

The Adventure Zone: Ethersea – Episode 11

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Griffin: Previously on the Adventure Zone Ethersea:

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

Orlene: Exposure to ethereal water has strange effects on everyone.

Griffin: You have this seed crystal, and this map, which is essentially like an anatomical diagram of a clam.... These, these green pulses of light, are flashing through the doors and windows of the Shithouse.... Coming from these screw-shaped objects.... The Coriolis is getting smaller.

Justin: The Shithouse is reglier.

Griffin: Yeah.

Justin: We’re small.

Griffin: And then there’s something at the far side of this room that is bigger than it’s supposed to be.... This is a ribbon worm. It is coiled all around the far wall of this room.

Zoox: I think I wanna try to talk to it.

Devo: No! You always want to try to talk to the thing!

Griffin: So y’all are bugging out?

Travis: Yes.

Griffin: And the ribbon worm convulses... and the window that you were sailing toward, in an instant, gets covered with this thick white webbing. And the worm uncoils from the back wall, and starts to dash in the direction of the Coriolis.

[theme music plays]

Travis: Sometimes you eat the worm, and sometimes the worm eats you.

Griffin: Right.

Clint: We got a big ol' greasy worm tryin' to get us!

Justin: I wish... is this show?

Griffin: It doesn't have to be.

Travis: It's ALL show! It could be show!

Justin: Could it be show?

Griffin: It's starting to feel like— it's starting to feel like it's show.

Justin: It does feel like it's— it's that, the...

Travis: It's a cold open.

Justin: The mask.

Griffin: It's the way we talk to each other.

Justin: You feel the masks... [laughs]

Griffin: The mask is on, yeah.

Justin: [wheezing with laughter] The masks... go on...

Travis: Suddenly it switches from work lights to stage lights, you know?

Griffin: Yeah.

Justin: Yeah, I wish it didn't happen at Christmas as often as it does, but...

Travis: Well.

Griffin: Yeah, like every year...

Justin: Hey, but here's what's up. I wish. When I had been like... You had been like, "J-man, give me one of those classic characters." And I had been like, "Hmm, probably... monk. With fists of fury." I wish you had maybe been like, "You will mainly be in a submarine."

Clint: [laughs]

Griffin: Yeah?

Justin: Like most of your fighting...

Griffin: Ohhh, interesting.

Justin: ... Will be in a submarine. And I would have been like, "Do people come on it?" You, like, "Not really, it's mainly giant things that you fight in a submarine."

Travis: Now—

Justin: Because I feel like my skills— like, if something's like— if a lever is jammed?

Griffin: Yeah.

Justin: You know?

Travis: Oh, yeah.

Justin: For— from the sub? I could definitely hit it, extremely hard.

Griffin: Yeah yeah yeah.

Travis: Or, if something was up on a high shelf, that like, your normal arms couldn't reach?

Griffin: Yeah! For sure.

Travis: Justin?

Justin: Yeah.

Travis: I've never played a monk before, none of us have—

Justin: My second one.

Travis: But do you think— if we piloted the ship to above a bad... like, floating right over, and Amber laid down on her tummy?

Griffin: Yeah.

Travis: Could her arms punch down through the floor of the ship, and like... ?

Justin: Yeah but even then you're getting into water resistance. I mean, you're... you're... the speed of the...

Griffin: Ahh, the hydrodynamic element to it.

Travis: You could tickle the fish.

Clint: Well. Didn't we... we were in the air, for Flotsam, right?

Travis: Yeah.

Griffin: Yeah, for a minute. Um. There were— yeah, I think... did you not punch any—? You— no, you did some bad failing— failing...

Justin: Yeah.

Griffin: Then, if memory s— hey, let's roll initiative by the way, if we could just...

Justin: Oh, oh oh oh, real quick, just to...

Travis: Oh, right right right, yeah yeah yeah.

Justin: For the... chyeah.

Travis: If we just, play the game...

Justin: My turn to get bitten...

Griffin: Yeah.

Justin: By the worm... What's the tooth situation on this big bad boy?

Travis: Oh, boy boy boy!

Griffin: We don't know that yet. But it will become apparent. [laughs]

Justin: [laughs]

Travis: Ya boy Travis rolled a two. Plus a two, that's a four.

Justin: If it becomes a parent, I refuse to fight a baby giant worm.

Travis: Well, we've done it before.

Griffin: Oh man. Yeah, I was gonna say.

Clint: 14! For the Zoox-man.

Griffin: That's a... cool... [laughs] nickname for him.

Travis: The— no. I don't think that's it.

Justin: Umm...

Travis: We'll get there.

Justin: Hold on. [sound of dice rolling] Ah. 15.

Travis: Z-man feels better, if we're gonna do anything.

Justin: Amber's like, leaps to the front, like, "let me handle this one."
[laughs] Let me handle this one.

Griffin: Uh. Yes, Amber, you are first in the order, but before that, we're going to... me and Devo roll for position. Uh. This is not a ship, obviously, that you are in combat with.

Travis: Well.

Griffin: But... so give me a plus speed roll.

Justin: Aww!

Griffin: You got a 13 to beat.

Travis: Well, I rolled it— eight plus five, a 13.

Griffin: I— yeah. You— you have the higher speed score here, so I will give you the win.

[tense music begins]

Griffin: So you are in position, and you get to pick your gambit first.

Travis: You know what?

Griffin: Yeah.

Travis: You know what?

Griffin: Yeah.

Travis: Um. I'm gonna Begin Escaping.

Griffin: [laughing] Okay!

Justin: Nice.

Travis: We're the size... of a mouse.

Griffin: Yeah, sure.

Travis: This is like, if a mouse saw a boa constrictor, and the mouse for some reason thought, like, "I think I can do this— I think I can take it."

Griffin: Well, most mice don't have broadside cannons. But I will— I will grant you that.

Travis: Even that, though!

Justin: Even if they did.

Griffin: Um. Okay! Well, the worm then, is going to Regain Ground. To try and win the next position roll. Uh. That is the gambit that they are doing. The escape gambit, the way that that works, is: you begin escaping with one gambit, and then the next time you become in position, you can escape the encounter.

Travis: Okay, but I have to win the next position roll, right?

Griffin: You gotta win the next position roll, correct. Okay! So, now we are at the top of the order. The first person to go is Amber. Amber, just to set the scene again, you are in a basically gigantic version of the Shithouse. There are these weird black screw-shaped things that have burrowed into, like, everything. Only a half dozen of which seem to be alive still. You determined that they were organic, but nothing really beyond that. And are flashing this sort of green light from within. This giant ribbon worm, which is— to scale with the room, like... a huge 30 foot long boa constrictor sized thing.

Travis: Even bigger— I don't think a boa constrictor is 30 feet long. I said that, but...

Griffin: It's an anaconda, from the movie Anaconda.

