

The Adventure Zone: Ethersea – Episode 17

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Griffin: Previously on The Adventure Zone Ethersea:

[“The Adventure Zone: Ethersea Theme” music plays]

Justin: Great, now I grab his weapon and jam it into his neck.

Griffin: Uh, his collar snaps off from the back. You now look like one of those plain white pyramid-headed, like, stewards.

Auctioneer: This is the journal of Heretic Nob. He was, of course, the— one of the engineers and architects of the Acropolis of the Delmer Wilds.

Devo: [low Midwestern American accent] 24 Lux!

Auctioneer: Going twice... sold! To the... the Aquamarine Scales.

Griffin: All five of the cube people stand up at the same time. One of them, in a flash, raises his hand, and from it, an incredibly searing bright light emits from their hand. And everybody in the room just shrieks. Amber, you hear that shrieking, as you are approaching the door back into the vault room slash kitchen. And you turn around to see the open vault, the two white pyramids laying on the floor, and the two silver stags, each holding their own batons in hand, who now look at you, and start walking toward you.

[Theme music plays out]

Griffin: Roll that beautiful initiative footage. For me, please.

Travis: Bean-initiative.

Griffin: Do it now?

Travis: I got a 12 plus two, a 14. A respectable 14.

Griffin: Loving it, loving it.

Clint: I got a respectable... ee... eleven. Ee-leven.

Travis: 11's not respectable. I mean, it's okay.

Justin: Really choice 17.

Travis: Aw, man...

Griffin: Wowzers!

Travis: Kinda...

Justin: It's not gonna leave me much time to decide to punch.

Griffin: Right...

Justin: Okay! [laughs]

Griffin: [laughs]

Clint: [chuckles]

Justin: Ready when you are!

Griffin: Uh, Devo, you had a 14?

Travis: Yes.

Griffin: And Zoox, an 11. Okay, great. Why don't we start things off with the rowdy situation that just sort of started to boil over in the vault room.

[Music fades in]

Amber, you walked into this room just moments ago, still in your security disguise, only to see the two Silver Stags holding the same kind of stun

batons, by the open vault door. Which they were perusing when you walked in. You also saw the two other actual security guards, knocked out on the floor. And they have turned to face you, and you are up first in the order!

Justin: Uh. So we have... the two... that... who's on the floor and who's facing me?

Griffin: Security guards are on the floor.

Justin: Okay...

Griffin: Two white pyramid-headed sort of vapor-suit folks. And, facing you, are the two silver stags who walked out of the room after losing the auction for the ingot of Kodite.

Justin: Is it clear to me that they have done this? That they're the ones who attacked the... like, are they threatening, are they making any moves—

Griffin: If not, it is the most unfortunate circumstantial coincidence, that... these two have ever been involved in. It's a— it's like they've been framed—it's a locked room mystery, or, they did it. It's one of those two.

Justin: Uh, okay. I'll... uh, and where— give me the positioning, real quick?

Griffin: You are by the entrance to the room.

Justin: Okay. Okay.

Griffin: It's just like a... a small-ish square chamber. Uh... and they are standing by the vault door, opposite you, basically.

Justin: And where are the bodies?

Griffin: Uh... basically at their feet.

Justin: In— but— am I closer to them, or like...

Griffin: You are closer to the bod— the bodies are between you and them.

Justin: Are they aware of my presence?

Griffin: Yes.

Justin: Okay. Perfect.

Griffin: The bodies are not. The stags are.

Travis: [laughs]

Justin: Ha, that would be... something else. Um... What's the charge on my baton?

Griffin: It is... let me think. I think you still have a charge, right? You waited for it to recharge before you left the bathroom, and you have not used it on anybody else yet.

[Music begins to play again]

Justin: Okay, good. Um. I am... I'll make a jump at the one on the left. With the baton.

Griffin: Okay. Uh, alright, make an attack roll, just using your unarmed attack stats. We'll see the damage on this...

Justin: 12.

Griffin: 12 plus?

Justin: No. [silly, sheepish, voice] No plus. Just 12.

Griffin: No plus's? No plusies here, let's see...

Justin: There's already a plus four on there.

Griffin: Yeah, that's fair! Yeah, you— you jump up in the air and try to bring this thing down right on the, uh... the stag on the left's head. But he... like,

with cat-like reflexes, just swipes his baton through the air, and knocks yours out of the way. And you land sort of on the floor, kind of on top of one of the bodies that are down there.

Justin: Um, okay. Well.

Griffin: Do you have any other... You have any other business?

Justin: I mean, that's what I did. I get— no, right? [laughs]

Griffin: I mean you don't have extra attack yet, right?

Justin: No. No, I don't have any other...

Griffin: You still have ki. You still have— what were you calling it, vibe?

Justin: I guess I do... ki... oh, what— yeah, vibe.

Griffin: Yeah.

Justin: Do I have vibe points? Um. [clicks tongue] Yeah. That makes sense, actually. I... you know what? I'm gonna... I'm gonna... go with it. I'm gonna summon my arms of the astral self— with a point of vibe.

Griffin: Uh— okay—

Justin: This is a bonus action.

Griffin: I didn't realize this until reading the description of it. They have to make a dexterity saving throw, or take force damage, just from you popping these bad boys out.

Justin: Let's do it.

Griffin: Yeah. So we'll say the one on the left rolls a... [sound of dice rolling] Yeah, that's gonna save. And the one on the right... is going to... [sound of dice rolling] I can't see! Oh, two 13's! Though, which is your save, so...

Justin: Yeah.

Griffin: They both have saved. Against it.

Justin: Welp. [laughs]

Griffin: Well! [laughs]

Travis: [cracks up]

Clint: [laughs]

Justin: Well! They narrowly dodged my phantom arms—

Griffin: Yep.

Justin: And then, uh... that's it!

Griffin: Okay. Uh... yes, that was your bonus action, so you can't do the flurry of blows or any of that.

[Music fades out]

Justin: Correct.

Griffin: Um... cool. Then we pop on back over to the auction room. And we're going to start things off with... one of the Red Cube beings.

[Different music begins]

So, basically there were five of them, when things, y'know, popped off as they did. Looking around the room, I guess Zoox because Devo you can't really see anything since you were— you were blinded by their attack.

Travis: I was blinded by the light!

Griffin: Yes, revved up like a deuce. And so Zoox, you can see that a couple of them have peeled off, and are basically like in a frenzy, attacking the Golden Wolves who were sitting in the front of the room. And the two sort of like, angry looking wolf guardians you take it, are engaging them in battle, while the wise and douchey wolf is kind of cowering behind the stage at this point. That just leaves three of these red cubed beings, that have turned to face you. One of them, the smallest and sort of scrawniest you would guess, is going to run up on Devo. And Devo, you cannot see this obviously; they're going to have advantage on this attack against you.

Travis: Yeah! Oh, def, def, def.

