:** Mmhmm.

**Amber:** You know what? Let me— I'll— I'll get your back. Let me vapor suit up.

**Devo:** Yes, you two...

**Zoox:** Okay!

**Devo:** Uh, have fun out there. I will... hold down the fort... here.

**Justin:** Is this enough of a— so it's just a clam, right? There's not like a big... another... interior, right?

**Griffin:** What do you mean?

**Justin:** It's just a big ass clam.

**Griffin:** It's just a big clam.

**Justin:** There's not like a building next to the clam.

**Clint:** [laughs]

**Griffin:** Oh no, I'm sorry, I'm so sorry. I'm so sorry. Yes. There's a big, big building, uh, right next to the clam—

**Travis:** Like a Holiday Inn?

**Griffin:** It's a... it's a brick, a nice brownstone duplex—

**Justin:** Okay. Okay, funny— Funnyboy. If I can.

**Griffin:** Uh, no. Just a big clam.

**Justin:** Okay. Just a big clam. Fine. That's all you gotta say. Jeez-sus.

**Griffin:** Uh, okay! You're vapor suitin' up—

**Devo:** So, you all be careful out there. Um... let me know if you need anything?

**Griffin:** Uh, all right.

[ad break]

[ambient music plays]

**Griffin:** You all head to the airlock. This is our first, uh, vapor suit sort of, uh, interaction. I think from what you described in the set-up episodes, it is a collar first, right? That the rest of the suit kind of like, comes out of.

**Justin:** That sounds right, yeah.

**Travis:** Like angular hard light.

**Griffin:** Yeah. So—

**Justin:** That sounds— that sounds cool. I know I said the coolest thing, so if that's the coolest thing, then that's...

**Griffin:** [laughing] What— what specifically does your— I imagine, you know, you can change the... color, and, you know, some of the shape of— of this thing. What is— what does Amber's uh, uh, Ether— vapor suit look like?

**Justin:** Hers is like, uh... it's like that same green bioluminescent that matches the uh, her arms. Her— her, uh, monk arms. Her spectral monk arms.

**Griffin:** Right.

**Justin:** Um, and— and it also has, like, two sort of, uh, I guess you'd call them tentacles? Sort of looking things? Extending from her stomach, uh, in case she does need to manifest the arms while vapor suited.

**Griffin:** Okay.

**Justin:** So there's— there's like, some flaps for that. And they're usually just sort of dangling down and looking kind of silly. [snorts]

**Griffin:** Okay. Uh, cool. Uh—

**Justin:** Really?

**Griffin:** Yeah. No, it is, it's awesome. You all make your way to the airlock then, and, uh, as soon as the room starts to depressurize, the vapor suit

just forms around the collar, and, uh, I can't imagine it's too terribly pleasant when you sort of transition into vapor suit mode, because you are sort of creating this pressurized environment around you all at once, so, I imagine it's a pretty brutal ear-popping experience, and then you are, uh, out in the ocean! Uh...

**Justin:** Mmhmm. I feel like... tell me if this, like, tracks with you guys, but... I feel like you need to lay down, or... it doesn't seem like you could be stand— I don't— I don't want you to be— to be standing and walking around in a vapor suit, like, on dry land.

**Griffin:** No, no, it needs the, it needs the— the— right.

**Justin:** So, it needs the water, I feel like you need to like... yeah. Be, yeah. Yeah. Okay, yeah.

**Travis:** You know what? It— maybe it's like, um, as you like, enter the water, it's like, standing on like plastic? Right? On, that's on top of like a pool cover? Right? Where you're like sinking into the plastic, and the plastic's covering you? And you're not actually touching the water?

**Justin:** Yeah, yeah, yeah.

**Travis:** So like, outside of the water, there's nothing there.

**Justin:** Yeah.

**Griffin:** Cool. Um—

**Travis:** Uh, should I take the bathysphere down?

**Griffin:** I mean, it's up to you! You also— you do have another vapor suit.

**Travis:** Yeah, but I can't swim. Um, I'm, I— then let's say before they leave, uh—

**Devo:** Amber? Should I bring the bathysphere down so I can get closer, and, I don't know, scan around?

**Amber:** Yeah, another set of hands couldn't be... couldn't hurt. I mean... yeah.

**Zoox:** And there may be something that wants to fight us! And it'd be good to have something with some... some weaponry.

