

## **The Adventure Zone Ethersea – Episode 12**

Published on October 14, 2021

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

[“The Adventure Zone: Ethersea Theme” begins to play]

**Travis:** We’re the size of a mouse!

**Justin:** We need to use the crystal, to like... [crosstalk] the anomaly?

**Griffin:** You need to use the crystal to— yeah, to give the anomaly form, so that you can contain it somehow.

**Justin:** Yeah.

**Devo:** We tickle the clam... and it moves it’s tongue.

**Zoox:** I can go out and... tickle it, if you’d like.

**Amber:** He’s in its brain? I’m sure he’s fine then.

**Griffin:** You are also the brain of this clam. And... you feel like you have motor control of its body in this moment.... 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.... Some of that white webbing, from the ribbon worm, is trying to inch its way into the Coriolis.

**Travis:** Well, shit.

**Griffin:** You know, because of who you are... what is close by to you.

**Justin:** Fuck!

**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.

[theme music plays out]

**Griffin:** Zoox, you remember something, which is rare for you. You remember floating through the warm water, just weeks old.

[piano music plays]

**Griffin:** Just being effortlessly tossed around by the gentle currents near the shore. And... you remember the feeling of your juvenile shell first forming around you, cradling you in its warm shelly embrace. You remember your foot, strengthening, and dragging you around the silt and the sand, until you found the perfect spot for you to burrow down into. And you remember that spot with incredible fondness. As you remember the terrible wave that ripped you away from it. And... you remember, as you were being just tossed around by this turbulent wake, seeing a bright mote of light, floating through the water between the debris of the mortal world above. And you remember consuming it, and then, in turn, consuming everything else around it. And after that, all that you remember is the emptiness inside you. Make a wisdom saving throw, Zoox.

**Clint:** I shall. Wisdom... shhhhhoop!

**Travis:** I'm really—

**Clint:** And that would be a... 19!

**Griffin:** Ooh that's good!

**Travis:** Ooh.

**Griffin:** You are... standing in a pitch black chamber, so dark that you can't really tell the dimensions of it. All that is visible is the floor, at your feet, which is just made of this featureless gray stone, that is glowing gently. When you look downward, actually, your body looks strange? Like it is still your sort of coral Brinarr form, but it is like... abstract, in a way that you can't really parse. And floating about twenty feet in front of you, off the ground, now larger than you are entirely, is the clam. Only it's not inside of its shell. You see the thing inside the clam. And for a moment, you see it as this almost godlike being. Just sort of dotted with these rows of beautiful pearls all around it. And despite the fact that it's, you know, the fleshy inside of a clam, it looks... really powerful. Um. But then your mind kind of clears, and you realize that that is just what it is projecting out. And once you realize that, you see it for what it is: just this kind of weak and fleshy thing, floating in the air in front of you, just, you know. Trying to flex on you with this front. And... you don't feel any sort of hostile intent from it, but you definitely feel like, in this moment, you are... you are fighting with it for control. Of... either or maybe both of your bodies. What do you do?

**Clint:** I think, uh... [sighs] Zoox is gonna flex a little bit too.

**Griffin:** Okay. What do you do?

**Travis:** Use your glutes!

**Clint:** I'm gonna— [laughs] Um. I think Zoox is gonna raise his crossbow. And—

**Griffin:** What does it— what does it look like? This is not your real— this is not your real crossbow. If you're trying to like, intimidate this thing, or flex on it, as you said, like... what is, what does this look like in your sort of mind? Or, you know, whatever... Zoox... you know, has, in lieu of a brain?

**Clint:** Well, I think that he wants to establish, if not dominance, equality.

**Griffin:** Okay.

**Clint:** So he can negotiate with this thing. So I think it looks like a gigantic shelling knife!

**Griffin:** Okay!

**Clint:** Like the knife that you cram into the lips of a shell...

**Griffin:** [laughs] Sure!

**Clint:** Of a clam, to pry it open?

**Griffin:** Yeah!

**Clint:** And I think he's just kind of waving it around, and... doing all kinds of stuff... and... once he's sure that it's seen that, he stops, and makes it go away. And says,

**Zoos:** Perhaps now we can talk.

**Griffin:** Make an intimidation check, with advantage for me. I'll give you advantage because you have wielded maybe the scariest imaginable armament, that this clam could envision.

**Clint:** Well that's a seven.

**Griffin:** That's an eight minus one for a seven.

**Clint:** [scoffs sadly] Four minus one, which is a three.

**Griffin:** Uh, yeah. Uh. You don't notice any kind of difference in the physiology of this abstract clam being, floating in front of you. And you hear it say,

**Clam:** Whatever that was can't harm me now. But... I believe I can still harm you.

**Griffin:** And... make another wisdom saving throw for me.

**Clint:** My luck is gonna run out on me... uh, 14.

**Griffin:** Um, okay, yeah. You feel this thing grow. Like you see it grow, in front of you. And when it grows, you feel... yourself become it? Like you feel the clam's feelings. And that means that you feel this, like... unimaginable hollowness inside of you. And you take four points of psychic damage.

**Clint:** Mm. Okay.

**Griffin:** And more than ever, you find yourself sort of unable to discern where Zoox stops and the clam begins.

**Clint:** M'kay.

**Griffin:** Devo. The—

**Travis:** Yes?

**Griffin:** This white sentient webbing that the ribbon worm spit at the Coriolis earlier is, for some reason, now on your ship, still, and alive. You were on the bridge of the Coriolis, which is sort of in its elevated position, outside of the hull.

**Travis:** Mmhmm.

**Griffin:** And it seems like these... these tendrils of webbing are trying to, like... wriggle their way into like the crack between the bridge and the hull, where it's sort of... where the hull— it kind of emerges out of to reach its elevated position. It hasn't managed to breach into the bridge yet, though. So. What do you do?

**Travis:** So, it's right now on the window, right?

**Griffin:** Yes, it's on the window, moving downward, into sort of the crack between the bridge and the hull of the rest of the ship.

**Travis:** And it's a crack, you say?

**Griffin:** Yes.

**Travis:** I am going to lower the bridge, and scrape it off.

**Griffin:** [laughs] Okay!

**Clint:** [laughs]

**Griffin:** I'm trying to decide— like I don't know if you would roll for that. I think that— okay, I'm gonna make a roll for the webbing. Like a saving throw, to see if it... manages to... realize what's going on and get out of the way before it is squished. Oh no! Oh no. Uh, that's a flat three, I don't think that I would give this webbing a dexterity bonus, so that definitely does not save. You see some of it definitely sneak into that crack, but then as you lower it, you just hear this sickening gooshing noise, and you watch as—

**Travis:** This is how— I want everyone to picture it like this. Devo's just standing there staring at it with a horrified look on his face. Without looking away, just slowly reaches over...