Griffin: Uh... they reach back one of their red, y'know, soft-looking hands from the hard light, but you don't know what is inside of there. And they roll... yeah, that's gonna hit, that's a 17 plus two, 19.

Travis: Yes. Oh definitely, yeah, no, I'm wearing a shirt.

Griffin: Yes. Uh...

Travis: And some pants.

Griffin: So, they lift up their hand, and just like, swipe it? At your chest. And out of nowhere, you just feel this, like... like claws, scratching at your chest. And that is going to hit you for... owie! That's eight points of damage!

Justin: Shooo!

Griffin: Max— max damage—

Travis: Ooh la la.

Griffin: On this attack, yeah, it's a bad one!

Clint: [grunts with sympathy]

Griffin: And y'know, you still can't see what just hit you, so it was probably pretty scary stuff. But the good news is, you are up.

Travis: I see...

Griffin: You are still blinded; this effect will end at the end of the monster's turn that blinded you. Which is coming up this round.

Travis: Uhhhm...

Griffin: Some rules, in case you don't know, 'cause we don't fuck around with conditions a lot, [laughs] but I would like to start doing it more. You have disadvantage, basically, on any attacks you try to make. And... you fail any ability check that requires sight.

Travis: Sure, sure, sure, sure sure sure. Oh! Then let's use all our resources.

Griffin: Great.

Devo: Zoox!

Zoox: Mmhmm?

Devo: Where is, uh, the, um, the star-head, blue, cobalt suit?

Cobalt Star: Yeah, I'm right behind you, dude.

Devo: Okay. Uh—

Zoox: He's right behind you, dude!

Devo: And where is the smiley face person?

Cobalt Star: Uh... he's kind of... kind of slumped over? It's like he just fell down. I think he's playing dead.

Devo: Okay...

Travis: I am going... to... let's see. Oh, I hit those buttons... um. Griffin?

Griffin: Yes?

Travis: Are the chairs nailed down?

Griffin: Are the chairs nailed down... No.

Devo: Zoox, where is the red guy who hit me? Who is— where— who hit me and where is he?

Zoox: Um, he's about—

Cobalt Star: Like 12 inches in front of your face.

Travis: Okay, I'm gonna swing a chair at him.

Clint: [chuckles]

Griffin: Okay! Uh, this is an improvised weapon attack. Why don't you just roll your boomerang attack? I think it would be similar.

Travis: I'm gonna miss.

Griffin: Let's see. You have disadvantage.

Travis: That's a 3 plus three, a 6.

Griffin: Ye— I mean, yeah, you've already... you've already missed.

Travis: This is fair.

Griffin: If you wanna roll again to see if you extremely miss, with your disadvantage...

Travis: No, I think... I think I'm okay. Well, I guess I have to, don't I?

Griffin: Yeah, you do. I mean what are the odds that you'd roll a one?

Travis: No, I mean that would have been a 14 plus three, that would have been a 17.

Griffin: Oh, that would have been nice, that would have hit for sure, for sure.

Travis: That would have been so good. Are you kidding me? But... I am going to... with a bonus action... say,

Devo: Okay, Zoox, I trust you, because I currently cannot see. But you've got this! I believe in you.

Travis: And give Zoox some bardic inspiration.

Griffin: Excellent. Zoox, you are bardically inspired.

Clint: Good.

Griffin: That means that you can add a 1d6 to any ability check, attack roll, or saving throw.

Travis: To any ONE ability check, attack...

Griffin: To any ONE ability check— yeah, you get to use this once. Uh, that brings us to the tallest of these red cube creatures, and Zoox, you recognize him as the one that cast that blinding spell on Devo in the first place. This creature is going to hold out a hand toward you, Zoox, and you are also sort of between this creature and the golden wolves, so he's gonna blast at them too, a radiant blast. You need to make a constitution saving throw.

Travis: You can do it.

Clint: [sound of dice rolling] Uh, 13.

Griffin: That just saves.

Clint: Woo!

Griffin: One of the golden wolves is like, mid-combat with these two cubes that are attacking them. He gets hit. And... like, gets pushed down by this blinding light, and he takes some radiant damage. And then we move on to you, Zoox!

Clint: Okay, Zoox pulls the carving knife out from under his shell.

Griffin: Hell yeah.

Clint: And throws it... at the, um... at the tallest one, that just tried to blind him?

Griffin: Okay.

Clint: And also... well, I don't know which needs to go first. He's gonna cast Hail of Thorns.

Griffin: Okay.

Travis: Great.

Clint: Hail of Thorns... the next time you hit a creature with a ranged weapon attack, before the spell ends, this spell creates a rain of thorns that sprouts from your ranged weapon or ammunition, in addition to the normal effect of the attack. The target of the attack and each creature within five feet of it must make a dexterity saving throw. A creature takes 1d10 piercing damage on a failed save, or half as much damage on a successful one.

Griffin: Okay, we will say that the red cube creature that just attacked Devo is in this field. Um... ckckckck [vocalizes thinking] Five feet... uh, yeah, we can say that that's probably... all that there... all that is within five feet of this thing. I will... Go ahead and make your attack roll first, right, 'cause you've gotta hit. In order for this to...

Travis: Yeah I— no, well you cast the thing, and then the next time you make a ranged attack...

Griffin: I see... the creature... Right—

Clint: So it's not in the same turn?

Travis: No, it is, 'cause I'm looking at it right now— it's a bonus action.

Griffin: It's a bonus— you're using your bonus action first, to cast Hail of Thorns, and now you make— if you make your attack, the next time you hit somebody with an attack, it'll pop this spell off.

Travis: Yeah.

Griffin: So it might happen here, unless you miss, and then maybe it'll happen next turn.

Clint: Okay. So I'm just gonna go with the attack for "dagger."

Griffin: Yes, I added a dagger there... uhh...

Clint: Okay.

Griffin: I don't know if there's different stats for if you're throwing it or not.

Clint: It says...

Travis: Hmm... I'll think it over.

Clint: "Simple, finesse, light, thrown, or range."

Griffin: Okay.

Clint: So that is a 23.

Griffin: Fuck yes!

Travis: Yeah, yeah, mmhmm.

Griffin: Yeah, so go ahead and roll damage on the dagger, first?

Clint: That would be... [sound of dice rolling] 5.

Griffin: Okay!

Travis: Very good.

Griffin: And then... I will roll some dexies—

Clint: And then a d10?

Griffin: Yeah. Well I gotta do the dexterity saving throw first.

Clint: Okay.

Griffin: Uh... so, we'll say the radiant cube goes first... That's a fail. And the small one, that was just attacking Devo... succeeds. So you get to roll this 1d10 against the tall radiant one.

Clint: Alright! So... [muttering] there's my ten... oh, I don't want to roll that hundred! Ooh, hoo, hoo hoo!

Griffin: No...

Clint: Bad things happen when that happens!