**Justin:** Does the bathysphere have weaponry?

**Travis:** It has a mini-flak launcher, yeah.

**Griffin:** It has one very weak cannon, yes.

**Travis:** Okay, yeah, I'm gonna bring the bathysphere down. I lock the Coriolis... ? Like, the helm?

**Griffin:** Oh, okay. What does that mean— what does that mean?

**Travis:** I don't know. I was— I said it as kind of a question, hoping you would just be like "Yeah, totally."

**Griffin:** Well, we didn't really talk about, like... are there keys, for ships?

**Travis:** I take the disc with me.

**Griffin:** Okay, yeah, that's good. Yeah, that's uh, you just take the steering wheel.

**Travis:** Yeah.

**Justin:** Oh, is that on your back? I bet that looks like Tron.

**Griffin:** That's sick. Yeahhh.

**Travis:** Yeahhh! Fuck yeah!

**Griffin:** Okay, Devo you— yeah?

**Clint:** I thought there was something we used as a fob.

**Griffin:** Uh... I like this— this is way cooler, man. Fuck a fob.

**Clint:** Oh, I agree.

**Griffin:** Fuck a fob, though.

**Justin:** Totally. Yeah, it's coded, like the— this has like, Bluetooth. Awesome.

**Travis:** Oh, yeahhh!

**Justin:** And that's how it connects back.

**Travis:** And there's a USB input for my smartphone, and it works most of the time.

**Griffin:** Awesome.

**Justin:** Yeah. Cool, dude.

**Travis:** Yeah, dude. And sometimes my— the Bluetooth doesn't work if my wife's phone is too close, so it's nice to have the USB input.

**Justin:** Sure.

**Griffin:** Uh, Devo! You are in the bathysphere, then, which is, uh, tethered, by a very long, uh, powerful cable to the, uh, to the Coriolis itself. Um, but the controls here are pretty familiar. Uh, it— it doesn't, I think, use the disc lock thing that the main ship does. You can just pop in there and, uh, cruise on down alongside your two friends. As you all, uh, approach this clam. And it takes you a little bit of getting used to, to sort of learn how to maneuver this thing well, but... it... you figure it out! The bathysphere, we should mention, has the mini-flak launcher, which is a not-so-powerful weapon, for emergency use. And then it has manipulators, which are retractable appendages that allow a pilot to interact with objects outside of the vessel. And there is also a very small cargo chamber that you can place stuff in. And

there's like a floodlight, that you can use to— to explore. Okay! You all are approaching the clam. It is completely motionless. As you all, uh, make your way closer—

**Travis:** It's not doing a thing where it's like, "Mee mee mee mee mee mee mee!" and like blowing out bubbles?

**Griffin:** It is not snoring like, uh, like a cartoon prison guard, no.

**Travis:** Hmm. Okay, interesting. I would have expected this, okay. Um, it— so, the bathysphere has, like, sensors? Is that something where I can like, scan for life?

**Griffin:** No.

**Travis:** No. Okay. Well then I'm just gonna, like, kinda steer around and shine the light and see if I see anything.

**Griffin:** Um... you don't, but can— you are providing, I think, adequate light for the two...

**Travis:** Okay, great.

**Griffin:** To see... see this big clam.

**Clint:** I think, uh, Zoon is gonna make a nature check.

**Griffin:** Okay! What are you attempting to... I mean, don't just say that. Like, what are you attempting to do?

**Clint:** Um, to see if there's... I mean, so far we know it's— all we see is a shell, right?

**Griffin:** Um, I mean, yes?

**Clint:** Do we know if there's a living clam inside the shell?

**Griffin:** You don't know anything.

**Clint:** Hence the nature check.

**Griffin:** Okay.

**Clint:** Um.

**Justin:** We know now— now, something that we talked about before though, with the turtle, and with this I think, is that we... we don't have any reason to think that we know anything about— like this is one of a kind, right? Is this like that, or—?

**Griffin:** I mean, you didn't— you only sort of figured that out after doing a nature check.

**Justin:** Eh, that's true.

**Griffin:** On, on the turtle, to see like, "Oh, no, this is no ordinary turtle."

**Clint:** And, due to "Natural Explorer," which is one of the features of Zoox, um, his proficiency bonus is doubled for proficient skills when you make an intelligence or wisdom check related to it. And nature is an intelligence check, right?