**Griffin:** [giggles]

**Travis:** Pushes a button. And just keeps staring at it as it squishes.

**Griffin:** Yeah, so you just—

**Travis:** [heaves a deep sigh of relief]

**Griffin:** Streaks of white on the inside of the hull, like up against the glass. And you see the tendrils that were above the bridge, that hadn't really wormed their way out yet, start like freaking out, and spasming, until they are destroyed. And you lower down into the darkness. The engines are still off, right? So the ship's lights are not— I imagine you're on emergency lighting now,

**Travis:** Yeah, yeah, yeah.

**Griffin:** Inside of the Coriolis. Uh, make a perception check for me.

**Travis:** Uh, perception check... a... nat 20!

**Griffin:** Holy— my—

**Travis:** 20 plus three.

**Justin:** Jeez!

**Griffin:** How many twenties in a row is— these are public rolls, guys, these are on— we are seeing them.

**Justin:** We're all seeing it.

**Griffin:** This is wild. Okay.

**Travis:** I'm really good at D&D.

**Griffin:** I guess so. Okay, with a nat 20, here's what you get. There are... it's quiet now, that the bridge is—

**Travis:** You can hear a bird breathing in the sky above you! [laughs]

**Griffin:** Yeah, exactly. Um. It's quieter, now that the bridge is submerged back down into the hull of the ship. Um. And in that quiet, like... you start to hear some noises inside of the ship. And maybe you poke your head out of the bridge to get a better sense of what is going on. You have incredible situational awareness right now. And you can tell that there is this similar sort of squishy noise, coming from a couple of places deeper in the ship. And in fact, so dope are your senses, you can tell that this noise is coming from... the hallway near the airlock chamber?

**Travis:** Mmhmm.

**Griffin:** And you can also tell that there is a similar noise coming out of Amber's Place. Um, also—

**Travis:** Oh, but no boys are allowed in there! How do I go in!?

**Griffin:** Another noise that you hear coming from Amber's Place is like a very quiet and pathetic whimpering noise.

**Travis:** Ugh. [sighs]

**Griffin:** What do you do?

**Travis:** It's Urchin. I'm heading towards... I'm heading towards Amber's Place, but I'm gonna be honest, there's a moment where Devo reaches for the knob, but then looks at the sign that says No Boys Allowed, and he's like, Ah man. What do I do? Ah! She'll understand! He opens the door.

**Griffin:** Okay. As you open the door, this webbing is blanketing the ceiling. It is like a spiderweb. It is just everywhere. And dangling down, in the center of the room, is some of this webbing, like a single white tendril that has enveloped Urchin, who is upside down, and as far as you can tell, just like barely conscious.

**Travis:** Mmmm... Well. The thing is... well, no, Urchin's mine. To kill later. [laughs] When *I* want to.

**Griffin:** [cracks up]

**Travis:** Um. And he's going to spray some prestige salt into his gullet.

**Griffin:** 'Kay.

**Travis:** And look at this sentient shit, and say,

**Devo:** [echoing unintelligible whispering]

**Travis:** And cast *Dissonant Whispers*.

**Griffin:** Okay.

**Travis:** Which is going to require a wisdom saving throw.



**Griffin:** I'm gonna say this sentient webbing has a minus two to wisdom. Uh, so I'll make another public roll here, we'll see... ope! Does a 15 save?

**Travis:** Uh... a 15... does save.

**Griffin:** Alright! It... [laughs] You know what it does, Travis?

**Travis:** Wait, on a failed save it... blah bluh bluh... on a successful save the target takes half as much damage.

**Griffin:** Oh, okay! Well then give it some, give it some of that good psychic damage.

**Travis:** Uh, so that's 3d6... I mean, it's only a four, so it takes two points of damage. Jeez.

**Griffin:** Alright. Uh, yeah, that is— that is not enough to, uh, destroy this webbing. I want you to make a dexterity saving throw, I'll put the save on you.

**Travis:** [singing] I put the save on you...

**Griffin:** I'll put the save on you, 'cause this is... it's gonna try and do something to you—

**Travis:** Uh, 12 plus three, a 15.

**Griffin:** Ah, fuck, yeah, alright. [sighs] Uh...

**Travis:** You can't say fuck! You're not trying to hurt me, Griffin, remember!

**Clint:** [laughs]

**Justin:** [unintelligible crosstalk]

**Griffin:** I'm not trying to hurt you, but it would have been funnier if it had. What this thing does, is you see this tendril holding Urchin, whip backwards, and then swing him toward you like a wrecking ball, like spines-first. Uh, but

with your—with your save here, you manage to roll out of the way. And in fact, Urchin kinda like, burrows into the wall? And punches a couple of holes in the wall of Amber's Place.

**Travis:** [hisses] Ow...

**Griffin:** Uh...

**Travis:** That's gonna hurt. Yeah.

**Griffin:** Yeah. It— you see—

**Clint:** You don't think she's gonna notice that?? That's what you're worried about?

**Travis:** I— I didn't do it! I'm— no, I meant it's gonna hurt Urchin. I mean...

**Griffin:** Yeah. Uh.

**Clint:** She's gonna be pissed.

**Travis:** I didn't do it!!

**Griffin:** The tendril now is trying to yank Urchin out of the wall, to take another swing at you. But you have time for another quick action here.

**Travis:** Uhhhhhmm... Well... y'know... uhh... What... is in Amber's Place? Anything with which one might make fire?

**Griffin:** Uh. Amber? Is there anything inside of Amber's Place, with... which one might... make fire? I don't know if I did that sentence good.

**Travis:** No, I think it worked.

**Justin:** It seemed good. Um. [sighs] Man, I feel like that's such a no-no. [laughs]

**Griffin:** [laughs]

**Justin:** Right?

**Travis:** Oh, on a ship?

**Justin:** It's such a big...

**Travis:** Yeah that's a good point.

**Justin:** That's such a big choice, on a ship, to be like, "oh yeah I got a bunch of flammable shit lying all around."

**Clint:** [laughs]

**Justin:** Like, I don't want to give— I feel like the answer is no. I want to be amenable... [laughs]

**Travis:** That's fair, no no no—

**Clint:** Well, there's a horse magazine! The horse magazine's probably flammable.

**Travis:** Yeah, flammable, but like... am I gonna rub the magazine hard enough?

**Clint:** [laughs]

**Travis:** Um, so, okay, I'm gonna go a different way then, and I'm gonna throw my boomerang at that tendril, what is holding... uh, Urchin.

**Griffin:** Okay. Make a... make a ranged attack roll here.

**Travis:** 17 plus three! A 20!

**Griffin:** A dirty 20, yeah!

**Clint:** Get out of here!

**Griffin:** For sure! Roll damage.

**Justin:** Nice.

**Travis:** And here's the best part— that's a three plus one, that's a four— but I'm gonna use *Psychic Blades*!

**Griffin:** Oh, shit!

**Travis:** "When you hit a creature with a weapon attack, you can expend one of your bardic inspirations to deal an extra d... 2d6."

**Griffin:** Uh, 2d6 psychic damage, let's... yeah. Uh. Go ahead and roll that damage, and then tell me what that looks like.

**Travis:** So— ah, that's 10.

**Griffin:** Holy shit!

**Travis:** So...

**Griffin:** Alright, what's it— what's that— what are your psychic blades, look like?

**Travis:** So the boomerang throws, and trailing behind it, there's two like spectral glowing blue blades. And so like, identical to the, the, um, boomerang. And when the boomerang hits, chnk chnk— the other two hit behind it...

**Griffin:** Yeah.

**Travis:** And pass through. Yeah. So where the boomerang would hit and stick, the other pass through and pull energy out with them.