Griffin: You— yeah, you'd think it'd be better for you, but if you just get a one...

Clint: 'Kay, d10...

Griffin: It's sort of a moot point.

Clint: That is a 6.

Griffin: Uh, okay. This tall one is looking a little bit worse for wear now. And then we move on to... we move onto the last of these cube creatures. This one is going to come up behind you, Zoox, after seeing what you've just

done, and sort of grabs you by the shoulders, and try to bite down on you. Uh... that is...

Travis: That guy's in for a shock, 'cause Zoox is mainly...

Griffin: [laughing] Oh, yeah!

Travis: ...basically like stone.

Griffin: Does a 9 beat your AC?

Clint: [laughs] No! Not even close! My AC's a 15.

Griffin: You feel this weird-feeling mouth, like, chomp down on your shoulder, and you hear something, like, break. And then they pull off, sort of instinctively. Back into the vault! Uh, Amber. The stag that you have been sort of trying to knock out, he looks down at you, and says,

Silver Stag: We have no qualm with you. Let us go.

Amber: What are y'all up to?

Griffin: The one on the right says,

Silver Stag: We will not ask again. Move aside, and let us go. We have no qualm with you.

Amber: Listen. [sighs] You start beating shit, I start beating shit, I dunno. You know? I dunno how it shakes out, I've won some and lost some. I'm not some, like... hundred percent... average. But, um. I... you don't know me, but I got pretty good stats as far as that goes. And...

Griffin: Mmhmm.

Amber: You don't wanna risk it. So let's just talk for a second. I'm a mercenary, I got no dog in this race, I don't care. I'm just curious what you're up to, to see if it... y'know, has anything to do with my business. And if not, we'll go our ways, no big deal!

Griffin: Um.

Amber: Otherwise... y'know, I got as many arms as y'all do.

Griffin: [laughs softly]

Clint: [laughs]

Griffin: Uh, is this— are you trying to sort of intimidate them—

Justin: Yeah.

Griffin: Into leaving you alone? Okay. Roll an intimidation check.

[sound of dice rolling]

Griffin: These historically have gone so well for you.

Justin: You're just saying that 'cause of my minus one. That's a natural 20. Hey.

Griffin, Travis, and Clint in unison: Whoa!

Travis: Damn, there it is!

Justin: Hey! Thanks— thanks, Griffin, for that bad juju. [laughs]

Griffin: [laughing] Yeah, sure.

Justin: [unintelligible through chuckles] ...my die.

Griffin: The two stags look at each other, and they holster their batons, sort of into their, y'know, holographic suit. And the one on the right nudges towards the vault, and the one on the left reaches inside, and grabs the... the Kodite. And they say,

Silver Stag: We're here on a mission to recover something that should not have been for sale in the first place.

Griffin: And the other one says,

Silver Stag #2: That is all that, uh, we are obliged to tell you, at this moment. Please step aside.

Amber: Yeah, sure. No problem.

Griffin: Uh, okay! You step aside?

Justin: Yeah. For sure. Absolutely.

Griffin: The two of them walk toward the door... and... they sort of— you step aside to let them past, and one of them—

Justin: I bend down— I do— I do wanna pick up those batons, though. I— I'll take those, thanks.

Griffin: They— they put them— they holstered them.

Justin: No, the ones off the bodies.

Griffin: Um...

Justin: Did they take the guards' batons?

Griffin: Yes.

Justin: Aw!

Griffin: Um, and—

Justin: [sadly] Okay, that's fine, I'll make do with my one.

Griffin: They, uh—

Travis: [imitating sad Justin] “Guess I’ll just have one baton. I was gonna do a two-handed twirly thing.”

Griffin: They started to walk past you— one of them opens the door a bit, and then the one who was on the left before— you see from within his, y’know, silvery holographic suit, his head, like the center of his head, glows red, for just a second. And you hear a humming noise. And then the one who’s holding the door looks back, and nods, and the one on the left says,

Silver Stag: We’ll be taking this journal as well.

Justin: Fuck! [laughs]

Griffin: And they walk over to the pedestal that was just wheeled in here ahead of you, and one of them picks up the journal.

Justin: Alright, I have to jump him. [laughs]

Griffin: [laughing] Okay!

Justin: I have to jump him with my baton out! They’re not suspecting that shit.

Griffin: Yeah, we’ll say that you sort of tricked them into giving up their order, right? Their turn was, “we’re gonna grab this and get the hell out of here.” Which is great, because the top of the order is you.

Justin: Well, she says,

Amber: Fuck!

Justin: And then... [wheezes with laughter] Attacks! The one on the— the, the one that has the book.

Griffin: Okay, yeah. It was that same one on the left that you attacked, that grabbed the book.

Justin: Of course it is.

Griffin: Yep. Uh, okay, so you're attacking with your baton. Go ahead and make your attack roll.

Justin: Mmm! That's a... 20!

Griffin: Wow!

Justin: Dirty, nasty, ribald 20.

Travis: A nasty 20!

Griffin: Why don't you roll your unarmed strike, but use a 1d6 for damage instead. So 1d6 plus two.

Justin: Plus two... 4 plus two, 6.

Griffin: Okay.

Justin: And then I'll go ahead and just like, pop him one in the nose with my arms of the Astral Self.

Griffin: Uh... is this your...

Justin: My bonus action. With a ki point. Which is my last ki point, but I would like to dislodge the book.

Griffin: Yeah, for sure!

Travis: It would be nice to get the thing that we came for.

Justin: Yeah. Yeah yeah yeah.

Griffin: Um, I think you can attack twice... with Flurry of Blows? Is that what you're trying to do? You don't have to— you don't have to spend a ki point to do a bonus attack, but Flurry of Blows gives you... uh, two, two additional unarmed attacks as a bonus action.

Justin: Okay, so I can make one bonus attack—

Griffin: Attack— for free. Or you can spend your last ki point to attack twice.

Justin: Alright, I'm gonna hold onto that, then. I'm— I wasn't clear on the...

Griffin: Sure, sure, sure.

Justin: On that. So, I... Will we call that another unarmed strike, or would it be the same... thing I just did?

Griffin: Um... I think it would be an unarmed strike, using monk logic.

Justin: Okay. Is that a new attack roll, or is it...?

Griffin: Yeah, it's a new attack roll.

Justin: Right, yeah, yep. [sighs] Nope. 4 plus four, 8.

Travis: You notice how the confusion about "is that a new attack roll" only comes when the previous attack roll was good? No one's ever rolled a four, and said "I wanna hit again, is that a new roll or?"

Justin: Right, right. [laughing]

Clint: [laughs loudly]

Justin: "I simply assumed this would be a fresh, un— [laughs] untarnished attack roll!"

Travis: "I'd like to roll. I automatically miss, right? Oh, I get to roll again? How nice."