**Griffin:** Sure, yes. Then you... your nature score's actually a plus four.

**Clint:** 'Kay. So we still haven't figured out what he's checking for. I just think he's looking for natural information about this...

**Griffin:** I think we can say this: you know about sea life. You're checking to see if this is just your everyday run-of-the-mill clam or not. 'Cause if it is, like, you probably know some shit.

**Clint:** Okay. So what do I roll?

**Travis:** Nature.

**Clint:** Oh, the nature check.

**Griffin:** Nature.

**Clint:** `Kay. That is... [huffs]

**Griffin:** Nine.

**Clint:** Seven plus two, that's a nine.

**Griffin:** Uh, but plus your— double your proficiency bonus, that's an 11. Um, but unfortunately, even with an 11— I mean, as far as you can tell, it is— it's a big clam. But, I mean, it's not unheard of for, like, certain bivalves to grow this size. Um, so, I mean as far as you can tell, it might just be an ordinary clam. You cannot figure out anything other than that.

**Travis:** You know, uh, Devo doesn't know shit about clams. Uh...

**Griffin:** Yeah?

**Travis:** I'm gonna attempt to open it with the manipulators!

**Justin:** Great.

**Griffin:** Okay! Yeah, sure!

**Travis:** `Cause like, I don't see anything. If Orlene's anywhere, he's inside that clam. I'm gonna open the clam.

**Griffin:** M'kay, all right. Uh, so you're just gonna use the manipulators to do that. I think... golly. I think this— I think go ahead and do a sleight of hand check.

**Travis:** Oh boy!

**Griffin:** A Devo sleight of hand check.

**Travis:** Okay?

**Griffin:** We'll see how that goes.

**Travis:** It's an eight plus two. A ten.

**Griffin:** A ten. Uhh... okay.

**Travis:** Not the strongest thing Devo's got going. Could I somehow persuade the clam to open? [laughs]

**Griffin:** No, I got—

**Travis:** With gentle pets and kind words.

**Griffin:** I think with a ten, you like, you just cannot even get these manipulators, like, in there. Like, you try, but they're— there's no way for you to get leverage on this— on this thing. It's— it is just, these manipulators are too big. They are just not the right tool for the job.

**Travis:** I turn the bathysphere to Amber, and, uh, I make the— I make it shrug. With the manipulators. [Makes an "I don't know" shrugging noise]

**Clint:** [laughs]

**Griffin:** Uh, Amber? Is there anything you wanna try?

**Justin:** Mm, no, I'm kind of folding my arms and nodding, like, [laughing] "Yeah, this looks good. This seems like it's going good."

**Clint:** Well. I'm... I think Zoon wants to— how about if Zoon tries to speak with the animal?

**Griffin:** Um, sure?

**Justin:** Could I—

**Clint:** Let's blow through all these spells now!

**Justin:** Could I have a— could I ask a question?

**Griffin:** Yeah.

**Justin:** As far as we know, in terms of the size of this particular “bivalve,” if we’re all gonna be throwing around our nickel words, in the— and the size of, like, a ship that someone, like, Benefactor Orlene would have. Does it seem big enough that it could have gobbled his ship up whole... sale?

**Griffin:** Um, no. I don’t think you need to roll anything for that. Like, it’s... you have no reason to believe that, uh, Orlene would be traveling the kind of distance it took to get here in a ship much smaller than yours.

**Justin:** Right on. Okay.

**Clint:** And we don’t see any ship in the general vicinity.

**Griffin:** Nowhere. Again, you’re in the middle of basically a big crater.

**Travis:** So if it was anywhere parked nearby, we’d see.

**Griffin:** Yeah. For sure.

**Clint:** Okay. So, I’m gonna try to speak with the clam. Zoox is.

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

**Travis:** You can’t get anything out of him, ‘cause he’s clammed up.

**Griffin:** I mean...

**Justin:** Hmm.

**Clint:** Well, it’s the contact telepathy kind of thing...

**Travis:** No, he’s clammed— he’s clammed up.

**Griffin:** Um, no, I’m gonna need you to st— no, I need you to start— making a spell, uh, “Speak with Animals” roll to use that. I feel like—

**Clint:** Okay.

**Griffin:** The conceit that you can just speak to anything you touch is a little OP.

**Clint:** Okay. All right. So, Speak with Animals.

**Travis:** Sorry guys, to reset, uh, “clammed up.”

**Griffin:** Oh, good!

**Clint:** [polite chuckle] Yeah. So, what kind of roll should I make?

**Griffin:** Uh, you don’t have to roll. You gain the ability to comprehend and verbally communicate with beasts for the duration, the knowledge—

**Justin:** Which, uh, you’re burning your slot, is the point.

**Griffin:** Yeah. Um, you may be able to persuade a beast to perform a small favor for you at the GM’s discretion. Okay: this thing does not have... language? But this is the kind of, like, emotive, like, you pick up what this thing is feeling, with this— with this spell? Uh, and it is— it’s hungry?