**Griffin:** Yes. The— for sure. And on it's like—does the boomerang return to you?

**Travis:** Yeah— uh, yeah.

**Griffin:** Okay. I mean—

**Travis:** I mean, otherwise it's just—

**Griffin:** You say yeah, have you ever thrown a boom—? It's fuckin hard!

**Justin:** Yeah, it's really hard.

**Travis:** No, I understand that, but I mean, like... it's... yeah.

**Griffin:** It's magic. Sure.

**Travis:** He's good at it. Yeah, he's good at it and it's magic.

**Griffin:** Um. Out on their way back—

**Travis:** I mean it's a tiny room, though, to be fair...

**Griffin:** Yeah. [laughs]

**Travis:** So if we wanna say no, 'cause I'm pretty sure it takes a pretty significant arc?

**Justin:** It's actually wild... I'm thinking about it, and like, it doesn't make any sense.

**Travis:** Yeah.

**Griffin:** But it's great, and I love it. Um. So, the— the first boomerang, like effortlessly severs that tendril from the ceiling, and you see like what remains of it start to suck back up into the mass that was covering the ceiling. But those two extra psychic blades, just like... do a lap, around the room, and then just all of the webbing goo just falls inert, to the floor. As does Urchin. Who looks up at you, and he says,

**Urchin:** I did not like that. I did not like that even a little bit.

**Devo:** Yes, I... I cannot imagine—

**Urchin:** I know some people's thing— like, nasty thing, but it's not Urchin's thing. Man, that was horrible.

**Devo:** Okay. Urchin? There is more of this shit on the ship.

**Urchin:** Yup. Perfect.

**Devo:** We need to get rid of it. So I need you to search, and uh... if you find it, uh. I don't know, just... spray it with... something? Do you have bleach?

**Urchin:** No, but I got— I got this though!

**Griffin:** And he holds up... the like, explosive trigger of one of the depth charges.

**Devo:** No! Well...

**Urchin:** How... oop... you... why not?

**Devo:** If it's just the trigger...? And not the—

**Griffin:** Oh, no, it is the explosive, uh, core—

**Devo:** Oh yes. Not this, no, no no no—

**Urchin:** Okay.

**Devo:** We do not blow up the inside of the ship! This needs to be non-explosive, non-corrosive, but, uh, something that will kill the webbing. Uhh...

**Urchin:** Yeah?

**Devo:** So...

**Urchin:** I'll be honest with you man, if I have this thing I'm gonna use it. So—

**Devo:** No! Give it to me, then! Then you cannot have it!

**Urchin:** [sadly] Okay.

**Devo:** You lose your privileges.

**Griffin:** He hands you the explosive core, of the depth charge. And... as he does so, you hear a... a metallic groaning noise, coming from the airlock chamber. And then your ears pop. Amber...

**Devo:** Son of a bitch.

**Justin:** Yes.

**Griffin:** Amber, roll a strength saving throw for me. Let's start out that way. Let's figure out—

**Justin:** Yes.

**Griffin:** Let's figure out who's... [laughing] who's in charge here. Let's make this a contest.

**Justin:** Ten plus four.

**Griffin:** Uh, alright! It's a close one. Uh. You are... inches away, from meeting your doom. As the jaws of this blink shark try to enclose around you. The only thing keeping that from happening is the... y'know, meager armor provided to you by the vapor suit, but also, your two glowing ethereal hands, that are wedged into the shark's mouth, just barely able to keep it pried open. What does a blink shark look like?

**Justin:** Um.

**Griffin:** This is a chance— I guess you could say “like a weak little baby worm that you can squish,” and then you say that and then it’s like, “oh shit, okay,” and then you’d win the fight pretty easy.

**Justin:** Um...

**Griffin:** That’s just a cheat code I’m giving you.

**Justin:** Yeah, that’s a good... that’s a good... I like that, but it’s not... it’s not, uh, it’s not accurate. I mean, they’re... What makes— they’re big. About the size of a person. Um...

**Griffin:** That’s not very big, actually, I think, shark... shark, in shark size.

**Justin:** And another person...

**Griffin:** [laughs]

**Travis:** Mmhmm?

**Justin:** ... On top of each other. You didn’t even let me finish.

**Griffin:** Sorry.

**Travis:** Wait, like a— wait, hold on, like a stack, not end-to-end?

**Justin:** It’s like two... stacked...

**Griffin:** Just like two people hugging.

**Justin:** It’s like a stack of two people.

**Travis:** Because a female—

**Justin:** It’s like two people...

**Travis:** A female great white can be 21 feet long.



**Justin:** Yeah, you just knew that off the top of your head, eh?

**Travis:** Yeah, I definitely didn't google it.

**Justin:** Eh, Jeeves?

**Griffin:** [giggles]

**Justin:** [laughs] Let's say...

**Travis:** I remember learning that at theatre school.

**Justin:** 12... 12 feet.

**Griffin:** Okay.

**Justin:** Um. But they have a, uh... um... they are dark gray. Um. And... with glowing orange eyes. And—

**Travis:** Like a doll's eyes?

**Justin:** They have— you wanna know what's really fucking scary about them?

**Griffin:** Yeah.

**Justin:** In addition to their ability to teleport, they have a natural, um... camouflage, that helps them blend in on the sea... like it— in the ocean, so you have very, very, little idea of where they're at, at any given time.

**Griffin:** Okay. Then, as you're holding it open with your green glowing arms... you see that same green light kind of like... reverberate around its jaws, and its face, and even its eyes like turn green a little bit as it tries to camouflage into the light, that you are emitting. And... it is, y'know, it caught you by surprise, and so though you managed to pry its jaws open, it... just tackles into you, and sends you and it careening towards this stone pillar. But you manage to twist your body just so, at the last second, to

avoid it? And now you feel like... if you have one chance to gain control of the situation, you are currently in it, right now.

**Justin:** Um. I didn't tell you about their... the teeth. Oh my god, the teeth. They're the worst. They're long, longer than you would expect, and thin. Like, um, not— um, pencil-shaped, I would say?

**Griffin:** Like Pennywise teeth?

**Justin:** Yeah, like Pennywise teeth—

**Griffin:** That sucks.

**Justin:** And they can use them to... they can, uh, orient their teeth in such a way that where they're sort of filtering food out of the water, like... um, like some whales do.

**Travis:** Like baleen.

**Justin:** With like, plankton...

**Griffin:** Yeah.

**Travis:** Yeah.

**Justin:** Yeah, baleen, there we go. And they... when they're swimming through the water they can sort of like, peel back their shark lips, and just like... chum through the water...

**Griffin:** Hhh...

**Travis:** I don't like that! Ah, fuck, man!

**Justin:** Filtering food out... yeah.

**Griffin:** These are bad sharks.

**Justin:** So if you see them a pop— people know that they're hungry, because it looks like they're smiling. Because—

**Griffin:** Jeez!

**Travis:** [exhales sharply]

**Justin:** they've got their mouths pulled back, so they can filter food out of the water.

**Griffin:** Alright, well you've made them—

**Travis:** Also they're jerks, right?

**Griffin:** You've made them as scary as possible! So. Uh. What are—

**Justin:** Well, I figure if it's gonna scare Amber, then it should be something that's like...

**Travis:** That's true.

**Justin:** ...Unnerving.

**Griffin:** Right, sure. Uh, okay! You are... y'know, as in control of this situation as you can be, which is to say like, your glowing arms have kept you from dying, immediately. What is... what is the rest of you doing?