Griffin: Now, this one that you did just attack, rolled a 9 on the constitution saving throw against the stun charge inside of your baton. Which is not sufficient! So the one on the left drops down to the ground, his body sort of

convulsing inside of his suit. Um... and of course, he drops the book next to him as he falls.

Justin: Mmm. Now wait a minute!

Travis: You can pick that up as a free action.

Justin: I— now, time out, time out, time out.

Griffin: Yeah?

Justin: I feel like I probably knew that his dumb ass got stunned, before I did my bonus attack—

Griffin: Oh, okay, do you wanna make your bonus attack on the other one?

Justin: What the— how the fuck did I miss? [laughs]

Griffin: You hit its body— [laughs]

Justin: I shock him, he blacks out, I'm like, I got one more for ya, apparently, I'm gonna punch this unconscious man, and then I miss?!

Griffin: Okay—

Justin: [laughing] You gotta give me this information!

Griffin: You're right, you're right, I've— I honestly forgot about the stun feature of the stunning baton.

Justin: [laughs] I mean, you didn't see me mentioning it either, but as long as we're here!

Griffin: Yeah, sure.

Clint: [laughs heartily]

Griffin: Okay, I'll— I will— this is a very—

Justin: Even if you wanna stick by the roll, and I missed a bonus attack on Other Guy, that's fine. But I need the narrative to be clear.

Griffin: [laughs] No, I'll let you roll again. I think that that was a slip up on my part, and I wanna make things fair for you.

Justin: Now wait, I rolled a d6, hold on. You know what, I might have rolled a d6 last time, hold on. D6... new attack roll, here we go. [sound of dice rolling] 19 plus four!

Griffin: Jesus Christ, yep! That is a hit.

Justin: Okay. Uh, and we will do unarmed damage on that. Bludgeoning. Oh, wow, 4 plus two, 6!

Griffin: Max damage, nice!

Justin: Maximum damage!

Griffin: Okay, the one that goes down with the stun baton, like... moans, in a very unpleasant way, as they drop to the ground. The other one, the one that was on the right before, kind of like, turns, and faces you, like with, y'know, shock. And gets to make that face for just a second before you pop him one, right in the grill, and they take 6 damage.

Justin: [mumbles]

Travis: And you can— you can pick up an item as a free action.

Griffin: You— yeah, sure, if you want to. Can you pick up an item as a free action?

Travis: Yeah, I looked it up.

Justin: I feel like it— can I say though? I feel like in this context, I— I don't know if this is strictly by the rules, but I feel like in this context, that would

be an attack of opportunity they would get on me, right? Like, there's no way—

Griffin: Yeah.

Justin: I'm going to pick up a book, an— [laughs] an unanswered book, pick up...

Griffin: Yeah. Rules be damned, like that—

Travis: That's fair, yeah.

Griffin: I don't think that's something you can do on this turn.

Justin: And— and to pick up a book, if nothing else, I mean that's a real Poindexter move, ya know?

Griffin: Yeah.

Justin: That guy's gonna get an attack of opportunity, no doubt.

Travis: He's stunned on the ground! I guess the other guy, yeah.

Griffin: The other guy, yes.

Justin: The other guy is what I'm saying!

Griffin: Um, we are back in the auction room. Devo, you can see now. You can— your eyes...

Travis: Thank. God.

Griffin: Have cleared. It, you know, it's blurry, and it feels bad, but you can see, which is great, because now you can see this small, sort of scrawny looking red cube being take another swipe at you.

Travis: Sure, sure, sure.

Griffin: And they're going to roll... oop! That ain't gonna do it! An 8, versus AC?

Travis: No!

Griffin: Okay. They swipe at you, but now that you can see 'em, y'know. The trick's on them. You just take a small sidestep and they whiff. And we are back to you, Devo.

Travis: Um. Cool, cool. Cool, cool, cool. I am... going to... [clicks tongue] So right now... so I'm clear on the scene, right? There's two red guys fighting one wolf, that's still up, and one wolf that got knocked down?

Griffin: Yes. And the other wolf is hiding.

Travis: [simultaneously] Douche wolf is hiding?

Griffin: Yes, exactly.

Travis: Smiley face guy is slumped down.

Griffin: Yes.

Travis: The star man is still with us?

Griffin: Yes.

Travis: And Zoox and I are close to each other.

Griffin: Mmhmm.

Travis: We're facing against two red guys, one taller, one... uh, shorter.

Griffin: And then there's the tall, tall, radiant one. Yeah, there's three cubes in total at you two—

Travis: Okay, so all five of them are here.

Griffin: Yeah, yeah yeah. None of them have left.

Travis: You know what? I'm pretty mad at that guy who stabbed me.

Griffin: Sure.

Travis: I'm gonna look at him, and go... and kind of... now that I know where he is, as my eyes focus even a little bit, turn to him, and hit myself with some of that there spray—

Griffin: That good good spray.

Travis: 'Cause who's gonna confiscate some breath spray!?

Griffin: Sure.

Travis: Little do they know it's my magic! Uh—

Griffin: Oh— also you get the impression that maybe that's not their peak concern right now.

Travis: Fair, fair, fair. Uh... and... begin to...

Devo: [unintelligible whispering]

Travis: And hit him with Dissonant Whispers, at second level.

Griffin: Whoa! Okay.

Travis: Which is... he's going to have to make a wisdom saving throw?

Griffin: Not this thing's strong suit. Let's see. That is a 9, minus one, an 8.

Travis: No, that ain't gonna do it.

Griffin: You have whispered.

Travis: He is going to take 4d6 damage...

Griffin: Jesus Christ, okay.

Travis: And that's 12, 16, 18 points of damage.

Griffin: Yeah! Uh. This thing turns to look at you, and starts to just kind of shake, as you say these words, and then it stops shaking suddenly, and just collapses unnaturally to the floor, like it implodes down to the floor. And is dead.

Travis: And I turn to the tall radiant one.

Griffin: Yeah?

Travis: And I say,

Devo: I have melted his brain with my voice, for poking me. What do you think I will do to you, for blinding me?

Griffin: Uh. You get no recognition whatsoever from this thing. But, you have attracted its attention! And so it is going to turn toward you, and... what's he gonna do? You know what he does? He leaps toward—

Travis: Can I cover my eyes as a free action?

Griffin: [laughs] No, if you're—

Travis: I don't know if this is— perhaps I've outsmarted you, Griffin. I cover my eyes!

Griffin: Okay, you cover your eyes, and you do not see, as this...

Travis: [sadly] Aww.

Justin: [laughs]

Griffin: Tall, red cube creature, jumps toward you, and tries to bite you as well. That is a... wow, that seems very—

Travis: Would Zoox get an opportunity attack?

Griffin: That dice just fell down right to the ground! And just stopped. Uh, what did you ask?

Travis: Is he moving past Zoox to do so?

Griffin: Um, yes, he is. Zoox, make an opportunity attack, please.