**Travis:** Mm.

**Griffin:** Like, insatiably hungry. Um, and it thinks it is the coolest fucking clam that has ever, you know, scooted along the bottom of the Ethersea.

**Travis:** I get that.

**Justin:** Okay.

**Griffin:** It thinks very, very highly of itself.

**Justin:** Hmm.

**Griffin:** A very— very prideful, and insatiably hungry clam.

**Justin:** I'll scoot back a little bit further.

**Griffin:** [laughing] 'Kay.

**Clint:** [laughs]

**Griffin:** How far back?

**Justin:** Uh, like, [laughing] two Ambers away.

**Griffin:** Okay.

**Clint:** [laughs harder]

**Clint:** I can communicate with the beast. Correct?

**Griffin:** I mean, you can talk to it. Whether or not it can tell you anything more than what it has just sort of— what you have just read is, is, um... up in the air.

**Clint:** Okay. Do you think maybe it would work... could this transmit images, perhaps?

**Griffin:** Sure!

**Clint:** Could he— could he... [laughing] I got it. Here's what Zoox does. He, he sends this message:

[piano music plays]

**Zoox:** Oh my god. You are the most beautiful clam...

**Justin:** [quietly] How...

**Zoox:** ... I have ever seen.

**Griffin:** Horny!

**Justin:** How. On Earth.

**Griffin:** It got horny just now—

**Justin:** Am I in this— how am I here again?

**Travis:** Yep.

**Justin:** How am I here again?

**Griffin:** [laughs]

**Justin:** How am I in this position again? So many years removed?

**Clint:** It's my go-to move, bud!

**Justin:** Yeah.

**Griffin:** Yup.

**Justin:** Yeah, bud! Yeah, bud.

**Zoox:** I—

**Justin:** Yeah, bud.

**Travis:** Oh, sorry guys, I can't hear anything, 'cause my ears melted off.  
Uh...

**Griffin:** Yeah.

**Travis:** Yeah.

**Clint:** We—

**Justin:** No no no, everybody shut up and let Dad seduce the clam.

[piano music restarts]

**Zoox:** We really would like to see... beyond this shell. Is there any way you could open up a little bit? So we could look upon your... your beauty?

**Griffin:** Uhh... hm. Okay. Now you get a different feeling? Like, the clam— as you look into the clam, the clam is also looking back into you.

**Travis:** That's how it happens.

**Griffin:** Specifically you, Zoox. Uh, because I— you get the feeling that it hasn't seen a Brinarr before. Or, not "seen," you know. Sensed a Brinarr before. And the more that you kind of talk to it this way, the more you feel it kind of reading you? And then you get that— that emotion, that hunger again? Uh, and as that happens, you see a stream of huge bubbles start just shooting out of its mouth as it very slowly opens up. Um, Amber and Devo—

**Justin:** Sir.

**Griffin:** Or, sorry...

**Justin:** Yeah?

**Griffin:** Amber and Zoox, I need you both to make, um... athletics checks for me? And, uh, Devo, I need you to make a speed check in your bathysphere.

**Justin:** Check, or saving th— saving? Check?

**Griffin:** Uh, you're swimming. So I think it's— I think it is athletics. Athletics involves, like, swimming.

**Justin:** [sound of dice rolling] 19.

**Griffin:** Oh, wow. Okay.

**Clint:** Five.

**Travis:** Uh, 12 plus four...

**Griffin:** Uh, 16. Okay.

**Travis:** Sixteen for speed.

**Justin:** [laughing] It sounded like Travis needed Griffin's help with that.

[Everyone laughs]