**Justin:** Well, let's see, I have them... Yeah. I'm... there's only actually one thing that a blink shark responds to, and even though there's fucking very little that I would like to do less than this, I am going to need to punch the blink shark in its mouth.

**Griffin:** In its mouth where?

**Justin:** Direct— like, you have to go dead center. Anywhere else, it's not gonna work. If you go dead center, you might be able to... shock them, long enough to get away.

**Griffin:** [laughing] You're—

**Justin:** You're not gonna fucking kill one of these things— absolutely wild—

**Travis:** So you're holding its mouth open with the glowing hands, and punching it—

**Justin:** I got away— no, he tossed me! Griffin? Right?

**Griffin:** No no no no— you— it is— you are still, like, you are still prying its mouth open. And it is still, like, you are still swimming with it, essentially. It is pushing you in front of it.

**Justin:** Alright. I'm gonna let it go— okay, I'll let its mouth— I'll, in one movement, I'll let its mouth go and give it the double blast right to the mouth.

**Griffin:** Okay! Cool! Uh, make... [laughing] Make an attack roll. On this blink shark.

**Justin:** Uh... I guess I don't need to let go, do I?

**Travis:** No, you have four hands!

**Griffin:** It's up to you!

**Justin:** I have four hands. I like the image of that, but I realize that I really can only attack with two hands at— at a given time, it's like a different roll. Um. [sound of dice rolling]

**Clint:** [muttering in the distance] Perception check...

**Justin:** Okay. 11, plus four. 15.

**Griffin:** Um, yeah. I mean, you're punching the inside of this thing, so it's not the most heavily armored part of it. So that, that hits for sure.

**Justin:** Uh. Five damage...

**Griffin:** Okay.

**Justin:** And then I'm gonna make a bonus... uh, bonus attack, right, that's something you warriors and monks do, right, you melee people do this all the time, right?

**Griffin:** Uh, you haven't unlocked that yet, but you can... you can use your vibe. To... to use *Flurry of Blows*. Which...

**Justin:** That's what I'm...

**Griffin:** Right.

**Justin:** That's what I'm, I kinda meant. I'll just use my vibe to use *Flurry of Blows*...

**Griffin:** So make two more unarmed strikes as a bonus action.

**Clint:** I'm picturing Amber boxing the shark's tonsils like a speed bag...  
[laughs]

**Griffin:** [laughs]

**Justin:** 18.

**Griffin:** Yep.

**Justin:** Do I roll the damage for that now, and then... That's four.

**Griffin:** Okay.

**Justin:** And then... 17!

**Griffin:** Yep!

**Justin:** Plus four, 21.

**Clint:** Nice!

**Justin:** With a... four plus two, six. So...

**Griffin:** 15 damage total.

**Justin:** 15 damage.

**Griffin:** Um... yeah. Because of where you are attacking this thing— what does your flurry of blows look like?

**Justin:** Um. I think like... in one sort of motion, I can like, multiple arms pop out at once but just long enough to like whack something in the face, and then they all disappear.

**Griffin:** Okay. Go ahead and mark off two ki points actually, because when you summoned your arms, that uses ki as well. Um...

**Justin:** 'Kay...

**Griffin:** And then the *Flurry of Blows* used another one. So you have one more... one more ki point. Uh—

**Justin:** Yeah, that's a good opportunity to use ki points though, if you're getting attacked by a big... [crosstalk]

**Griffin:** Yeah, for sure—

**Travis:** Yeahhh.

**Griffin:** If not now, then when.

**Justin:** For sure. Yeah.

**Griffin:** When you— when you do this—

**Travis:** "I was saving those for Dave's party later!"

**Griffin:** [laughs]

**Justin:** Right.

[solemn organ music fades in]

**Griffin:** You... you see the blink shark spasm, and... like, cough up like a trail of... like dark green bubbles. And... it kinda twists in the water, to throw you off of it, which is...

**Justin:** Whoa.

**Griffin:** Kinda satisfying, I bet. And then it does a lap, like close to the wall of this ravine that you were diving into, and then it turns the same color as the ravine, and then you can't see it anymore.

**Justin:** Great...

**Griffin:** You can't tell if it has...

**Justin:** Great, great, great, great...

**Griffin:** This is probably the scariest part. You don't know if it blinked away—

**Justin:** Yeah!

**Griffin:** Or if it's just hiding.

**Justin:** Yeah.

**Griffin:** And that is... that's something we're going to have to... [laughs] figure out in a bit. Now it's just you, alone, in this giant crevasse. A couple hundred feet down below you, you see the floor of this ravine... you can see it, because it is illuminated by the anomaly. Which is this sort of... vaguely spherical white light, that is giving off these like ripples of motion, on the sand, immediately beneath it. That is a couple hundred feet below you. And... that's the only thing you can see, right now. What do you do?

**Justin:** Is it... I don't know where it is.

**Griffin:** Yeah.

**Justin:** I guess I'll keep swimming towards the... the anomaly.

**Griffin:** Okay.

**Justin:** Yeah. I guess... yeah. I guess I have to. Yeah. That's the only thing that makes sense.

**Griffin:** Make an athletics check for me, just to see how fast you can do it. Obviously you are aided by the sort of jets in the, uh, thing.

**Justin:** Fuck... fuckin' two, Griffin.

**Griffin:** That's not very fast. Plus four! Six.

**Justin:** Yeah, I mean, plus four, but like...

**Griffin:** Okay.

**Justin:** Not... not Michael Phelps-ian. Really.

**Griffin:** Then you know... that the... you don't know if it's just sort of exhaustion from what just happened, or if it's the compression magic that this anomaly is giving off, but it kind of—

**Justin:** Let's go with that.

**Griffin:** But probably that. It feels like... kinda like that staircase in SuperMario 64, the further you swim down into it...

**Justin:** Yeah.

**Griffin:** The further...



**Justin:** I use that excuse in the locker room all the time.

**Griffin:** [amused] Sure.

**Clint:** [laughs]

**Justin:** "It's compression magic!"

**Travis:** "It's compression magic, guys!"

**Clint:** [laughs]

**Justin:** "It's just the compression magic."

**Griffin:** It seems like the closer you swim to it, the further away it is actually getting.

[ambient soundscape eventually fades out]

[ad break]

[soft music plays]

**Griffin:** Zoox! This, this clam... you feel it invading your mind? Now? Just as you were sort of just inside of its mind. Uh. But it... [laughs] In the same way that you have trouble sort of remembering things about your past, like, there's not much there for it to grip onto. And so this assault it is attempting, to sort of wage on your... on your memories, on your being... feels like it's not really going anywhere. And then you are back, inside of that dark room, and... you see the clam again, and it is still this sort of weak fleshy bag, that is floating in the air. But now you can tell that like... it's been sort of ambivalently trying to take over your... your body? Um. But now it feels like, angry. Like you sense that— it has chosen violence. But it is not... it's not moving, or anything like that. What do you do?