Clint: Opportunity attack!

Griffin: Yeah.

Travis: Yes, so basically any melee weapon you have...

Griffin: Well, hold on. You don't have that dagger right now. You did throw it.

Clint: No, but I have tongs!

Griffin: [cracks up]

Travis: Yeah!

Griffin: [laughing] Alright! Sure, why the fuck not.

Clint: I have metal tongs!

Griffin: Now, I will tell you, this will be basically an unarmed strike, because I'm not gonna give you extra tongs damage. Uh...

Travis: But if he rolls a nat 20...

Griffin: If you roll a nat 20, I'll let you kill this thing with tongs.

Clint: Okay. So I—

Travis: He pulls his heart out with the tongs!

Griffin: Yeah.

Clint: So, do I hit there next to unarmed strike?

Travis: Yeah, where it says the hit DC.

Griffin: Yeah, that plus three.

Clint: Okay.

Griffin: Please get a nat 20, that would be...

Clint: 14.

Griffin: Uh... da da da da...

Travis: You can use— wait, before we find out the roll, you can use your bardic inspiration. If you want to add to that 14, to guarantee a hit.

Griffin: Uh, that is a wise choice, because this thing's AC is 13, and you have hit it. So, that's two... that's two tongs damage.

Clint: Two tongs damage!

Griffin: What does it look like? Describe to me what tongs damage... is, and looks like, please.

Clint: Okay, he... he holds them in his hand, like the two arms of the tongs come out from between his... coral fingers.

Griffin: Right.

Travis: Mmm.

Clint: And he just kinda... jabs at the guy's... How bout he jabs at the guy's hand, that he keeps casting spells with?

Griffin: Okay, that's fun. Uh, yeah, you hit him in the hand, and then he looks kinda down at it with a kind of reverence that two damage deserves. And then he just kinda looks at you, like, "Did you just fucking stab me with tongs?" And then he continues his dive toward Devo.

Travis: We can agree that two damage, plus tongs, equals like a strong pinch, right? Where you're like, "Ow, man!" Like I'll be—

Griffin: Yeah, I mean that's a fucking bad pinch!

Travis: "I'll be fine, but owwww!" [laughs]

Griffin: Okay, the attack roll... um, that is a 19! On this attack.

Travis: I mean yeah, that... that hits. I'm still... shirt...

Griffin: Okay. Wowww! 7!

Travis: Hoo, baby.

Griffin: 7 points of damage!

Travis: Okay.

Griffin: As this thing chomps on you. How're you doing over there, Devo?

Justin: Yeah!

Travis: I got two... I got two! I'm doing fine.

Griffin: Yeah, you only need one, right?

Travis: Yeah, right? I got, uh, a little under ten percent of my health left.

Griffin: Sure, sure! Uh... you can actually see, though—

Travis: That is— can I say, just saying that actually made me feel a little bit better.

Griffin: Good!

Travis: Even though, admittedly, it's only two? That's ten percent of my health, that's not bad.

Griffin: There is a... transparent, like, completely clear liquid, now coming out of this tall cube thing that keeps blinding you. We move on to Zoox!

Clint: Okay. Well, I... I'm gonna separate the tongs, and... use two weapon fighting. Because I have that as a bonus action. Right?

Griffin: [laughs] You could do that... I will also say, because this thing came right past you? You can see, actually, through this tall one's suit, the carving knife sticking out of his back. If you wanted to try to grab that, and use that instead. 'Cause I don't know... I mean, you could do this thing. I would make you roll for it, to see if you could improvise two weapons. But I think like, two weapon attack is—

Clint: No, no, no, I have— I have a better idea, knowing that.

Griffin: Okay.

Clint: Uh... I am going to... uh, I'm going to use the swarm, as Mage Hand.

Griffin: Okay!

Clint: And... hit the dagger, to push it farther into...

Griffin: Ooooh! I like that!

Clint: The being.

Griffin: Why don't you... here's what I'll do, why don't you make an unarmed strike attack roll, but then use the damage of the knife. Right? So

if you can hit the knife with your unarmed strike, it will do the damage of the knife.

Clint: And that's where the luck runs out... that's a 12.

Travis: Well! You're still inspired, my son.

Clint: I do have bardic inspiration! So I'll try it again.

Griffin: Uh, you roll a d6.

Travis: Roll a d6.

Griffin: And you add that to the result—

Clint: Oh, a d6?

Griffin: Yes.

Clint: [sound of dice rolling] That is a 3...

Griffin: That is sufficient—

Clint: Which makes it a 15.

Griffin: You have hit your knife. And now you can do the damage of the knife!

Travis: I'm so glad I finally inspired my dad.

Clint: Okay... Good job. Good job. Uh, that is a 5.

Griffin: Uh... wow, yeah, this thing's looking... I mean, it is now sort of barely standing. Actually, when you hit the knife that's in this thing's back, a spurt of that liquid shoots out of its chest, and some of it lands on your shirt, Devo.

Travis: Oh, no, man!

Clint: I— I have to— let me interact here.

Griffin: Okay?

Clint: I have... oh, that was good though, Travis, sorry. I didn't mean to cover that up.

Devo: It's my shirt, it's... [sighs]

Zoox: Ugh.

Devo: This is my good shirt!

Clint: Is it like a puffy pirate shirt? Kinda?

Devo: Hell yes, it is.

Clint: Um. Zoox has a special action...

Griffin: Okay?

Clint: Called Gathered Storm, which says: Once on each of your turns, you can cause a swarm to assist you. And one of those ways is to add one d6 piercing damage, from the swarm.

Griffin: Whoa! Shit. Yeah! Okay! Go ahead and roll 1d6— so you can—hold on, I've never looked at this skill before. Once on each of your turns, you can cause the swarm to assist you... immediately after you hit a creature with an attack, you can do 1d6 extra piercing damage...

Travis: Yeah!

Griffin: The target must succeed on a strength saving throw or be moved by the swarm, or YOU are moved by the swarm five feet in a direction of your choice—

Travis: Hell yeah!

Griffin: That's fucking cool! Yeah!

Clint: I choose the d6 piercing damage.

Travis: Hell yeah you do!

Griffin: Okay.

Clint: And that would be... a... 2.

Griffin: Yeah, this thing is barely standing at this point! Uh... and, what's your swarm look like now? Like, what creatures came out to do this?

Clint: Um. This was, the, uh... intertidal parasitoid wasp.

Griffin: Excellent.

[Bright swarm music plays briefly]

Clint: It's a wasp that actually lives on the sea. It lands on certain things, and then swims out over the sea to do its damage.

Griffin: Cool, and I think that we've discussed that your Mage Hand is a swarm, itself?

Travis: Yeah.

Clint: Uh huh. Yeah.

Griffin: Like it's your swarm, creatures— so this is just like, they're doing a little extra—

Clint: They're a swarm of these little ugly wasps.