**Justin:** "Hey, guys? 12 plus four? Anybody? Anybody?"

**Travis:** 12 plus four! Just, uh...

**Griffin:** Okay—

**Travis:** Am I close enough to snag Zoox with the... ?

**Griffin:** No, you, no. No, no no no no. Zoox got a five. Uh—

**Travis:** Aw. Sorry, Zoox. That's a season wrap on Zoox!

**Griffin:** Yeah, uh, Devo and Amber, you see Zoox just, whoop! Right into the clam's mouth. He is just... gone, in an instant. Uh, and Zoox, you are just launched with... with wild, un— more force than you could have imagined this little clam capable of putting out as you are sucked, uh, into its maw. Um, Devo, you are also being sucked in, in the bathysphere, uh, and you— you enter into its mouth, uh, also. And Amber, you see the weirdest thing, because you are able to, to push yourself away from this thing and fight against the current.

Uh, you see the bathysphere enter this clam's mouth, and sort of go over the edge, almost like a waterfall. Uh, you are, however, Devo, you are suspended in this stream of water falling down, and from the way that you are sort of dangling, you see Zoox just plummet over the edge and fall into the abyss. Um, Amber, you have not been sucked into this clam's mouth. But, however, you are, uh, [laughing] you're standing on the ocean floor, and you can see the Coriolis very slowly moving towards the clam's mouth

as it is both sucking sucking things in, and also kind of, like, spaghetti-slurping up this cable that has is tethering the bathysphere to the ship.

**Clint:** [laughs with amazement]

**Travis:** So—

**Griffin:** So, um, Am— well, let's— Amber, what do you, what do you do?

**Travis:** Just to clarify, question: so, inside the clam, is there more water? Or is it like, a hole?

**Griffin:** Um, I will answer that in a moment.

**Travis:** Okay. Okay.

**Griffin:** I've just described to Amber what Amber can see. The ship, the Coriolis is being pulled in, uh—

**Justin:** Zoox is, uh, Zoox is also in the mouth?

**Griffin:** Zoox... Zoox is gone. You do not see Zoox.

**Justin:** But the— the bathysphere is entirely in.

**Griffin:** Yep.

**Justin:** And it's spaghetti-sucking the...

**Griffin:** The cable. Drawing in the Coriolis toward it.

**Justin:** The cable. Mmmm. You know you don't really... you kind of get used to the great power of having played TAZ for, you know, or DnD for many campaigns, your characters are high level, and then you're just kind of a little... a little guy pie like Amber Gris. Um, okay. I have... not a ton... okay, let me ask you this: is there— is there an opening of the, like... is there any play in the mouth? Of, of the clam? Like, is it just like hard-locked, is there any wiggle room in there? Or is it just like...

**Travis:** Like, is it open?

**Justin:** Yes, thank you.

**Griffin:** No, the mouth is— the mouth is wide open, and sucking everything in, like a Kirby would do.

**Justin:** Uh huh.

**Griffin:** But it's, it's, uh, the way that it is inhaling everything would suggest that... [laughing] maybe it's bigger on the inside than it is on the outside. It is not, uh, just pulling everything into its mouth to eat it. It is like a hole has been punched in the ocean floor? Like the drain has been taken out of a bathtub. And this thing is sucking in everything in sight.

**Justin:** Hm!

**Amber:** Well. There goes nothin'.

**Justin:** And I just make myself into a... a... a cigar shape with my fists extended, and just go with the flow.

**Griffin:** [laughing] Okay! Uh...

**Justin:** I don't have a lot of other great plays here guys, I'm level three and it's a giant clam!

**Griffin:** Okay, yeah, sure! You, you give yourself up to the, uh, to the flow. Uh, Devo, you are like, dangling in this stream of water that is being just shot into this pitch black abyss as you passed into the clam's mouth. Uh, but you are still like sort of in control of the bathysphere, you're just like, in this, in this stream of water. You already saw Zoox go flying out, and then just like, a few seconds later, you see this bright green light as Amber... just like, bracing for impact, elongates her body, and just goes plummeting past you. A bit more gracefully, but still falling down into the dark. Um—

**Travis:** And— and my, my floodlight is showing me nothing?

**Griffin:** You— your floodlight is, is, I mean... no. You can't see anything with your floodlight where you are right now. Which is to say, suspended in a waterfall, falling down.