**Clint:** I think instead of... resisting... I think Zoox is going to lean into... the feeling he's getting from the clam.

**Griffin:** Oh shit... !

**Clint:** I think... he is... just kinda opening his mind, and just taking in all of these messages, from the clam. The feeling—

**Griffin:** Yeah!

**Travis:** You're gonna meld! You're gonna mind-meld!

**Clint:** I— everything— I'm doing a mind-meld with the clam. And the one thing that just keeps reverberating and resonating with him is... how alone it feels. Alone, alone— it keeps going back to alone, alone, alone.

**Griffin:** Yeah!

[music begins to fade out]

**Clint:** And so Zoox reacts in almost... an instinctual way. And releases everything he's got, from his swarm. Releases... all of the— and, uh, they're— he's releasing them in the form of blue tang? The little blue fish like Dory, is?

[bright swarm music plays]

**Griffin:** Sure. Yeah yeah yeah.

**Clint:** And just filling the space. He's just filling as much space— I mean, he's giving it every last thing he's got. With it's... with releasing the swarm. And... not having it attack. Not having it do anything but just kind of... surround the clam? Just kind of go all around the... we're still talking about the ganglia, right?

**Griffin:** Yeah yeah yeah. It's— well, no, no no, right now it's like almost the... the fleshy body inside of the clam—

**Clint:** Okay.

**Griffin:** Floating in the air in front of you.

**Clint:** It's just— it's—

**Travis:** It's the mental representation of...

**Griffin:** Right, exactly, yeah.

**Clint:** Right. And so is this. And—

**Griffin:** Right, yeah!

**Clint:** It— just so it doesn't feel alone.

**Travis:** Damn, Dad, that's beautiful.

**Griffin:** So you're trying to embrace this thing, with— like saying, "yeah man, come on in."

**Clint:** Well, what I'm trying to do is... is provide it with the feeling that it's not alone.

**Griffin:** Yeah.

**Clint:** Whether the... the millions or however many blue tang there are, 'cause they're little tiny things!

**Griffin:** Yeah.

**Clint:** Um. So it feels... so it kinda dampens down the angs— anxiety and anger, and as a representation that Zoox really is its friend. He's just... letting the whole swarm go. That's just his... his way.

**Griffin:** I'm going to make a... wisdom save for the clam with disadvantage.

**Clint:** 'Kay.

**Griffin:** Uh, that's a six and a nine, dude, ha ha ha ha.

**Travis:** Oh I get it.

**Justin:** [laughs sarcastically]

**Griffin:** Yeah. So it fit—

**Justin:** Dad, um, there's a... sex number. [laughs]

**Griffin:** [cracks up]

**Travis:** [laughs]

**Justin:** [laughing] I guess... Sorry it's... uh...

**Clint:** Nice. [laughing] Nice.

**Justin:** Kinda... a young... a thing for us young bucks, it really...

**Travis:** I think it was invented in like, 2005.

**Justin:** Yeah, it's pretty recent. We just came up with it. Hey Dad, if you try to follow up on this gag at all, I will hang out in the parking lot...

**Griffin:** [cracks up]

**Justin:** [laughing] Don't... I didn't wanna also say...

**Griffin:** So this isn't a "yes and" situation?

**Travis:** Now this is—

**Justin:** Yeah, if he—

**Clint:** Oh wait, wait a minute—

**Griffin:** Yeah—

**Travis:** Oh no no no!

**Griffin:** No, you're—

**Justin:** No, it's—

[crosstalk]

**Justin:** It's not a "yes and," it's a "no thanks." [wheezes with laughter] It's what I—

**Clint:** I just opened— I just opened another window, let me see here...

**Griffin:** I'm about to close all the windows on my computer, and then...

**Clint:** [gasps theatrically] Oh my god. [laughs]

**Justin:** [laughs]

[Clam music fades back in]

**Griffin:** Uh. So... alright. Because this is taking place in this sort of like, abstract clam mind palace, uh. This swarm of blue tangs is way bigger than any sort of swarm you've been able to conjure before. It is a school of them, and they are glowing blue, and they are... of different sizes, in a way that doesn't seem to make much sense. And... you are surrounding it with this feeling of... of warmth, and acceptance...

**Clint:** Community.

**Griffin:** And community. And... for a moment, the clam is vibing with this. But... this urge that it has, to take you over or trade, y'know, places with you or whatever it is it's been trying to do... It now sees you as vulnerable. And... you feel it fully like, penetrate into your mind, and your memories. And then, like, you are both just kind of in darkness entirely, and all the blue tangs disappear. And... then you feel the clam getting panicked? And more panicked. And then you feel it separate from you entirely. And when it does that, now you are not in this dark room anymore, you're not in this abstract

space. You are back inside of this sort of fleshy cage that you swam into to interface with this thing in the first place.

[music fades out]

**Griffin:** And you're in your own body, you're in control, you are Zoox once again. You feel— you obviously can remember it, but like you don't... you are not confusing yourself and the clam anymore. It's memories were it's, and now you are you again. Um. And it's quivering. Like, the whole clam. In fact, Devo, we're not with you right now necessarily, but like you feel the ship vibrate as the entire clam is now kind of trembling in fear. Amber, you feel it too, you see some rocks sort of fall loose off the walls of the crevasse around you. And... it is... it is very afraid of you right now, Zoox. Devo.

**Travis:** Yes.

**Griffin:** You're back on the ship. You hear this— you heard this groaning noise coming from the airlock chamber, and your ears pop. What do you do?

**Travis:** Um. Listen. Devo hasn't spent much time as a nautical man.

**Griffin:** Yeah.

**Travis:** But... he's also not an idiot. Um. So— but I think he knows what that means. So he's going to, uh... attempt to seal a door or two, betwixt there and here.

**Griffin:** Okay? So you're like, closing up the... closing up the bulkheads?

**Travis:** Yes.

**Griffin:** Okay.

**Travis:** Which, if you remember, I established when we bought the ship.

**Griffin:** Yeah.

**Travis:** That it was very... the reason it had all those chambers...

**Griffin:** Yeah.

**Travis:** Was because it was a deep-sea pressurized vehicle... okay.

**Griffin:** You have... sold me. I think this is a fantastic move, I'm not gonna make you roll for it. As you run to like, the nearest bulkhead between the... sort of communal space attached to Amber's Place, and this hallway leading to the airlock, you... seal the door shut, and right as you do that, you see the airlock door... burst open, and you see that patch job that Amber did on the crack in the hull earlier, split apart... and then water just starts shooting out of it, into that chamber. Uh. And I think your ears pop again, but you—because of how you have sealed this little part of the ship off, you are not taking any damage, and you have more or less... controlled the flooding. But you do see some more of these white tendrils come shooting in through the airlock, but they're more or less trapped where they are now. You've done that. Uh. What do you do now?

**Travis:** So... if I'm being honest, Devo is... mad. And getting very frustrated.

**Griffin:** 'Kay.

**Travis:** Um... and... that is not... perhaps, let's say, not a good place for Devo to be.

**Griffin:** 'Kay.

**Travis:** So, I've been thinking about this, and he's going to attempt something a little irrational. But the thing is, he is right now feeling very trapped?