Travis: Yeah. Except it does want some.

Griffin: It does want some of your tasty...

Travis: Buns.

Griffin: Ship. You think. Just based on how it is swimming toward you. It is also been sort of shooting out this webbing stuff from its mouth, that has been spreading over the room. That is the situation. It is swimming toward you to attack, but you Amber with your reflexes, you are able to act first. What do you want to do?

Justin: Okay, so, at this point, could I Regain Ground as well?

Griffin: No, gambits are just for pilots to perform on their turn.

Justin: Oh, okay. Yeah, I mean, what would one do in this situation?

Travis: Talking is a free action, right?

Justin: Yeah.

Griffin: Talking's a free action, sure.

Travis: Can we talk about what to do?

Griffin: Um. Within reason—

Amber: Is there anything I can do to— [stutters] Is there anything I can do to help us go faster?

Devo: The— um— the, it was attracted to the, um, the blinking things, do we have anything that blinks? That we can, you know, distract it with?

Justin: Uh... what, are we close to any of those blinking things?

Griffin: Within— yeah, fairly close to one. They're sort of scattered out around the room, so you are within...

Justin: I wanna fire the slug launcher at one of `em.

Griffin: Okay!

Justin: As a distraction.

Griffin: Sure! Go ahead and make an attack roll. What's this look like by the way? When— I don't know that we've fired a weapon on the Coriolis before. What's it look like, when you... are activating one of these things? Is it like... you know, Millennium Falcon pod thing that you drop down into? Is it...

Travis: Or is it like an Atari joystick?

Griffin: Yeah! What's it look like?

Justin: Uh. Oh man. See, I have such a terrible visual imagination, like in my head it was a big flashing button. [laughs]

Griffin: That's great!

Justin: [laughing] You know?

Griffin: I mean, you—

Justin: A thrilling button!

Griffin: You say that, but you also came up with the bladder propulsion system, and color tone for the ship. So I think you've—

Justin: That's true.

Griffin: You've got a stronger eye than—

Justin: I've earned a lazy button!

Travis: Yeah!

Griffin: Yeah!

Travis: That's all they do on Star Trek—

Justin: It's a— okay—

Travis: Is they press a button, and it fires off photon torpedoes or some shit.

Griffin: Right. There's not much more to it than...

Justin: It was— the last person to use— in addition to having a real 70's aesthetic, the last person to own the Coriolis also had a hard time remembering what the different buttons and switches did.

Griffin: [laughing] Okay.

Justin: So this one just says "Boom."

Griffin: Okay.

Justin: Like written on a piece of tape.

Clint: [laughs]

Justin: In... in there.

Griffin: Okay, cool!

Justin: It just says Boom.

Clint: They had to do the same thing for William Hartnell, there towards the end of his run on Doctor Who.

Justin: [laughs]

Griffin: [laughing] Sure. Uh. Go ahead and roll an attack roll. You're rolling plus sensor, which is plus three. So a d20 plus three, as you aim the slug launcher at one of these black screw-shaped objects and fire.

Justin: That's a d20 plus three...

Travis: Roll good.

Griffin: Yeah, we got some real...

Justin: That's a... wow, a natural 20!

Griffin: Whoa! Holy shit!

Justin: Extremely good!

Travis: That's about as good as you can do!

Justin: Yeah!

Griffin: Yeah, absolutely! This thing, with—

Justin: To this inanimate object. Mm, fucking annihilate it...

Griffin: [laughs] Yeah. Well— with surgical precision, you watch this screaming white hot slug go flying out of the side of the Coriolis, and perfectly hits this thing.

[shooting sound effect]

Griffin: And it explodes, in this burst of like... green bioluminescent goo. And when that happens, it does let out a bright flash of green light, that seems to attract the attention of this ribbon worm, and slow its... it was charging directly head on at you. But you've managed to sort of slow it down a little bit, as it looks to see that you've destroyed these things it's been eating.

Amber: Well damn, I thought that would be the cannon. Why would you label the slug launcher "Boom?" And the broadside cannon "Shoot?" Here, I'm switching these, is that alright with everybody?

Devo: Well— just make it say "slug" on this one, and—

Amber: I don't have a marker! I— and we're in a hurry!

Devo: There has to be a marker somewhere!

Justin: She rips off the tape on both the buttons and swaps them back. So slug launcher says Shoot, broadside cannon says Boom.

Devo: This is good! 'Cause then it's B for broadside, and S for slug. Okay, got it!

Amber: I'm confused now.

Devo: Ah, shit.

Griffin: Uh. That felt a lot like that scene in Independence Day where Will Smith is trying to figure out the controls to the alien spaceship, and that's good—

Justin: And he turns it upside down? Yeah, [crosstalk]

Griffin: [crosstalk] That's... very good to me. Uh, okay! Next up is Zoox.

Clint: Zoox is... I assume standing near the flashing things too?

Griffin: Uh, I mean, you're standing on the ship. The ship is sort of in the middle of the room now, because you guys got cut off while trying to shoot out of one of these windows. So. Yeah. I mean, you're in the same position. You could probably get another shot off at one of these, these flashing things too, if you wanted.

Clint: Well. Um. He wants to fire the... Can he shoot the slug launcher?

Griffin: No no no, weapons can only be used once per round, but you do have other weapons.

Clint: Okay, let's just say he got confused, and he thought he was shooting the slug launcher, so he pushes the one marked "S."

Griffin: Right.

Clint: And it turns out that that's the broadside cannon.

Travis: No, now that's B. That's Boom. Yeah. Okay. God damn it, what have we done.

Clint: [laughs]

Griffin: Yeah, you've made it about as confusing as possible. So you're firing a broadside cannon launch at... what?

Clint: At another one of the flashing things.

Griffin: Okay! Roll a d20 plus sensor, plus three.

Clint: [sound of dice rolling] A 13 plus three, a 16.

Griffin: Uh, yeah, that's a hit! Roll a... because you didn't crit, I want you to roll damage here, so that's 2d8 plus four bludgeoning damage. Now, the broadside cannon has the "Reload" tag, which means it cannot be used in the next round of combat.

Clint: [sound of dice rolling] 'Kay, that's a seven. Six plus one. And then again? [sound of dice rolling]

Griffin: Okay. Then, that's what you rolled. Yeah. So you got a seven plus four, bludgeoning. That— that's enough. It's not quite as clean as the slug launcher shot, it takes out like a decent chunk of the... you know, the wall that this thing was burrowed into, but it explodes also. And now this ribbon worm is getting a little bit frenzied, as it sort of surveys the room and sees

that there's only four of these things left. It is now the ribbon worm's turn, though.

Travis: Ah, the worm has turned!

Griffin: The worm has turned. Devo, make a speed saving throw for the ship, please.

Travis: Is that just a d20 roll?

Griffin: That's a d20 plus five.