**Travis:** I cannot believe I am about to say this in a very sincere way: I attack the darkness? Um, I'm gonna cast—

**Griffin:** Okay...

**Travis:** I'm gonna cast— no. I'm going to, um... fire the mini-flak launcher... ugh... okay...

**Griffin:** Just at nothing?

**Travis:** No—

**Griffin:** I'm into it! No no no, I like it!

**Travis:** Well, I— the thing is, is like I have no information.

**Griffin:** Yeah, sure!

**Travis:** Um, and that's what I need. Yeah—

**Griffin:** Can you give me any kind of bearing on which way you're firing it? Are you firing it downstream? Back up toward—?

**Travis:** I'm firing it straight down. I want to see what's below.

**Griffin:** Okay!

**Travis:** And—

**Griffin:** Yeah, roll a d20 plus, uh, plus four for sensor.

**Travis:** Okay. d20 plus 4. [sound of dice rolling] Ohh! Oh ho ho ho ho! It's right on the edge of 18, but it's a two, plus four.

**Griffin:** Oh, fuck.

**Travis:** Oh, boy.

**Griffin:** All right. Here's what happens, okay? The only thing you can see is the light still sort of shining through the mouth above you, that you have fallen in through. Uh, and you can kind of see the cable as it is, uh, getting, you know, as you are being pulled further and further and further down down this waterfall. So you shoot this flak launcher, uh, and watch it go down the water stream, and as it approaches the bottom, you see just like a little bit of pink?

And then it— there's a little explosion, and you hear a groaning noise, and then that light above you disappears, as the clam shuts its mouth. And when that happens, all of a sudden, that water stream that you are stuck in, stops, and now you are dangling like a piñata in the bathysphere. The Coriolis did not get sucked into this clam's mouth. But the rest of you are now inside. Uh, Zoox and Amber down below, and Devo, you are just— you are just dangling now.

**Travis:** How... how high up am I?

**Griffin:** You can't quite tell that. Uh, it would take I think a little bit more— actually, you know what? From how long it took for your, um, for your flak to like reach the bottom? You're a good, like, 80 feet up?

**Travis:** Hoo boy.

**Griffin:** You're very high up, yeah. Zoox, make a... make a dexterity check for me. Or a dexterity saving throw, Zoox, let's see how graceful your landing is.

**Clint:** [sound of dice rolling] Hm. It is... a 14!

**Griffin:** 14. Um, okay! Zoox, you take... eight points of bludgeoning damage.

**Clint:** Mm!

**Griffin:** Just from... I mean, maybe it would be more, but, uh, you are of— of the water. So, you— you know sort of— how to gracefully fall in. Uh, but you hit the water very very very hard. And you sink into this sort of dark lagoon, and just a few seconds after you hit the water, Amber hits the water with the grace of a synchronized diver. In her— in her green Ethersuit.

**Amber:** Oof.

**Griffin:** So the two of you are now floating in this, like, shallow pool, and all around you, you are just—

**Justin:** It's vapor suit, by the way.

**Griffin:** Oh, what'd I say?

**Justin:** Ethersuit.

**Griffin:** Oh, sorry.

**Justin:** [quietly] It's okay.

**Griffin:** Uh, you see the green light of Amber's, uh, vapor suit, and now you are in this lagoon in this... what seems to be just like, endlessly large cavern. Um, the only things that you can see: there are some faint traces of, like, almost veins? Of... light blue light, all around sort of the walls of this cavern, as it moves deeper and deeper away from the mouth. And the other thing that you see is a dangling headlight of the bathysphere that is 80 feet above you, hanging from the cable that is sort of dangling from this thing's mouth, which is, you know, a hundred feet above you. Well, well, well out of reach. Yeah. Devo! [laughs]

**Travis:** Uh-huh?

**Griffin:** Why don't we figure out what to do with you, as you are, uh, dangling?

**Travis:** Oh boy. Um... what do I have? The thing is I don't have a lot of... I don't even have a rope. How do I not have a rope? I don't have a rope?

**Justin:** Everybody in D&D has a rope!

**Griffin:** Nope! You get— you get that one—

**Clint:** We have a knife! We have a knife.

**Griffin:** You do have a knife.

**Justin:** No, we have a knife in the Coriolis. We don't have a knife here.

**Travis:** No, everybody has a knife. Um—

**Justin:** Oh, that's right, everybody has a knife!

**Travis:** Um, well, you know... [laughs] I'm gonna do the only thing that comes to mind, then. And he takes off his jacket, and starts tearing it into strips.