Griffin: Cool.

Travis: Bwap bwap!

Griffin: Just... lending a hand, for Daddy.

Travis: Hey, Dad, can I just say? That's fucking cool as shit.

Griffin: That's a really cool thing.

Clint: Well, I'm not done.

Travis: What?

Griffin: Oh, you're not?

Justin: Whoa.

Clint: I've a bonus action. That I can cast Hunter's Mark.

Griffin: Oh, okay. Maybe in the future, do that—

Travis: Zoox is pissed!

Griffin: [laughs] At the beginning. But yes, go ahead and put that good mark. On them...

Clint: Okay.

Griffin: I don't remember what Hunter's Mark does, let me look...

Clint: Hunter's Mark... choose a creature you can see within range, mystically mark it as your quarry, until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack.

Griffin: Okay, so why don't we— retcon it, to say that you did this at the beginning, before you punched the dagger. What does this swarm look like? What is this sort of organic sea creature look like?

Clint: You know those little things that look like seahorses but they're, like, dragons? Sea dragons?

Travis: There you go—

Griffin: Yeah.

Travis: Yeah, I love those guys.

[Bright swarm music plays briefly]

Clint: Yeah! 'Cause they're real pretty.

Griffin: Okay.

Travis: They are?

Griffin: Uh, okay. You have a cluster of these sea dragons, y'know, flying around this thing, probably close to where the wound is where you first threw the knife into. So, go ahead and roll 1d6 more! Uh, damage. For landing the hit, earlier.

Clint: That's a 4.

Griffin: Then... [laughs] Devo, you see the seahorses appear around the tall blinding cube, and it starts to glow, right in front of you, and then you see, y'know, this knife stick out of the front of it, and this fluid come out too. And then you hear "ttht bht tbht bttht!" As these wasps also sting into the back of it. Just like, bam bam bam! Right back and forth. And then this thing falls to the ground, and you see Zoox standing behind, with his mage hand still extended. And... that one is dead.

Devo: Uh, hey Zoox?

Zoox: Mmhmm?

Devo: That f... that fucking ruled, dude.

Zoox: Oh! [laughs] Why, why thank you, I... I've been reading up.

Devo: Also? Another thought has just occurred to me, Zoox.

Zoox: Mmhmm?

Devo: Actually, fuck this. We just need the book, and the book's in the other room. I don't know any of these people. Let them figure out their own thing. We go get the book, we haul ass, as they say. Get in the Coriolis, and get the fuck out of here.

Zoox: Ordinarily I would say yes. But don't you think we oughta go check on Amber?

Devo: I mean, yes! Amber went where the— wait, where is Amber? Uh, well, listen. I trust Amber to take care of herself, she did it for many many years before us. We go get the book, then we find Amber, or— or, y'know, we get the book and then come back. But fighting all of these, uh, things and not getting the book is kind of missing the point.

Griffin: As you all are talking, the last of those three zombies that was engaged in combat— Zoox, you see this, this red cubed creature jump towards Devo, to try and take a bite out of him. And a crossbow bolt catches him in the chest, in mid-air. And it slides through some chairs and falls down. And you both turn to see that Cobalt Star has a hand crossbow. And he says,

Cobalt Star: I mean, as long as we're like, breaking the rules. I figured this was okay?

Devo: Yes? Uh...

Zoox: Uh—

Devo: Thank you? I am...

Zoox: I don't think we've broken any rules, have we?

Devo: No, I think we—

Cobalt Star: Ah, that's it!

Devo: We used—

Griffin: He taps his nose.

Cobalt Star: Uh huh! Yeah! None of us have, definitely.

Griffin: And that hand crossbow folds up, and slides into his suit. And he says,

[Music fades back in]

Cobalt Star: Uh, yeah. We should— I know I'm not on your guys' team, but we should get going.

[Music plays out]

[Advertisement break]

[Music fades in]

Travis: Are we out of initiative, griffin?

Griffin: Uh, yes. You all are.

Travis: Okay, I'm just gonna go ahead, real quick, before I forget...

Griffin: Mmhmm.

Travis: And just do some heal— some Cure Wounds.

Griffin: Okay fine. Yes. Go ahead and cast that. You gotta be low on spell slots at this point, right?

Travis: Well, no actually, because we're in a place where I couldn't use magic so far? I've only used one thing.

Griffin: Oh yeah! That's a good point! Yep. Okay.

Travis: Um, I'm going to cast it at a... at second level. 'Cause... I need it...

Griffin: Okay. That is the end of your second level spell slots, though.

Travis: Yes, but that's a good one, because that's 16 points. So.

Griffin: Good, awesome.

Travis: Feeling good again.

Griffin: While you are making your way out, you hear a rumble coming from the vault. And actually, we're gonna pick it back over in there. This other stag, that is still standing, Amber, you see that red light appear now on his head? And he... just reaches back a fist, no baton or anything, to take a swing at you. Uh... that is... ooh it was almost a 20 but it's a 2!

Justin: [laughs] What does that mean!?

Clint: [laughs]

Travis: Well—

Justin: [laughing] Did the zero fall off?

Travis: Yeah, no, the zero jumped to in front of the two. [laughs]

Griffin: Yeah, you're very lucky. Uh. Then, he whiffs over your head, and he brings a knee up, to try to catch you in the face. And that's a... that one will do it. That's a 15 plus three, 18.

Justin: 'Kay.

Griffin: And that is going to deal... oh, wow. 4 points. Of bludgeoning damage, as this knee catches you in the chin.

Justin: Oof!

Griffin: And it is your turn.

Justin: Well! I am gonna punch that fella right in his face. [laughs]

Griffin: Okay!

Justin: I don't like that much!

Griffin: Okay. Go ahead and roll an unarmed attack roll.

Justin: [sound of dice rolling] That's gonna get ya a... 16.

Griffin: Yes, that definitely hits.

Justin: For... 5 points of damage.

Griffin: Okay.

Justin: And then, once she catches him in the jaw, she's gonna follow up, one of her... while she's punching him in the face, one of her spectral arms is gonna punch him in the gut, for a bonus attack.

Griffin: Okay. Let's see it.

Justin: Hmm, 10. That won't do it, probably.

Griffin: That will not. But they do take 5 damage.

Justin: Hey!

Griffin: Hey! Alright. Just scooting through the order here. Okay, Devo, you're first out of the room, out of the auction room. And you actually hear Amber. You hear an exchange of blows, and you hear the now-familiar sound of Amber kicking ass and stuff. And it's coming from the—

Travis: Hell yeah, dude. So, what's between me and the vault? Am I running back through the... room?

Griffin: Um— yes?

Travis: Do I, like— where the bar was?

Griffin: Yes. To— I would say, to make it there on this turn, you've got what, 30 feet of movement? Uh, okay, let's make it fun. In order to get there in this turn, and still have an action—

Travis: Yeah.