Travis: Uh, 10 plus five, a 15.

Griffin: Uhhh... that's a tie also, and I'm not sure what to do about that one... Uh... if a creature rolls to save versus a player's DC... the defender wins the exchange. Okay! You win the exchange on this one. So, it shoots out a bunch of these white webs, directly at the Coriolis. And... it hits the ship, and you hear this sort of sickening splattering sound. As these white webs are sprayed across the hull of the ship. And it almost sounds like they are constricting a little bit? Like you hear this sort of groaning metal sound. But with your saving throw, Devo, you, y'know, with a quick tug away from the ribbon worm, you peel away from it. And you definitely take some of this webbing with the Coriolis, but you rip it away from the ribbon worm, and you hear it screech in protest.

Travis: Oh thank god.

Griffin: As it does so. Um. Okay! We're back to the position roll. Let's... let's get it going. Devo, this is a big one. [laughs] So roll a d20 plus five.

Travis: Thank you, 15 plus five, 20. Dirty 20.

Griffin: Yep! That does it! Okay! That's a— that is a success, you are electing to escape then?

Travis: Yes!

Griffin: Okay, what's it look like? Where are you— how are you getting out of this room? Getting out of this situation?

Travis: So... Devo, now knowing that the window is closed off, dives back under the bunk bed, and is doing kind of a weaving between beds, attempting to... you know, it's a worm, right? So if I can get it to weave after me, it's gonna get all tangled up in the beds. Right? So I'm trying to weave my way through the beds, to get back to the main... entrance slash exit.

Griffin: M'kay. Uh... You're going— so wait, you're going back out the door that y'all came through? Or you're pushing on—

Travis: Whatever the closest exit is?

Griffin: Yeah, I'd say it's probably the window you were trying to get through. Uh. When you were first trying to escape.

Travis: Then yes. That's what I'm going for.

Griffin: Okay. So you lead this thing on a wild goose chase around the room, and peel away from its webbing as it tries this one last-ditch attempt to tie y'all up with the... the surprisingly nimble Coriolis, [laughs] manages to get out of the window that you were first trying to escape from. And move on, deeper into the clam. For a moment, you see behind you, the ribbon worm break through the wall of the Shithouse, attempting to catch up to you all. And... it is... it is approaching with more speed than you would assume it possesses, and then, almost like a ripcord has been pulled, this ribbon worm gets pulled back into the Shithouse, and— it gives like, one last shriek, one last pained shriek, and then disappears. And is no longer behind you.

Travis: Well damn! Now I'm super curious as to what happened there, but... I'm not going back.

Griffin: Okay! Then keep on pressin' on pressin' on, deeper into this clam?

Travis: [laughing] I mean, right, guys?

Justin: I mean, it's like... yeah, I don't know what else we do at this point. Well...

Travis: I would like to know what just ate the worm, but... We should get out.

Griffin: Do you really wanna know? [laughs]

Clint: You say it got sucked back in— got sucked back into the Shithouse, right?

Griffin: Yep. Yeah. Into the shadows. And you cannot see it—

Travis: Naw, we should go. This is what fucked us up last time.

Justin: Yeah. Come on! Go go go.

Clint: Okay, go! Go! Go, go, go, go, go.

Griffin: Alright!

[music plays out]

[ad break]

[ambient music begins]

Griffin: You all leave the Shithouse in your rear view mirror as you... you go deeper into the clam. Devo, it doesn't take you long to find that same ridge in the shell that you were following, heading back toward the back of the clam. As you are moving further back here, the junk starts to fade away. Like, there is not quite as much debris, just kinda floating around in the water. And another sort of huge geographical feature, sort of becomes more present back here, and that is this big pink fleshy wall. That is almost forming like a valley, that the Coriolis is now shooting through, between the side, like the... the shell, and this big fleshy thing. Which you can see on the map—

Travis: Just say— is it the tongue? What is it? I dunno.

Griffin: Well, in a clam it's called— according to this anatomical map, it is the "foot." Of the clam. Which is basically its tongue, it's what it sticks out to move itself around the ocean floor. So you are now going through this gulch. And... maybe... another... half hour, of going through here, you finally reach the back wall of the clam. Basically, this valley terminates at this huge wall. You can see the, sort of the mouth, I guess? Of the clam? Still pretty well above you, you are underwater at this point. And... the... ridges all seem to kind of... meet back here, at the back wall. Make a... make an arcana check for me, Devo.

Travis: [sound of dice rolling] Nat 20!

Griffin: Holy shit.

Travis: I think that's—

Justin: Dang!

Travis: I made two arcana nat 20's last time. [laughs]

Griffin: I know! This is— this is bananas! Okay—

Travis: Devo's good at magic! I don't know what to tell you!

Griffin: Yeah! I mean, you're so good at magic. Like, you are plugged into... the... arcane sort of flow, of the Ethersea, at this point.

Travis: Mmhmm.

Griffin: So much that you can tell, the source of this power, the source of the compression magic— it is undeniably strong, and it is emanating from below this, this foot. Which is pressed flush to the shell, like... it's like saying, it's underneath this mountain. That you can see in front of you. But it is without a doubt, the thing that is making this anomaly, that Benefactor Orlene told you about. Is below there, somewhere. I will also give you, with a roll that... that bodacious. There is a... another sort of strong arcane

energy signature that feels a little bit more organic? In front of the ship, there is like, this... big, pink, about the size of your ship, like a fleshy sort of node. That is hanging off of the back of the shell. There are some sort of striations in it, that are shining light from out of it, almost like a lantern. They're a little bit too tight for you to, for instance, get the Coriolis through. But there is a life signature, a very powerful sort of magical life energy signature coming from this nodule.

Justin: I wanna get... uh, just kinda thinking about it, wanna do a quick check to make sure we know where the crystal is?

Griffin: Yeah, you've got it.

Justin: Okay good.

Griffin: We can say, Amber, you...

Travis: You're the responsible one!

Griffin: You have it in your... your belongings.

Justin: I mean, that felt right, but I didn't want to be presumptuous.

Griffin: Yeah.

Travis: Uh, if...

Justin: By the way, it's been a couple weeks. We needed to use the crystal to like... [unintelligible] the anomaly?

Griffin: You needed to use the crystal to like, yeah, to give the anomaly form. So that you can contain it somehow. But right now, it's trying to, you know...

Justin: And Brother Orlene said if we did that he'd go with us willingly? That's the whole... ?

Travis: And give us more money.

Justin: That's what we got for this?

Griffin: Well he would give you more money, if you then gave him whatever it was that you contained.

Travis: Ah. Um. I think...

Justin: So, a moral choice... just on the horizon...

Griffin: [giggles]

Travis: [giggles and murmur mischievously] Ahh...

Justin: The delectable moral quandary.

Devo: I think we might need to get smaller.

Amber: Oh fuck that, though. Really.