**Griffin:** Yeah.

**Travis:** And very closed off, and that is... not...

**Griffin:** Not a great... [laughs] Not a good vibe for him? Yeah.

**Travis:** Yeah, he can't... stand that. And I think that claustrophobia is maybe manifesting in a very mental, psychic way for him? And so I've been thinking about a wild thing that I want to try to do.

**Griffin:** Sure.

**Travis:** If I can... I can justify it. Go with me...

**Griffin:** I can't wait to hear this!

**Travis:** He is going to attempt to transfer the magic that is trapped in the engine, out of it.

**Griffin:** Ohhh!

**Travis:** By using his body as a conduit.

**Griffin:** Hmm.

**Clint:** Hmm!

**Travis:** So, in the same way that... he... that...

**Justin:** Hmm. Well as a level, uh, 17 sorcerer, this should be...

**Griffin:** [cracks up]

**Travis:** Yes, well this is the thing—

**Justin:** This should be a little... a little dicey. As long as you're not a literal fucking, like, indie musician level...

**Travis:** Right.

**Griffin:** [laughs]

**Travis:** A level— level three indie musician. [laughs]



**Griffin:** Yeah.

**Clint:** [laughs]

**Travis:** A level three acoustic guitarist.

**Justin:** Says here— says here on this shit you're a level three Bon Iver?

**Travis:** Yep!

**Clint:** [laughs]

**Justin:** Is that— is that accurate?

**Griffin:** You— you crack open the engine and you whisper “check out my bandcamp.” And then you die instantly.

**Travis:** Yeah.

**Griffin:** Uh, okay... tell— you head to the engine room. Um...

**Travis:** Yeah.

**Griffin:** Urchin is there, eating a ration. And he's like,

**Urchin:** Um— I forgot what we were doing.

**Clint:** [laughs]

**Urchin:** You need something?

**Devo:** I... ugh. [sighs] Just... ugh. Stand back, and if this goes very poorly for me, then, uh, please... I don't know, tell Amber and Zoox that I said, uh... goodbye.

**Travis:** And he takes the atomizer...

**Griffin:** Yeah.

**Travis:** That he sprays the prestige salt with. And I'm gonna burn two spell slots for this, so that just shows you how committed I am to making this action work—

**Griffin:** I— this is starting to feel like Shark Tank, but go ahead.

**Travis:** And he sprays his hands with it, one hand on one, one hand on the other. And he is just gonna lay one hand on the engine...

**Griffin:** Okay?

**Travis:** And in the other, he holds that bomb that Urchin gave him.

**Griffin:** Okay...

**Travis:** And he's trying to draw the magic from the engine through his body into the bomb.

**Griffin:** Alright! I think the question here is not "can you do this... "

**Travis:** Yeah.

**Griffin:** I think the question— because like—

**Justin:** Should you.

**Travis:** [laughs]

**Griffin:** That's— that's definitely a question. I think the question is like, "how bad is this gonna fuck you up." Um.

**Travis:** Yeah.

**Griffin:** Because I— I think— you know, magic is so undefined, mostly, in this world, that like... we can say that this could work. We could say that, like... Ether salt is conductive, in a way that, y'know, blah blah blah blah blah... uh. [laughing] The question is like... if you use your body as a

conduit... do you then die, from that? Uh. So... Yeah. I— are you turning the engine on, then, to sort of accomplish this, this, uh...

**Travis:** Yep.

**Griffin:** This transfer. Okay. Uh, then, all the lights click on all at once, and... give me a... [sighs] Uh, God... What saving throw would this even be?

**Travis:** Yeah...

**Griffin:** I think constitution, honestly, like, more than anything I think...

**Travis:** Yeah...

**Griffin:** I think it's your body... [stutters] Your body's natural resilience. Uh... go ahead and make that roll.

**Travis:** 16 plus one, a 17.

**Griffin:** Okay!

**Clint:** [laughs]

**Griffin:** Don't get me wrong—

**Clint:** Choose, DM, choose!

**Griffin:** [laughing] Yeah.

**Justin:** It makes it feel like it will work but it won't go great.

**Griffin:** Um.

**Justin:** That's my gut.

**Griffin:** It... it'll work... but it won't go great. Uh. Alright. You know what it is? You... in, like, transferring this "get little" magic, out of the engine, that had been sort of compressing this ship down, and shrinking it down and

shrinking it down, and... moving it through your body into this, like, arcane explosive? Uh... what happens, weirdly, is... it happens like a bolt of lightning. It happens really really fast. But just as sort of the engine had this magic trapped inside of it, you now have this compression magic trapped inside of you? And... you look down, and see Urchin eating this ration, like popcorn, like watching you intently...

**Clint:** [laughs]

**Griffin:** But you also realize that Urchin now reaches up to your knees? Which he didn't before. Your body is shrinking. Slowly, but it is shrinking. Uh. And it's not like it happens in the movies with Rick Moranis. It is incredibly painful. So, I want you to take... [clicks tongue] I'll use falling damage as a sort of guiding light here.

**Travis:** Yeah I think that's fair.

**Griffin:** In this like initial surge of it, you take 11 points...

**Travis:** Whewww!

**Griffin:** Of crushing damage. Uh. And it's definitely— it's not a thing where it's like, "well, I shrunk a little bit and now it's better." It's... "Oh my god, I'm shrinking, this really hurts, but I can kind of like... I can kinda get used to it a little bit." But you also can tell now, because this magic is inside of you, that it is also inside of this bomb, which is now a very, very, very nasty thing.

**Travis:** Yeah.

**Griffin:** Uh, what do you do with it? And yourself? And everything.

**Travis:** I fire the bomb at the clam.

**Griffin:** ...Just the... just the... ?

**Travis:** The tongue. The foot.

**Griffin:** The... uh... okay! [laughing]

**Justin:** Hmmm.

**Griffin:** Uhh...

**Travis:** I feel trapped. It's... it's... this is panic mode.

**Griffin:** Sure.

**Travis:** Fight or flight, perhaps.

**Griffin:** Paint me a picture of what that looks like. You can't just say you fire the bomb at the clam, you... you... what are you... ?

**Travis:** So, while at this point, like, the— his eyes are glowing blue, he's in extreme pain, and he's just kinda chanting over and over to himself, like,

**Devo:** It's okay to be angry. It's okay to be angry. It's okay to feel things. It's okay. Let yourself feel. It's okay to be angry.

**Griffin:** 'Kay!

**Travis:** The thing that Amber said to him. And he is acting on impulse? And he is angry at the clam, he is angry at the worm, he is angry... at Orlene, he is angry at feeling trapped, he is angry at being left alone...

**Griffin:** Yeah.

**Travis:** Um. And he... takes it out on the clam, and he slams the bomb into the chamber? And slaps that button.

**Griffin:** Okay!

**Justin:** A clam slam.

**Griffin:** A 'lil clam slam.

**Travis:** A clam slam, if you will.

**Griffin:** Then you load this charge up into one of the cannons, and fire it at the foot, which is above you. And you just watch through a porthole through the gunnery deck here, as this... very slowly blinking red light... fires toward the fleshy pink ceiling above. Amber! You—

**Justin:** Yeah.

**Griffin:** You have been pushing it. You have been, like, firing off those jets on the vapor suit as much as you can, but it feels like you should be getting closer to the anomaly than you actually are. Um.