Griffin: You would need to jump the bar.

Travis: Uhhhmm... I have a better idea!

Griffin: Okay.

Travis: I run to the bar.

Griffin: Okay.

Travis: And I grab the wine bottle that the wolves were drinking. And I'm going to throw it... uh... at the stag.

Griffin: Okay, why don't you... this is an improvised throwing attack... uh, I mean, okay, are you proficient with your boomerang? You're not, so let's say it is a d3. Er, a plus three. To this attack.

Travis: Okay, so just roll the same as the boomerang?

Griffin: Uh, yeah, more or less, I don't think this would do— this improvised weapon would do more damage.

Travis: Uh, 13 plus three, 16.

Griffin: That is a hit.

Travis: Um, okay, great. I'm also then going to use... Psychic Blades.

Griffin: Oh yes!

Travis: And in case anyone was wondering—

Griffin: How does that work? It uses up your inspiration?

Travis: Yes.

Griffin: Uses? Okay.

Travis: Um. I know that it's Amber because I can see the glowing things. I think that's a dead giveaway. The glowing hands are out, I'm like— this isn't one of those "but which one is it?" [laughs] Kind of moment. I'm like... oh okay...

Griffin: Well, I'm— you're also wearing different s— they're different— Yes, okay, fine, yes, you don't know that she's wearing a white suit—

Travis: You know what I mean? Okay.

Griffin: Yeah, okay.

Travis: I just wanted to make it not meta that I figured out that that's Amber I'm helping— yeah.

Griffin: I gotchu, I gotchu.

Travis: So that's gonna be... uh, a d4 plus one, and 2d6's.

Griffin: Yeah, roll them...

Travis: So let's roll the damage first. D4... that's a 4. Plus one, max damage.

Griffin: Yeah.

Travis: And then... 2d6's... so 5... 11... 15 total.

Griffin: Damn. [laughs] That was a good ass attack! Oh man. Okay. All of a sudden, Amber, you see a splash of this deep crimson just sort of appear at the back of this guy's head. And you think, "Did I just make his brain explode?" but then you smell that... that good scent of Skunknuts wine. That putrid smell. And you realize, "Oh, somebody just Skunknuts this guy."

Travis: You're saved by Skunknuts again!

Clint: [laughs]

Griffin: Saved by Skunknuts once again.

Clint: [singing slowly] Saved... by... Skunknuts...

Griffin: Zoox, you are also next out, you see Devo do this thing. You see—you see through the door, a white pyramid security guard and this stag that is just barely standing up.

Clint: Who has the crossbolt? The crossbow, the handheld crossbow?

Griffin: Uh—

Travis: Cobalt dude.

Griffin: Cobalt.

Clint: Zoox turns to Cobalt, and says,

Zoox: I am so terribly sorry. Could I borrow your weapon just, just, just for a minute or two?

Griffin: You see it pop out into his hand and unfold into a hand crossbow. And he says,

Cobalt Star: Do you know how to... do you know how to use one of these things?

Zoox: Oh yeah!

Devo: Oh! [chuckles aggressively]

Zoox: [laughs] Very... very familiar.

Travis: I love— I love this moment. Yeahhh.

Griffin: [chuckles] He... he hands it over. And now you have a hand crossbow. I'll give you that in your inventory right now, so you can use it. He says,

Cobalt Star: I will— I will need that back. It's, uh, heirloom.

Zoox: Oh yeah! Oh, no problem. Do you want me to write something— do you need, like, a receipt, or y'know, anything like that? Pawn ticket?

Cobalt Star: No, I— you seem trustworthy.

Griffin: Okay, you have a hand crossbow now.

Zoox: Good!

Griffin: Whoa! Those stats are much better than anything you guys have been using this episode!

Clint: So... Zoox drops to one knee, to take careful aim. And shoots the one remaining stag.

Griffin: Okay. Roll your attack roll here.

Clint: That would be a dirty 20.

Griffin: Jeez—

Travis: Ohh, yeah, good.

Griffin: Yeah, that's a hit! Roll that damage.

Clint: 13 plus seven.

Travis: Plus seven!? Hwee!!

Clint: 13 plus seven, yeah. Um— that would be—

Travis: Don't— [mock whispering] hey, Dad, don't give it— don't give it back.

Griffin: [giggles]

Clint: Well the— I just used the same stats as my crossbow had.

Griffin: Yeah, I mean, I think they're identical.

Clint: Yeah. That's a... 8.

Griffin: Uh, okay. Then this stag, you see this wine splash over its head, Amber, and he turns around to see what it was. And you hear "ffthunk!" And then he just falls over backwards, and lands on top of the other stag, with a crossbow bolt sticking out of his chest.

[Music ends]

Griffin: [cheerfully] Murder!

Clint: [laughs]

Travis: Yayy!!

Justin: [laughs]

Griffin: And with that, we are out of initiative. You all see, as you finish these attacks— you actually hear behind you, first,

Golden Wolf: [gasps, panting for air] You guys just left me in there! And the guys bit on my guys! And they hurt my guys! And they're dead now! And they were my employees!

Devo: We came to protect your wine. We knew that this is what you would want.

Golden Wolf: You've made the right decision! All is forgiven! They would appreciate the sacrifice that... they... have made.

Travis: [laughs]

Griffin: Okay! What are y'all doing? You're out of initiative now.

Travis: Um, I'm going to...

Griffin: Cobalt Star starts just looking around the room, for a way out, essentially, at this point. And there are, like— there are definitely by this point, alarms going off.

[Sound effect of alarms plays quietly]

You, looking around the lobby— you don't see any white pyramids out here. In fact, [laughs] in fact, outside of the porthole, actually, out of this wall of windows overlooking the abyss, you all see a big, big, gray shuttle taking off. And through that gray shuttle, you see people? Who are taking off those white pyramid suits. And sort of at the front of them, giving them like a rallying speech, you see... [laughs] You see who you figure must be Jeremy, because he is leading them in a sort of Les Miserable style... like... labor chant. Like a union chant.

Travis: There ya go.

Griffin: That they are all getting hyped up for, as they leave the installation they were formerly employed at.

Devo: So, uh, Wolf Man? May I? Um. You should pay Star Man. Without him we would be dead. And then we saved your wine, which was his wine, that now you are the owner of, so give him the money.

Griffin: Roll a persuasion check, I guess.

[sound of dice rolling]

Justin: I am picking up the journal, by the way.

Griffin: Yeah, for sure—

Travis: Ahh, I mean, it's a 12 total? 7 plus five?

Justin: I'm— okay. We've clarified this.

Griffin: Yes. He says,

Golden Wolf: Right now I don't even know where that wine is, so I'm not going to pay for anything that I do not have in my hand. And verified the authenticity of. But thank you, random nobody, for telling me what to do with my money!