Devo: Well but see right now we cannot fit... into... this thing. We cannot get under this pinky thing. But if we were smaller, if I turn the engine back on... and then the magic bounces around some more. We get...

Amber: Ehhhh... we're gonna be like plankton.

Devo: Well eventually we—

Amber: I don't wanna be smaller!

Devo: If we capture the thing in the crystal, I assume that we will get... I assume. That we will get big again.

Amber: Assuming makes an ass out of you and ming.

Devo: Well— I—

Amber: You know Ming?

Devo: I don't...

Griffin: [laughs]

Clint: Can Zoox do a nature check? To see if one of us can fit under it?

Justin: Thanks.

Griffin: Make a nature check, Zoox. Let's see what you got.

[sound of dice rolling]

Travis: Justin, I really like that joke.

Griffin: That was really good.

Justin: I had a whole story about him, but I guess— nobody wants to hear it.

Griffin: [amused] Yeah.

Amber: He's a taxidermist.

Devo: Oh yeah?

Griffin: [laughs]

Amber: He does nice, actually nice work.

Griffin: Tasteful.

Amber: If you ever... Yeah, it is! And it's like... "Is that alive?" It's not, but like. You could be forgiven for thinking that. ... Was somebody doing somethin'?

Griffin: Yeah, uh—

Clint: No!

Griffin: Zoox was—

Clint: Nope! Nuh uh. Nope. Nah.

Griffin: You got a seven. Um, o— I will give you this, for a seven, Zoox. I think maybe you can just read this anatomical map a little bit clearer. That nodule on the back of the wall is a ganglion, which is like a cluster of... like a central nervous cluster, for the clam. Basically, it's... a kind of brain? Sort of situation? That can, you know, operate certain motor functions. That is— that's what that is. That nodule thing in front of you.

Clint: 'Kay. I share that information.

Griffin: Okay.

Justin: Thank you.

Devo: Oh, maybe if we... oh. Tickle it. Then the... it will move... its... pinky? Thing? All these technical terms, I am so sorry. We tickle the clam, and it moves its tongue.

Amber: Foot.

Devo: Foot. I don't know. I am not a clam-ologist.

Zoox: Well! Um. I can go out and... tickle it. If you'd like.

Justin: Fuck yes.

Travis: [bursts into laughter]

Justin: Obviously!

Griffin: [laughs]

Travis: Yeah! Send dad out to tickle the clam!

Justin: Yeah, you nasty bird, go tickle that clam.

Clint: [laughs]

Travis: Love it.

Griffin: Alright! Zoox, you're going... off? Off ship?

Travis: Say it. Say it, Griffin.

Griffin: Yeah? I don't wanna say it. It sucks.

Travis: Say, he's going to...

Griffin: This— I just decided it's an oyster now, just to sort of... The terminology is... getting rough.

Justin: Yeah. I'm gonna go... Amber's gonna go to her room. 'Cause I don't really like anything that's happening right now. [laughs] And we'll see how...

Clint: [laughs]

Griffin: [laughs] Sometimes Amber just needs a little space.

Justin: Yeah.

Griffin: From the situation. Okay! Uh. Alright, Zoox. You hop out, into the water, and... foot toot your way on over to this thing?

Clint: Yeah.

Griffin: Make a...

Travis: I... I have a qu— wait, before he does that.

Griffin: Sure.

Travis: I've been thinking about this now, a couple times. Is there any way— could— or could we devise a way, for us to be— when we go out into the water, to be anchored to the ship? Right? Because I feel like we've gotten into a couple circumstances now, where somebody swims away from the ship, some shit happens...

Griffin: Yeah.

Travis: And we can't get them back quickly enough. You know? And I feel like the last time someone swam away from the ship to the clam...

Justin: It doesn't feel like something we can do in the field. [laughs]

Griffin: No, yeah...

Travis: I mean like, a rope? A tether?

Griffin: I mean...

Clint: We could go all Hail Mary Project, and use a tether.

Justin: Yes!

Griffin: Uh. If y'all want to use... since you are not using the... the engines aren't powered, right, so you're not using the bathysphere. We can say that you can use the cable that sort of tethers the bathysphere to the ship if you want to hold onto that, Zoox, while you... go into this thing.

Clint: Okay.

Griffin: Cool.

Clint: Um...

Griffin: Alright. You get up to this thing. It is— as you get closer to this ganglion, it is... these, like... slices in its... you know, exterior fleshy skin... that you can see into. There is... there are neurons firing inside of it, at the

scale that you are at now, you think you could, like, get... get in there, if you, you know, really squeezed in.

Clint: [chuckles] Well then guess what!

Travis: Yeah.

Justin: Yeah, for sure.

Clint: He's gonna squeeze in!!

Griffin: Alright. Devo and Amber, you see Zoox— or I guess, Amber if you really are in your room, just Devo...

Justin: Yeah.

Griffin: Devo, you see Zoox slide into one of these gaps, tethered by this cable.

Clint: Well, just before he does, he turns back to the ship, and does these elaborate gestures, thinking he's communicating with Devo, but in essence, since his, you know, digits are just... coral. He just...

Griffin: Coral.

Clint: Doesn't get the message across.

Griffin: Sure, sure. Okay—

Clint: But he thinks he's doing something really cool.

Travis: Um. I'm... I'm just gonna... I don't know if this is the right time to do it, but I'm gonna ready an action. I've got my hands, like, on the wheel. Ready to throw her in reverse, you know what I mean? And reel this boy in.

Griffin: Okay! Zoox, you... as you enter this thing, those gaps narrow, and then it's just sort of you and the... the sparking of neurons. As you enter into the brain of this clam. And your, like... telepathic link, is typically

something that you have to, like, effort. To... engage. But now, you are... you've never swum into the brain of a thing, right? So, it is almost overwhelming, as you are buffeted with the thoughts of this enormous... this enormous bivalve you're inside. In fact, go ahead and make a wisdom saving throw for me, Zoox.

Clint: Shit. Five.

Griffin: Uh. The—

Clint: Wait! Don't I have the thing— wait a minute, wait a minute, wait a minute.

Griffin: Wait a minute.

Clint: Don't I have a—

Griffin: Wait just a— wait just a minute...

Justin: Doesn't he have The Thing?

Travis: Well he's got The Thing!

Clint: Don't I— I haven't used the thing where I can re-roll! Right? From something from Devo?

Justin: Inspiration? Bardic inspiration?

Griffin: I don't think you have bardic inspiration right now. Do you?

Justin: No, Daddy, you should have checked it on your character sheet if you do have it, there's a little spot where you can keep track of it. So nobody can refute you in the future.

Griffin: Yeah—

Travis: Right now—

Clint: I have— I have a check for inspiration?

Griffin: The last time bardic inspiration was used, I believe was for Amber, which she used on the repair...

Clint: Ohhhhkay.