**Griffin:** Okay.

**Travis:** And like any fabric I can find around. And tearing it into strips to make... some kind of rope.

**Griffin:** Interesting. Hey, this is the first time I think we've ever made a roll like this: do a survival check.

**Travis:** Survival, you say.

**Griffin:** Yeah, I think you trying to tear up your clothes to make a rope to—

**Travis:** Aw, shit. A three plus three is a six.

**Griffin:** Yeah, you tear up all your nice clothes.

**Clint:** [laughs]

**Griffin:** [laughing] And—

**Travis:** Not all my— just my jacket!

**Griffin:** Okay, you tear up your nice jacket, and you make a rope that is about... that's about three feet long, and you get the impression that if you'd just, like, tied off one of the sleeves, and then hung from the other sleeve, it would have been a longer rope.

**Travis:** Mm. Mmm. Okay. Um, how f—

**Clint:** [with realization] Ah! Uh— oh, sorry—

**Travis:** You're not there! How far—

**Griffin:** I mean I, well you know, I will say this: he can see you. You guys can probably yell to each other.

**Devo:** I'm—

**Zoox:** [yelling] How long do the manipulators stretch?

**Devo:** This is a great question! Also, are you okay? [laughs]

**Zoox:** No, not really! Little nauseous! But I'm f— I'm feeling better!

**Devo:** Okay.

**Zoox:** Amber seems to be great! She's gonna get up on the podium to get her gold medal for freakin' diving!

**Justin:** Double thumbs up.

**Travis:** Well, quadruple thumbs up. Um, how long are the, uh, manipulators? It says "retractable appendages," so this has gotta be pretty far, right?

**Griffin:** Yeah, I think it's just like, each one of the manipulators are just like five wires? That you can extend, and, and wrap around things? I'd be willing to say you can get, like, 20— 20 extra feet out of this. You can, you can cut the fall pretty significantly, if you, you know, dangle down from those and just drop.

**Travis:** I'm also worried about getting back up to it, though.

**Griffin:** A fair... a fair concern!

**Travis:** Okay. If only magic was more useful. But all my magic is about talking, not about floating. If we all stand on each other's shoulders... um...

**Justin:** Let's get some urgency going. Come on. Do something. Come on! We're gonna die! It's terrifying!

**Travis:** Wait, why would you die?

**Justin:** Well, it's a terrifying situation!

**Travis:** Okay! You know what?

**Justin:** Let's act like it!

**Travis:** Uh, you know, I'm gonna say Devo is young, and not yet as a full grasp of mortality as some? So he extends the manipulators and slides down them, and then lets go.

**Griffin:** All right, make an athletics check, as you climbed down these manipulators. Uh...

**Travis:** Oh, not my strong suit!

**Griffin:** Yep.

**Travis:** 11 plus one, a 12!

**Griffin:** Um. Okay. I...

**Travis:** Beefin' a lot of rolls here.

**Griffin:** Yeah. [laughing] Yeah, this has not gone well for you all so far. Uh, Devo, you climb down the manipulators. You make them about halfway down, and... before you get any lower, you see in the distance— you can see Amber and Zoox down below. Uh, but you see in the distance, uh, some... red lights? Like tiny pinpoint red lights in the water, moving in like a little cluster. And they are sort of weaving back and forth, and they are swimming toward Zoox and Amber. And as you see that, your hand slips, and you fall. And you take... um, I'll tell you what, make a dexterity saving throw. We'll see how you land that.

**Travis:** A saving throw...

**Griffin:** Yeah.

**Travis:** Dex... 19 plus three! 22!

**Griffin:** Oh, yeah! You, uh, you hit the water and take, uh, four points of bludgeoning damage. You land about as gracefully as Amber does, but you are not wearing a vapor suit. Um, speaking of... you are now in Etherwater?

**Travis:** Uh-huh?

**Griffin:** Not fully sub— not fully submerged, but it feel— there is almost a carbonated feeling to it, that is not... it doesn't hurt or anything, but you feel like... if you stay in this for too long, it might not be great for you.

**Travis:** Is there a floor? Am I standing on something?

**Griffin:** No, you all are floating in a—

**Travis:** Then I hit the water and I'm flailing. I'm— I can't swim.

**Griffin:** Oh, yeah! Okay! [laughing] Fuck! Amber, Zoox, you watch Devo hit the water and just not come up!

**Justin:** Hmm...

**Travis:** [laughing] Why— why is there hesitation?

**Justin:** All right. I, uh, I mean, I guess I... I try to swim towards, towards him to try to get control.

**Griffin:** Yeah, I th— I don't think that's hard to do in your vapor suit. I don't even think you have to roll for it. I think you can swim down and grab him, uh, and... he's not making himself the easiest to hang on to, but you can pull him back up to the surface. No problem.