**Justin:** Hmm.

**Griffin:** And... then... you see...

[Solemn clam music begins]

**Griffin:** A flash of green light. Above you? And... the hairs on your neck stand up again, and you can tell that you are about to get tackled once more, by the blink shark. What do you do?

**Justin:** I shut off my vapor suit.

**Griffin:** Whoa! Okay... Are you sure??

**Justin:** Yeah. I'm pretty sure, yeah. Pretty sure.

**Griffin:** Okay! Give me a second!

**Travis:** Hey, welcome, it's wild o'clock here on Adventure Zone!

**Clint:** [laughs]

**Griffin:** Um... okay.

**Justin:** I got one idea, I wanna see if it's gonna fucking work! I shut off my vapor suit.

**Travis:** Yeah, man, listen! I'm not here to judge you, you heard what I just did!

**Justin:** And I turn towards— where— as near as I can tell, where the thing's coming.

**Griffin:** Okay. Before— while you are turning your body to face the blink shark, you are going to take some crushing damage, as like, the pressure that this suit was regulating is... immediately snapped off. I'll be very kind here, and say because things are weird and... uh... compressed and strange, it's not like you are a mile beneath the ocean surface...

**Justin:** Right.

**Griffin:** Because that would... destroy your body completely? Um.

**Justin:** Yeah.

**Griffin:** But you do take...

**Justin:** And we've got all these t-shirts.

**Travis:** Yeah!

**Griffin:** And we've all these great Amber Gris t-shirts. Uh. But you take ten points of crushing damage. As... you feel... a incredibly bad thing. [laughing] You feel the Ethersea on you, and around you. The pressure is so sudden and so intense, that like etherealizing that I described happening to Devo, is already kind of happening to you. Like you already see your, your hands... your flesh hands, becoming a little translucent.

**Justin:** Okay.

**Griffin:** But, you have turned, and... now you can see the blink shark. And I will also give you this: [amused] it seems a bit surprised at what just happened.

**Clint:** [laughs]

**Justin:** Uh... I swim at it.

**Griffin:** Oh, shit? Okay!? You...

**Justin:** With my forearm extended in front of me.

**Griffin:** You forearm... your four... ?

**Travis:** Like—

**Justin:** Pointed right at its— I'm swimming right at it, with my forearm sort of in like, a... a blocking pose, like dangling it right in front of me.

**Griffin:** Which forearm?

**Justin:** Um, my left forearm. Swimming with my left forearm in front of me, just pointed right towards its mouth.

**Griffin:** Okay!

**Justin:** I'm still swimming at you!

**Griffin:** [laughing incredulously] Yeah, for sure. Uh— uh— I think this is gonna be another strength check, or a strength contest. I will give him disadvantage, because you are...

**Justin:** At what?

**Griffin:** What you are doing here is preposterous.

**Justin:** Okay. [pause] What's he doing? What's his reaction? I told you what I'm doing—



**Griffin:** What he hap— what happens to him is, he smiles. And...

**Justin:** Oh, cool!

**Griffin:** Gets ready...

**Justin:** I'm still swimming at him!

**Griffin:** Okay! He is smiling wide, and he is just going to open his jaws, and... try and kill... kill you? And eat you?

**Justin:** Okay, I'm still swimming at him.

**Griffin:** Okay! [pause] It... wraps its jaws... [giggling nervously] around you, and is about to—

**Justin:** I slap the button to activate my vapor suit.

[Music intensifies]

**Griffin:** [laughing incredulously] Oh... kay!

**Clint:** [laughs]

**Justin:** Fuck you, bud!

**Griffin:** Man... okay...

**Clint:** You're going Sheriff Brody on him!

**Justin:** No, I'm gonna— I'm gonna slice his fucking head in half!

**Griffin:** Yeah...

**Clint:** [cackles]

**Griffin:** Alright. Fuck, man! [pause] It... it had its jaws around you. When you slapped the button. And... when you hit the button, like, it dispels all of the ether-water in an instant, like it shoots it all out? In like a jet of bubbles. Uh. And so I think that there's like, a bit of... decompression that happens outside of the suit? That... blows this thing's mouth open a little bit, and you can see, like, its jaws tearing, and it is like... kind of grotesque. But you also feel some wetness, because... you have... like... destroyed the bottom of this thing's mouth. Um. Because you have sheared it off, essentially, and it is [laughing] inside of the vapor suit with you. You feel, actually, you feel pieces of teeth now, just kind of like clattering around inside of your suit, like a grotesque, like a holographic maraca. And when that happens, the blink shark... [sighs] It screams? In a way that is almost barely audible, under water?

However... it is still going to slam into you, with its like, wrecked mouth. It's— it's not gonna damage you necessarily, but it is going to try and like, tackle you, and crush you into the nearest thing that it can. And what that means is the floor below you. Because with this thing's additional speed, it is pushing you downward fast enough that you can see the anomaly getting closer.

**Travis:** Ah ha! Idiot.

**Clint:** [laughs]

**Griffin:** And it... the shark is now, like, weaving around, trying to hold you in its destroyed jaws. And just as it is about to slam you into a wall, there is... a flash overhead, way overhead, like above the ravine, and then... this, this ravine that you're in, it's almost like the walls... close in. In an instant. And... just as you think that you're about to be crushed, they stop, but the ravine has shrunk. And you're not sure what else has shrunk, you're not entirely sure, because you're a bit isolated down here. Um. But... the blink shark releases you, because it has been trapped, now. It is... it is pinned in, it is crushed, between two of these walls. And it almost looks helpless, now. You— it is still, you know, wide enough for you to be able to maneuver around, you have not been crushed, but whatever has happened here, when the ravine shrunk, it... it has pinned this blink shark in. And it looks almost helpless. It's at your mercy. What do you do?

[music ends]

**Justin:** Uh... I... punch it as hard as I can in the roof of its mouth, hoping that there's... I'm just aiming for the brain.

**Griffin:** Yeah.

**Justin:** I'm gonna try to kill it.

**Griffin:** Um...

**Travis:** [silly voice] A clean kill!

**Justin:** The problem with like, being a monk, is you really... you do have to beat things to death?

**Griffin:** Yeah, sure.

**Justin:** Wait, do— you know what? I— uhh— what is the deal with like... can I use a knife?

**Griffin:** Sure!

**Clint:** You got a— you got one!

**Justin:** I always have a knife.

**Griffin:** Yeah.

**Justin:** Yeah, you know what, I'm gonna try to knife through the eye.

**Griffin:** Let's—

**Justin:** Maybe that would be quicker.

**Griffin:** Let's not... You don't have to roll for it. This, this is a—

**Justin:** Okay, yeah yeah yeah.

**Griffin:** This is a coup de gras. It is up to you—

**Justin:** You know, normally I might— I might, like... there's enough sort of Ahab in there...

**Griffin:** Yeah!

**Justin:** Where it's like... "Aw, fucking... " but like, this guy lost the bottom half of its mouth...

**Travis:** Yeah...

**Justin:** He both fucked around and found out.

**Griffin:** Yeah.

**Travis:** Yeah.

**Clint:** [laughs]

**Justin:** [laughing] So now... I don't think it's gonna be, like a good...

**Griffin:** [laughing] Yeah.

**Justin:** A good few days [wheezing with laughter] for my dude!

**Griffin:** Yeah— it would be... it would be wildly out of character for Amber to say "Now, go, friend." [laughs]

**Travis:** Yeah!

**Clint:** [laughs]

**Griffin:** "With your humility." Um. Yeah. We don't have to get, you know, gross, about this. Is it— is it a quick and like, decisive—?