Travis: Yeah, I have all of my dots.

Griffin: Zoon, you are... you are panicked, by this overwhelming wave of... of thoughts. As you swim into the [laughs] central nervous system of the clam. And you take five points of psychic damage. Uh. And—

Clint: I— May I use— I want to cast a spell, I want to cast Speak with Animals.

Griffin: Okay! Yeah!

Clint: I'll take the five damage, but—

Griffin: Sure.

Clint: Just... I mean, this seems like... a time to use it.

Griffin: Yeah, I mean, if not now, then when? Uh... so go ahead and—

Clint: Man, I take a lot of damage! Okay.

Griffin: You're— you're doing okay. You're beefy enough.

Travis: You're kind of the tank, too. I mean, you're a warfor— you're made of metal and coral. I'm made of... paper. And dreams.

Clint: [laughs]

Griffin: [laughing] And teeth! Uh... You cast Speak with Animals. And... go ahead and make that wisdom saving throw now with advantage. Because

now, like, it's not just impulses and instinct that you are being buffeted by, it's... it is words. And you know those. Um.

Clint: That—

Griffin: Oh my god. That's a critical failure.

Justin: Oh my god.

Griffin: But you got advantage!

Clint: That's a nine.

[several people exhale loudly]

Griffin: Okay.

Justin: Damn. [laughs incredulously]

Griffin: Here's... here's what I will offer you, Zoox. You feel that panic again, and... you feel... like you have this splitting headache. But you see, like, a way forward. You see a way to categorize these, these thoughts, that are coming at you. But in order to sort of... do that, you realize in order to form this sympathetic link with this thing, it's not going to be a one-way street. You will be able to, you know, understand it and process these thoughts a little bit, and communicate with it, but it is going to be able to access you. In a way that maybe you are not accustomed to.

Travis: But that's love, isn't it?

Clint: [laughs]

Justin: Mmm. Gosh, that's beautiful. Thank you.

Clint: That's clam love. That's clam love.

Justin: Thank you for that reminder, Travis.

Travis: [singing in a high pitched voice] We got a thing! We call clam love!

Justin: Hm.

Clint: Alright, I have a question for you—

Griffin: Sure.

Clint: On the spell, it says wisdom save. Two. When you cast Speak with Animals, they have to make a wisdom save, right?

Griffin: No.

Clint: Okay.

Griffin: Uh— no, I don't think so.

Justin: Animals aren't particularly wise, that wouldn't be a very thrilling...

Clint: Okay.

Griffin: Yeah, no, it's— Speak with Animals is a you thing. Like, it grants YOU the ability to speak and comprehend the language of beasts.

Travis: Their language.

Griffin: Yeah. So it's not something you're casting on them, it's something you cast on yourself.

Clint: Okay, so Zoot thinks... um...

Zoot: Shhhhhhhh... calm down... I am a friend...

Justin: Saying this to the foot? ... Nevermind, I'm not seeing any of this.

Travis: Nah, nah...

Justin: I found a... I found a magazine about horses.

Griffin: [laughs] Okay.

Travis: I love that, from our perspective, you're reading a magazine about horses in Amber's Place, and Devo just has his hands at the wheel, realizing he has no way to communicate with Zoox! I dunno what's happening in there, maybe there will be a tug on the tether?

Justin: Alright, Amber comes— Amber comes out. And talks to, uh... Amber comes out 'cause she's bored. She finished her magazine that she found. Um.

Amber: Wha...

Justin: She stares for a long time. And maybe she sneaks up on Devo, so he didn't notice she was there.

Amber: What is—

Devo: [startled] Ah!!

Amber: Sorry.

Devo: Sorry, I was just, uh, feeling a little tense.

Amber: Yeah, what's he... doing?

Devo: Uh. He went in... uh... I thought he was going to, like, poke it? And he went...

Amber: Yeah?

Devo: Inside of it? And he has been gone—

Amber: He's in it!?

Devo: Yes.

Amber: Aw, man. Well. Hey, he had a good run— do you have anything you wanna say about him?

Devo: Uh...

Amber: Before we head out?

Devo: I don't know how to get the end of the tether back. Um—

Amber: Oh, well, yeah, we can disconnect it on our end. We gotta head out of here. We don't wanna be next, right?

Devo: Uh, well—

Amber: Man!

Devo: I have a—

Amber: Seemed like a good dude, though! Come on.

Devo: On a different note, have you seen my horse magazine anywhere?

Amber: Yeah, yeah yeah, I left it in the... I left it in... it's in Amber's Place. But it's— that kinda... means it's mine. So you wanna go— we should take off, he's dead, right?

Griffin: [laughing quietly throughout]

Devo: Well he's only been in there about two minutes.

Amber: How long does it take to be fully digested by a clam?

Devo: That's not—

Amber: I don't wanna find out! That's vul— that's honestly maudlin!

Devo: That's not— its belly.

Amber: I could do without. What?

Devo: That's like its brain. Not its belly. It's...

Amber: He's in its brain? I'm sure he's fine then. Can you think, please—

Griffin: [bursts into laughter]

Amber: Let's go!

Devo: But you said digested! The brain does not digest!

Amber: Well something bad's happening! I don't know what brain's version of digested... you know what? I've digested a good book before!

Devo: Oh, this is a good point you have made there—

Amber: You know what I mean? Metaphorical or not, we should head out! This sucks.

Devo: I think we can give him at least five more minutes.

Amber: Alright, I'm setting the timer.

[Small crash as if Justin has slapped something near his mic]

Justin: And he hits the big button labelled "timer."

Clint: [laughs]

Griffin: [laughing] And a can— A cannon— a cannon fires off into the wall of the— [laughing]

Amber: Fuck!

Devo: What— this is the depth charge!

Griffin: Uh. Alright. Back inside the brain. Zoox. You... you can say—

Clint: I just wanted to say, this is really cool inside here.

Justin: Oh, I'm sure.

Griffin: Sure, yeah!

Clint: He's a little bit— he's kinda just floating around, and has—

Travis: It's like that scene in Interstellar! You know?

Clint: [mumbling] I haven't... seen Interstellar...

Justin: This show has too many pop culture references. We should be forging our own path.

Griffin: That's beautiful though.

Clint: It's like Fantastic Voyage.

Travis: No.

Justin: No.

Griffin: No.

Travis: More like what I said.

Clint: With Donald Pleasants?

Justin: It's like Fantastic Mr. Fox—

Travis: Yeah!

Justin: —in that it's a little slow, honestly.

Clint: [laughs]

Travis: It's like Mr. Magorium's Wonder Emporium, in that I haven't seen it.

Justin: [laughs]

Griffin: Uh. Zoox, this... this... it's like you are in the middle of, like, a crowded room? But then one by one the voices start to mimic one another, until there is just sort of one voice. Speaking. And finally, you hear it say,

The Clam: Is someone there?