**Justin:** Great.

**Devo:** [gasping for breath]

**Griffin:** The maneuverability you have in these suits would make this a trifle.

**Devo:** [gasping] I should have mentioned before now. I do not know how to swim. Um.

**Amber:** Hey—

**Devo:** [gasping]

**Amber:** Shhh. We're just inside a giant clam. I've been in this exact scenario more times than I care to recount.

**Devo:** You have?

**Clint:** [laughs]

**Amber:** You're gonna be fine. These things, honestly, they're big pussycats. You just wait, you'll see.

**Travis:** Um. And Griffin, because of the racial traits I have adopted, I— I have the darkvision.

**Griffin:** Okay.

**Travis:** So I can see in shades of gray.

**Griffin:** Actually, before— before that, um, Zoox, your natural sort of... hunter's instinct clues you into what Devo just saw before he fell. You see these red lights in the distance. Like a dozen of them, weaving back and forth, in like almost a serpentine pattern. Approaching you very, very quickly. In fact, you sort of run the math in your head, it's gonna be on you in like ten seconds.

**Zoox:** [clears throat] We have company! We have underwater swerving red company!

**Devo:** Oh, yes, I—

**Zoox:** Over— over there. Over, see?

**Devo:** I should have mentioned this before I drowned. Um, yes.

**Zoox:** ... Yeah.

**Clint:** Zoox gets ready for battle. Gets his crossbow, gets his net in his other hand, and... goes underwater, to see what's approaching.

**Griffin:** Um, okay. You— you see this thing before I think it has a chance to strike. Um, it gets— I mean, you see the whites of its eyes. Uh, you see a... you see a bunch of spines, coming out of almost a zebra-like fish form, with these translucent fins running all down its back and tail and belly. And a bunch of the spines have these bright red lights at the end of them that are giving off, like, steam in the water. They are so, so boiling hot, these red spines, as they approach. Uh, you see a— an enormous lionfish, about the size of the bathysphere, that is about to charge right into you. But you, Zoox, for getting in sort of this attack position, you have... you can act first.

**Clint:** Hm. [sighs] Aw. Shoots! [laughs]

**Griffin:** [laughs] Okay! Uh—

**Clint:** [yelling] He shoots, he scores!

**Griffin:** Uh—

**Justin:** Well, he shoots.

**Griffin:** We'll see about how he scores. Uh... go ahead and make a... yeah, make an attack roll.

**Clint:** I— okay. Can I say specifically what he's shooting at?

**Griffin:** Sure!

**Clint:** One of the red eyes. One of the red beams.

**Griffin:** Yeah, it's not an eye, it's just like the tip of one of its— its spines.

**Clint:** Yeah, shooting for the spine.

**Griffin:** Okay, sure.

**Clint:** All right, I hit this first... that is a 16 plus twen— seven, 23.

**Travis:** Nice.

**Griffin:** Fuck yeah. That's a nice big hit. Roll damage!

**Clint:** Four.

**Griffin:** [laughs] Okay. Uh, so, this— this thing was about to charge right into you, and just from like what you know about sea creatures, it was also moving with a sense of, like, confidence. Like, "Oh, yummy yummy. Some— some folks. Here I go." But when you blast it in one of its spines, even though it wasn't, you know, like the heaviest hit, you catch it by surprise, because— you see it up close, it is uninjured. This thing has never received an attack like this before. And so you hear it howl, as it sort of veers off-

course, just barely... flowing right by the three of you. And actually its momentum carries it into the wall of the inside of this clam, and some of those red spines, scratch across the surface of the clam's inner wall.

["The Adventure Zone: Ethersea Theme" begins to play]

**Griffin:** And when that happens, you hear the clam groan again. And... another huge, just, jet of water shoots down, right— right near the three of you, as you see its mouth open up. And just as the lionfish is about to come back and attack again, it looks up, and starts to move away. Because it sees the bathysphere fall down into the water, and then the three of you see immediately overhead, the Coriolis, in freefall, above you.

[Theme song plays out]

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