**Justin:** Yes, it's quick. And there's no— there's no malice. But there is a bit of satisfaction.

**Griffin:** Sure. Uh.

**Justin:** One less, ya know?

**Amber:** One less.

**Griffin:** As you... as you finish it off, it becomes lifeless, and then, um... it does what all blink sharks do, when they perish, which is, they almost sort of... implode, kind of? Like they teleport... they blink inward, in a way, until they just sort of... vanish into nothingness. Um. And that is what happens. And you know— you were so focused on this blink shark, that maybe you didn't realize it, but now you are very close to the anomaly. It is almost like it came up, to meet you. When everything sort of shrunk down a little bit. Um. And now you're floating in front of it.

**Justin:** I— yeah, I'll use the crystal, on the thing.

**Griffin:** Okay. You...

**Justin:** I mean, I don't know— I don't know what she... She probably doesn't have a very clear idea of what that means, exactly?

**Travis:** [laughs] Yeah.

**Griffin:** Yeah!

**Justin:** Like I can picture her sort of like, holding it up? In like—

**Travis:** Rubbing it?

**Justin:** Moving it around...

**Travis:** [laughing] Rubbing it on the—

**Griffin:** [laughs]

**Travis:** [making a squeaky sound] Eee-eee-ee!

**Justin:** [laughing] Right...

**Clint:** [chuckles]

**Travis:** "Is this... Activate!" [laughs] Go! [laughs]

**Griffin:** It's like a chemical reaction. It is like a... [stutters] have you ever seen like, crystals forming? Like salt crystals, when they form?

**Justin:** Yeah.

**Griffin:** It's almost like that happens, to the light. So it like absorbs this seed crystal, and then the light grows dim for like, a moment, and then it almost seems like two of those seed crystal emerge from the light. And then four, and then eight, and then 16. And it continues like multiplying like this, with just these translucent cube-shaped salt formations, just swirling around and into one another. Until in one final flash, they compress down into a single salt crystal, about the size of your fist. And it's lit from inside by that same soft light, just diffused through this geometric shape.

**Justin:** Hmm. I'll put it in my... well. [sighs] How do we put things... ? I feel like if you... maybe if you touch something to the vapor suit, it will like form a little airlock around something there?

**Griffin:** Yeah.

**Justin:** There has to be some way to break the barrier—

**Griffin:** Yeah, sure.

**Justin:** That while you're... You know...

**Griffin:** Yeah, I think you're—

**Justin:** I don't know what that looks like exactly.

**Griffin:** That's how you got your knife out of your fanny pack earlier—

**Justin:** Yeah.

**Griffin:** So we can say that that's how...

**Clint:** Finny pack?

**Griffin:** Your finny pack, sure. Okay, so what are you doing with it?

**Justin:** I'm just storing it basically.

**Griffin:** Okay.

**Justin:** In my— in my finny pack.

**Griffin:** Okay. As you put it in the finny pack... and— in slow motion, we watch Amber's fingers on the zipper, zipping it shut, and as the last of the teeth of the zipper closes... What happens next is not gradual, like the crystallization you just saw. It is instantaneous, and incredibly violent. You are launched upward, like you're being shot out of a geyser. Up through the crevasse, with just debris firing up and outward, all around you. Devo... you feel something indescribably strange, and I would say maybe a little bit painful, but I'm not gonna hit you again. As...

**Travis:** It's okay, I have 11 points, 10 points of damage left.

**Griffin:** [laughs] You... you feel... from below you, this pulse of compression magic pass through you and the ship, and in a flash, you are back to... your standard Devo height.

**Travis:** Six foot ten! [laughs]

**Griffin:** [laughs] Seven foot a hundred!

**Travis:** [laughs]

**Griffin:** Um. And the lights of the ship flash... and whatever magic was left sort of in the, in the... you know, in the circuitry here, is dispelled. And then it feels like the Coriolis is caught in a riptide, being fired away from the back wall of the clam, and out toward the front, where you entered it.

Zoox, for a moment here, you... you feel the clam, and it is on its last legs. Like you can tell— whenever you swam into this flesh cage to commune with it in the first place, it was... it was lit up, and you could see the neurons firing. It is... it is dying. And you— it is still also trembling a bit, it seems afraid. You hear its voice, say,

**Clam:** I envied you, Zoox Anthellae. I spent my life in a hole. And I believed your mind could show me the world above, that I'd always envisioned... But you're empty too. And... after looking within you... I believe I may be better off to have had a hole to call home at all.

**Griffin:** And... as you are processing that, you feel a tug at your back, and then you are ripped away, by the cord—

**Zoox:** Oh no, no, no, no, no, no! No, no, no, no, no, no, no!!

**Griffin:** Oh, no?

**Zoox:** No, no, no, no, no!

**Clint:** No, no— go ahead. I'm— that's in character.

**Griffin:** [laughing] Oh, okay. You are pulled away, from the mind of the clam. Which goes dark.

**Zoox:** No— what do you mean? What do you mean? What do you mean by that?

**Griffin:** And you are...

**Justin:** Well, Dad, he means that you're pulled away from... [laughs]



**Griffin:** And... you are caught in a fountain of debris that goes firing away from the back of the clam. And then we see this empty plain in the middle of the Phytal Flats, that are silent. There's a large clam hunkered down in the middle of this wide clearing, and its mouth cracks open slightly, just a fraction of an inch, and just a large single bubble floats out of it, and drifts lazily upward. And then, the hinge of the clam is split wide open, and just a screaming column of detritus comes firing out of it. There's creatures of all shapes and sizes, there's, um... wreckage of countless ships. There's buildings, from the shoreline. There are rocks, and trees, just everything, come flying out of its mouth, like shot from a cannon.

Devo, and Zoox trailing behind... the Coriolis comes flying outward, and lands softly at the edge of the clearing. And both of you, Zoox you have this incredible view of it. You see the clam ejecting its contents. You see the floating patchwork city of Flotsam, pop out, and it's just being knocked about by the surrounding debris that's also firing out? But you see its many, many turbines illuminate, and just kind of right the city structure, and also bring itself down for a soft landing near your parking spot.

Amber, as you are being launched from the clam, you see relics of the shoreline community, that maybe you didn't notice, when on the Coriolis's first approach. You see... some pieces of the Cradle, that didn't get salvaged and brought down, get fired out. You also see the Shithouse. And it's surrounded by other debris, and just kind of twisting around like it's caught in a tornado, careening through the water on this outbound trajectory. And through a window...

[theme music begins]

**Griffin:** You see... some pulses of green light. And in those pulses, you see those four remaining black spirals, that were embedded in the wood of the Shithouse. And in a very familiar fashion, you see these four black spiraling eggs... blink. And teleport out of sight. And then you're thrown from the clam as well.

[theme music plays out]

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