Zoox: In— yes! I guess. If you want to get metaphysical, I don't know... if... there's... there's kinda... yes. I am here! My name is Zoox Anthellae. And I am so tickled to meet you! What is your name?

The Clam: Are you inside or outside?

Zoox: Um. I am inside. Um. A brain. Which I assume is... yours?

Travis: It would be wild if it wasn't, Dad.

Griffin: Uh. When you say that, obviously, they, you know, they can't hear this conversation, but when you say that, Amber and Devo, the clam moves. A little bit. But even that little bit of movement is enough to sort of rock shit around in here. The foot lifts up for— just like a few feet, and then slams back down, sending up a wave of dust, that kicks up into the water. Zoox, you hear this voice say,

The Clam: My brain?

Zoox: Yes. I— at least, I think it is. I see all these... ideas, and flashes, and these really pretty ganglia? I— I— gotta tell you, this... this is one of the coolest experiences of my life! [giggles]

The Clam: Are you food?

Zoox: No! N— mm mm! No! Although I have had some experience with food. Mostly mashing it, apparently, according to my crewmates. But no, I'm not food! I'm a friend.

The Clam: A friend...

Zoox: Yes. Yeah! I'm... I made my way in here to get... um... get familiar with you!

The Clam: Very... empty.

[echoes of "empty"]

Griffin: And then that word just sort of resonates around this chamber. Make another wisdom saving throw.

Clint: Was doing so well with that...

["empty" continues echoing]

Clint: Dirty 20!

Griffin: Oh yeah! Yeah, that'll do. It takes you a couple seconds, but you... manage to focus the voices back into one voice, and you find yourself getting a little more comfortable with this thing's panic. And, you know, figuring out how to not lose communication with it. So you stay in control here. And... the voices stop saying that word, stop saying "empty." And the clam says,

The Clam: I'm very different. Aren't I?

Zoox: Eh... I don't know. You're... I mean, aren't we all? I mean, look at— can you see? Do you have any idea what I resemble? I mean, I've got... a coral head, and coral— you know... I think— I don't know about different, but I think you're amazing!

Griffin: Uh... [laughing] When you ask this thing if it can see, you start to feel this panic wave come on again, but then when you say that it's amazing, it stops. You get the impression that asking this thing questions that a [laughs] clam might not even know how to answer, like for instance, questions about sight— is enough to send this thing into sort of an

existential panic. So with that dirty 20 I will also give you that: you need to be careful not to ask this thing questions that a clam would have literally no way of knowing how to conceive of.

Zoox: Then let me say this. Yes. You are different. But different... is remarkable. It... there is nothing... bad about being different. Different is just... fascinating! And you are absolutely fascinating! Wh— why do you feel empty?

The Clam: Not... me. You.

Griffin: It says. And in this moment, this like... sympathetic link is so powerful, that you feel... like you are also the brain of this clam. And you feel like you have motor control of its... of its body, in this moment. You feel... you feel this vastness, this... infinite expanse inside of it, like it is inside of you. And you feel... all— you feel an entire ecosystem sort of floating around inside of you. And feel the... immeasurable wrongness of it all. And you feel the hinge of its shell, and you feel the foot. It takes you a while to get there, but you can feel it, like it is your own.

Clint: Is it safe to say that... Zoox is able to do this because he has experience, uh, dealing with, um... like, the souls that gave him life?

Griffin: You— I don't think at this point it's safe to say anything. [laughs] This is... you've spoken to animals before. You have never had this. Where you have almost become the animal. And in this moment, like... the division between Zoox and the clam is... like... indiscernible.

Travis: You're Being John Malkovich-ing the clam.

Griffin: Somewhat, yes.

Clint: If Zoox has that much control, I think he's gonna make it... [sighs, then laughs] Move the foot.

Griffin: Okay.

Clint: And, like... take a couple of... steps?

Travis: Well it's just like its tongue. Its lip.

Clint: Away?

Griffin: Yeah. When I say foot, it's, yeah, it is a huge, fleshy tongue—

Travis: You know, that meaty part in the clam?

Clint: Yeah! Yeah.

Griffin: Yeah. That it can stick out of the clam to move itself. So for all intents and purposes, it is a... it's an enormous tongue inside of the clam right now.

Clint: [laughing] 'Kay.

Griffin: Uh—

Clint: That's even more disturbing than—

Travis: Oh, yeah yeah yeah.

Griffin: Sure, sure sure.

Clint: Than the other stuff, yeah. I think he's going to... use that to make it move away from whatever it is it's covering up.

Griffin: Yeah. Yeah, you ba—

Clint: And I think that would be with a big "squooch, squooch, squooch," kind of thing.

Griffin: Yeah, you... Devo and Amber, you see this big pink fleshy mountain lift up off the floor, which kicks up another sort of cloud of debris. And it forms a gap that is... surprisingly tall, like definitely tall enough for you to get the Coriolis under. And from underneath it, you actually see that dust cloud that it kicked up, get sucked back in, very quickly, by this... just bright

white very, very slowly, like, oscillating light. That is coming from deeper inside this, basically like, cave, almost, that has formed here.

Travis: Can we reach it with the tether still intact?

Griffin: I mean... yes?

Travis: Okay, then—

Griffin: You could get down to the, the mouth of the thing, right? You could get down to this cave entrance. But, y'know, how deep you can go into it, you do not know.

Travis: Uh, okay, well! Then. I'm gonna... head towards the cave.

Griffin: 'Kay.

Travis: And when we get close... whooo! Uh. Retract the tether.

Griffin: Uhh... okay...

Travis: I can enter the cave, right? So the tongue was covering some kind of cave, right?

Griffin: Yeah I mean the tongue was covering the floor of this clam.

Travis: Oh, okay.

Griffin: Which now you can— you can access.

Travis: So if the tongue lowers back down, with us in there...

Griffin: It will crush you. Yeah.

Travis: Okay then I'm not going to retract the tether. [laughs]

Griffin: [bursts into laughter]

Justin: [chuckles]

Griffin: I was gonna say! That would be an ig-NOM-in-us end. Is that how that word's pronounced?

Travis: Sure.

Clint: Ig-no-MIN-ious.

Griffin: Ig-nom-min-in-us...

Travis: Sure.

Justin: None of this is real.

Griffin: None of that's...

Clint: Ignoramus?

Travis: We're gonna— let's just move into position so we can get a better look at what it was covering.

Griffin: Okay! Zoox, you feel a ship, fly down... [laughs] the ridge of your shell. Down toward the base of your shell. Which is fucked up and weird. You hear the voice again, Zoox. And it's becoming less monosyllabic, I guess? And you hear it say,

The Clam: Are you a clam as well?

Zoox: I feel like one. I feel like one, now. But no. I am a... I'm a Brinarr. Um. I'm sort of a... a living construct? Made of coral, and, um... What was it you said, dreams? Um... so, I'm kinda different too. [laughs]

Griffin: When you said dreams, you felt that sympathetic link weaken just a little bit. And outside in the ship, you see the foot lower just— just quiver just a little bit, alarmingly. I will grant you all this, because I feel like this scene is not going to resolve without it. With the tether, to the bathysphere, there is, like— that is— it powers the thing, right, it powers the vessel. I will

also grant you all that you can communicate to one another, now. Now that Zoox has like, managed to... you know, lasso [laughs] this bronco. You feel like you can communicate now through the tether.

Devo: Zoox, if you can hear, um, we are moving into position to get the... uh... I don't know, the thing, whatever it is, the thing is, from underneath the foot. So whatever you are doing, uh. Keep doing this. Until we are not underneath it anymore.

Clint: Can Zoox answer back?

Griffin: You can try!

Zoox: Uh... Are you the... the creatures outside of my shell?

Devo: Oh boy. Um.... Zoox? This is Devo. And Amber. We're in the Coriolis? We... Hello?

Zoox: ... I'm listening.

Devo: Okay. Just stay with us, buddy, okay? We're gonna get you out in just a second.

Amber: [imitating an alarm clock] Woop! Woop! Woop! Woop! Woop! Aw shit, hm, gosh.

Devo: Yes, Amber, I know the timer, but I'm talking—

Amber: Aw, dang, though! Sheesh!

Devo: Yes but I'm talking to Zoox—

Amber: Just when it was gettin' good! Alright, come on.

Travis: Uh. So Griffin, can we see... the singularity? Is it a black hole?

Griffin: Uh. You can see... where the light is coming from. It's coming from... a... fissure. In the ground. F— I— [laughs] this is— that's a very

confusing word to use in our undersea adventure game here. But it is like a crack, in the ground. You can't necessarily tell the scale of it, 'cause it's like... y'know, pretty well in this cave. But that white light is coming from a crack in the ground, deeper in the cave.

Devo: So, Amber, why don't you take the crystal and you swim down? And... get it?

Amber: Yeah! Yeah. That seems good, get things moving. Alright.

Griffin: Okay!

Justin: I'm gonna get my vapor suit on.

Griffin: Sure.

Justin: And, uh. Head on out. I mean, obviously. But I'll go ahead and say it because I know you... your sneaky DM tricks. You'll try to trip me up.

Griffin: Uh. How— how are you positioning the Coriolis? Are you getting any closer, or are you gonna make Amber, you know... ?

Travis: I'm getting as close as I can without like, pulling on the tether.

Griffin: Okay! What I will grant you then, is you can get over the fissure.

Travis: Yeah.

Griffin: So it's just, just below you. And now that you're in this position, I think the cable is pretty taut. I don't know that you could necessarily go much deeper in here without yanking Zoox out of the brain of this thing, which like... after your conversation with him, you don't know what that would mean for Zoox—

Travis: Yep.

Griffin: At this point. Um. But this, this crack in the ground that this light is emanating out of, is... is too small for the Coriolis to fit through. But... seems like... Amber, you think you might be able to get down there.

Clint: Lot of spelunking in this episode!

Travis: Yeah!

Griffin: It's spelunking after spelunking after spelunking.

Justin: So... [sighs, clicks tongue thoughtfully] So I could get... I could swim down to Zoox?

Travis: So it's—

Griffin: No, Zoox is outside of the...

Travis: Here's what I see, right? We have the thing hanging above, that Zoox is in. And then a line going down to the Coriolis.

Justin: Okay.

Travis: And then underneath the Coriolis, further down, is the crack in the bottom of the clam.

Griffin: —of the clam. That the light is coming from—

Travis: So the Coriolis is between you and Zoox, if you go down.

Justin: I feel like this is the best— the best shot I have, is to keep heading toward the crystal.

Travis: Oh yeah.

Justin: And use the cable to like, y'know, pull myself along.

Griffin: Well the cable is going back up, right? Like...

Justin: Actually... Griff, paint the scene again, because I feel like...

Griffin: Yeah.

Justin: The geography of this is so complex.

Griffin: Yeah yeah yeah, sure sure sure.

Justin: And our listeners— what should they be envisioning.

Griffin: To sort of paint the geometry here, to give you a better, y'know, jumping off point, Amber... You all, at this point, the Coriolis is inside of this... I keep saying cave. The ceiling is the fleshy tongue of this clam, and the floor is the shell. Out, outside of this, is that nodule that Zoox swam into, back, you know, several hundred yards. That the cable is leading to. The fissure is directly beneath the ship now, inside of this quote-un-quote cave. And it is immediately below you.

Travis: So we got three levels, right? The top is where Zoox is. The middle is where the ship is.

Griffin: Right.

Travis: And the bottom is where the fissure is.

Griffin: Yes. Correct.

Travis: Okay.

Justin: And it's all in wa— is there— where is the water?

Griffin: You're all in water. Yeah, you're well— you're deep underwater at this point.

Justin: Okay, it's all underwater, okay. Got it. Um. I'm gonna swim down into the fissure to try to reach the anomaly.

Griffin: Okay! You're putting the crystal... I'm assuming you have like a dive bag, or something, right? That the...

Travis: A fanny pack.

Griffin: That— yeah, right? Like this is a—

Justin: It's a dive fanny pack.

Griffin: It— this crystal, you can tell, is like a salt crystal almost, so you don't— you don't, y'know, you don't know how that's going to go if you just like expose it to water right now? Um. So yeah, you tuck it in your dive fanny pack. That's... that works.

Justin: Okay.

Clint: Could it be a finny pack?

Griffin: Oooohh!

Travis: Ohhhh! Fuck!

Justin: Finny pack! That's good!

Griffin: That's good!

Travis: Fuck, that's so good, Dad!

Griffin: Alright. Amber, how are you feeling right now? Because this is— I want to stress, diving into [laughs] the bottom of a clam, to go into a narrow crack that is wide enough for your body to get down and not much wider than that... It seems like it would trigger a certain amount of fear in the average person.

Justin: Yeah, for the average person you're absolutely right.

Clint: [laughs]

Griffin: [chuckles]

Justin: She's fine. I mean, whatever. I mean this is not that big of a deal for Amber. Like, she's done way dumber shit than this. She was younger, probably. But like... I dunno, it hasn't occurred to her that she should be freaked out about that.

[somber organ music fades in softly]

Griffin: Okay! Um. Amber... you... are this pinpoint of green light that exits out of the bottom of the Coriolis and swims this gap, downward toward the crack in the ground. And from outside the ship, we see that pinpoint of green light just vanish, as you swim into the fissure. Zoox, you feel... uh... you feel Amber swim into your shell. It's almost like— it's painful, almost. It feels like a... it feels like a dental operation, like something is not supposed to do that. Um. And... I want you to make a... make a wisdom saving throw for me, to see... to sort of maintain composure.

[music fades out]

Travis: Can I help?

Clint: [groans mournfully]

Griffin: Ummm...

Travis: I have— I, I...

Griffin: If you can tell me how you could help with this roll...

Travis: Yes I can!

Griffin: Okay?

Travis: I have a spell called Calm Emotions, you see. [laughs]

Griffin: Ohhh! Okay! Tell me what that does.

Travis: Yes. So, I can suppress strong emotions in a group of people... They... can choose to make a charisma saving roll or they can choose to fail. Um... and if it fails, then I can suppress an effect that is causing someone to be frightened?

Griffin: Okay.

Travis: Um... or I can nullify, just basically make them feel not emotions. Make them indifferent about creatures that they were hostile towards. So.

Griffin: Let's— let's use the game mechanics here, and say, because, Zoox, you are... [laughs] of two minds, so to speak? I think you do need to save. And see if you fail. Against this. So make a, make a— we'll ignore that— I will [laughs] be a benevolent DM, and say ignore that dogshit two plus one wisdom saving throw that you just rolled, and do a charisma saving throw, to see if this Calm Emotions spell has an effect on you. And just to be clear, Travis, you want Zoox to fail this roll—

Travis: Correct, yes.

Griffin: So the spell takes effect. Okay. So, rolling low would be good for Zoox right now, as you make this charisma saving throw, which is—

Clint: In that case, look for a 20! [sound of dice rolling] Or a two!

Travis: Yes!!

Griffin: Whoa!

Clint: [laughs triumphantly]

Justin: Nice! Great bad roll, Dad.

Griffin: That's three minus one, a two.

Clint: Thank you guys!

Travis: That's a wonderful bad roll, it finally paid off!

Clint: I wouldn't—

Justin: Way to not— way to not come through in the clutch, Dad.

Clint: And I want to thank all the people that made this possible.

Griffin: [laughing] Sure.

Travis: That's a really successful failure, thank you so much.

Griffin: I think the way that you know to do that, Devo, is... as Amber like enters the fissure, everything shakes. And... and groans. And you know, you can't necessarily— you're not in direct communication with Zoox right now, but through that line, what do you— what do you— all your magic is... verbal, right?

Travis: Vocal, yeah.

Griffin: What do you do?

Travis: Um.

Griffin: What do you do to calm emotions?

Devo: This is for good. This— this thing that is happening. This is something that needs to happen. She is here to help. There is something that is not supposed to be there...

Travis: Basically it's just, I'm going for a really, almost like ASMR...

Griffin: Absolutely.

Travis: Like, monotone... you know what I mean? Like, I'm trying to counteract what would be kind of spikes of emotion. With a really low level like,

Devo: Everything is alright. This is what is supposed to be happening...

Zoox: Tingles! I'm getting such tingles!

Griffin: [laughs]

Justin: Blegh.

Devo: She is going to remove the thing that is hurting...

Zoox: But it's itchy! It's so itchy!

Devo: Yes, but this is like... the... the thorn in the paw.

Zoox: Mmhmm?

Devo: This would— is not supposed to be there. And when it is removed, it will be better. We are fixing, and sometimes fixing something hurts. But this is for the best.

Zoox: Oh. Alright. Just hurry, 'cause it... it really... I want to get back to... to normal life.

Devo: Yes of course. Just stay calm.

Griffin: Uh. And that slows the... the shuddering. And... Zoox, you feel... a little too at ease, maybe. Um. I don't know that you are fully cognizant of the fact that you are the Brinarr Zoox occupying the brain of this clam right now. Like I think that that... [laughs] I don't know that you know that or can remember that right now? Which is good for the people outside, because you have not brought this cave crashing down on top of them.

Zoox: I must not fear. Fear is the mindkiller. Fear is a little death that brings total obliteration. I will face my fear...

Justin: Yet another of our ongoing viral marketing for Dune.

Clint: [laughs]

Travis: Yeah, yeah yeah yeah.

Justin: This is the second episode in a row that we've done viral Dune marketing.

Griffin: Um, Devo—

Justin: Thank you to Warner Brothers, obviously. For the huge leap of faith. And Denis, the good director guy. And... well, Tim.

Travis: Obviously, yeah.

Justin: Chalamet.

Travis: Timmy C!

Griffin: Tim Chalamet...

Justin: Tim Chalamet. Timmy Chals, is— he requests we call him.

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

Travis: Uh, I will do that for you. [sound of dice rolling] Uh, that's an 11 plus three, a 14.

Griffin: The— the bridge is exposed now, right? The Coriolis bridge, you know, pops in and out as you— as you need it?

Travis: Yeah yeah yeah. We're up. Yeah yeah yeah.

Griffin: You see what you think is a crack. In the glass viewport of this bridge. And the crack starts to spread. And branch. But... maybe with another one of these soft flashes coming from the fissure, you realize that it is not a crack, it is some of that white webbing from the ribbon worm.

Travis: Uh huh?

Griffin: And it... is... slowly spreading, down the front of the bridge here, and trying to inch its way into the Coriolis.

Travis: Well shit!

Griffin: I'll leave that there. For now. And jump to Amber. Amber, you are free diving into this abyss. And that is the only word that could describe this, because it feels like the deeper you go, the closer you're getting to the source of this light, but also the slower you are moving, and also the bigger and wider this chasm is getting.

And there is debris, now, sort of all around, scattered all around— it is— some of it is just floating weightlessly... well I mean I guess everything, most things float weightlessly in the water when they float. But they are at scales that like, does not make any sense whatsoever. There is a ship, like an old rusted, y'know, hollowed out ship, that is smaller than you. And there's an anchor that is much, much, much larger than you, that is sort of burrowed into the crack here.

You are diving down through this debris... and... you feel the hairs on the back of your neck stand up.

[ambient ominous music intensifies, a drum beat starts]

Justin: I guess I'll kinda like, look around, see if I can see anything?

Griffin: Make an investigation check for me.

Justin: 13?

Griffin: Okay. You have to slow down a little bit, you have to like slow down your free dive into this crevasse, to get your bearings. With an investigation check of 13... you... can't see anything, right now. Out of the ordinary. Um.

Justin: Hm.

[music intensifies]

Griffin: But... you know. Because of who you are. What is close by to you.

Justin: [whispering] Fuck!

Griffin: And then there's a flash of green light...

Justin: Yeah, and it's my fuckin' fists. Extending. Almost instinctually!

Griffin: And the flash of your arms extending are met with the flash... of... a massive, injured, blink shark. That appears just feet in front of you, and you just manage to catch its jaws with your ghostly hands, as it crashes into you, attempting to swallow you whole.

Justin: Griff?

Griffin: Yeah.

Justin: Now she's scared.

[spooky music plays out]

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