Griffin: And he... he storms off to the bar, and actually starts looking. [laughs] Like, perusing the selection, so to speak. Um. Amber. You're in the room, you've picked up the journal you said.

Justin: Yep.

Griffin: You got anything else to do in here?

Amber: Uh, hey, good news, y'all. Check it out.

Justin: And I hook them up with some stun batons of their very own.

Griffin: Okay!

Travis: Sick.

Justin: I am one hundred and fifty percent certain— can I go ahead and record it for you, Griffin?

Griffin: Sure sure sure.

Justin: Let me, let me do— I'll do it.

[Deep, serious music fades in]

Justin: And as you leave in your ship, you notice that the blue light from the stun batons fades away. And they've become useless...

Clint: [cracks up]

Justin: Away from the power of the facility. And it turns out the facility was powering them, and you don't have super-sweet insta-stun batons...

[laughs]

Griffin: That's awesome, Juice.

Justin: [through laughter] That can take anybody out.

Griffin: Yeah, so, Rachel, just edit that in wherever you feel like it's right— If you can do some sort of... um, put some sort of effect on there to make it sound like my voice? And then we'll just— like, plop it in right at the end of this— episode—

Justin: Wait— yeah yeah yeah. And just— and you can put this, like— isn't that like the stories that connect all of us?

Griffin: Yeah.

Travis: Okay, I—

Griffin: Make it sound smart, and fancy—

Travis: There's— there's power in a stun baton.

Justin: It— no, no, listen— isn't it like the stories? And— friendship connects all of us.

Griffin: Yeah.

Justin: Like a good stun baton. It's— sometimes you don't realize how precious it was, until you leave the facility, and realize that that's what was powering it— [laughs]

Griffin: Mmhmm.

Travis: Yeah.

Justin: And its incredible stunning power.

Travis: The bonds of friendship are like the power from the facility.

Justin: [laughs]

Griffin: Uh—

Justin: Ambient power! These people figured it out— [laughs]

Travis: [chuckles]

Griffin: Okay! Anything else, in the vault?

[Serious music fades out]

Travis: I'm taking anything in there!

Justin: Yeah! We're taking all things, Griff!

Travis: I'm taking the fucking Kodite! I'm—

Justin: Give us a list and we'll say the names of things after you say them!
No—

Clint: Well—

Justin: I— can I suggest— w—act— you know what? Let's talk about it.

Travis: Okay.

Griffin: Yeah. Sure. You all run into the vault, so you all are all together.

Amber: Y'all. We can't... do this. Like... we can't rob this place. We can hope that they give us some sort of, like... reward? But like, these are serious people. I'm not fucking around with it. No way.

Devo: Um, Amber?

Amber: Yeah?

Devo: They all left? And we are in disguise?

Justin: To what extent... to what extent is it like, unop— like, is this place abandoned?

Griffin: You don't see any— like, there's probably a couple people here, right? Like you never saw the Auctioneer— like, ran into a back room when shit popped off, so they're probably there. You know there's at least one dude knocked out in a bathroom stall. Um.

Justin: I'm— I'm—

Amber: I don't think that... but like... somebody's running this place!?

Devo: Okay.

Amber: Like, if we leave with stuff we didn't pay for, they're never gonna let us live it down! I'm not... I don't give a shit about a lot of stuff, but I don't need to be looking over my shoulder for the rest of my life.

Zoox: But— would— wasn't this an illegal operation to begin with?

Devo: Uhhhh...

Zoox: I mean the whole auction was black market auction, right?

Devo: I mean, definitely shady, I don't know... I don't know if the legality was ever discussed, but it has that feel about it, didn't it? It definitely had kind of a "mmmmm!" feel to it, mm? Yes?

Amber: No, it felt shady as fuck, but that's like... you're describing people you don't want to fuck with!

Devo: Okay but—

Amber: You understand that, right?

Devo: Okay—

Amber: If it was the fucking cops I'd rob 'em all night long; that's not what we're talking about!

Zoox: Well, how do we pay for the journal?

Devo: Oh we're taking this. We won this.

Zoox: Well, and then the red cubes... won the lantern— didn't they win the lantern so bright?

Justin: Hey! Hey, you know what, I will say this, though. I wanna search them for fucking money. They got any Lux on 'em?

Griffin: The red cubes?

Clint: Ooh!

Justin: Yeah!

Griffin: Okay, why don't you go check?

Justin: Okay, [vocalizing "footsteps" sound effects] dooka dooka dook da dook, okay I'm over there! [laughs] what do you want!?

Griffin: [laughs] Make a...

Justin: You want an investigation check?

Griffin: Yeah, I want an investigation check.

Justin: 16.

Griffin: You reach into the hologram, right? Like, you can't really see what's underneath there. But you reach in, and you can feel, instantly, something is... is wrong. Right?

Travis: Ew!

Griffin: Something is wrong inside of there. If you— you feel something, like... jagged, at first. Uh, that is... unpleasant—

Justin: It's a little pill. Is this a little pill?

Griffin: Jagged little... [sighs] that was... that was one of the worst ones. Of the things we've said on the show.

Justin: [laughing] Okay, wow!

Clint: [laughing]

Griffin: Uh—

Travis: I didn't think that would come from Justin! I mean, between Dad and I and Justin, I never would have guessed that the worst one would come from Justin.

Justin: He said "one of the worst ones," let the record show.

Griffin: One of the worst...

Travis: Alright, you hear what you hear and I hear what I hear.

Justin: Rewind it. Put it— press reverse 15—

Griffin: Sure.

Justin: On your podcatcher, you'll see.

Travis: [mimicking a tape played in reverse] Wheweweeweew!

Griffin: As you... let's say that you're actually searching the one that kind of collapsed in on itself. It feels almost like a skeleton. There's no flesh there. And as you sort of root around in there, you feel the collar? Which is... y'know, not fastened to this thing's neck quite as well as your, y'know... human-y, fleshy neck. And actually, as you jostle it even a little bit, you see the... the choker fall off. And when it does, the hologram disappears, and you can see what is underneath. Um. In fact, you all see it. It is... coral. It is a coral body. In the same way that Zoox has a coral body. Only...

Clint: Eww.

Griffin: It is... stark white.

Travis: Well!

Clint: Ooh.

Griffin: No color anywhere; there are no, um... There are certain features that Zoox and a lot of other, y'know, Brinarr have, that this thing does not have. Like, there is no... there are no holes where the eyes should be, right? All of those human-like features—

Travis: There's no hole for that!?

Griffin: There's no hole for that. On this—

Travis: But that goes against God and nature and everything!

Griffin: And... it doesn't have any money on it, I'm sorry.

Travis: Aw. That's, that's the worst part, really.

Griffin: Sure. And... from out in the lobby, you hear Cobalt Star, who yells,

[Ethersea Theme music begins to play]

Cobalt Star: Uh... uh... We need... we need to leave... we need to leave, right now!

Griffin: And as you all look out this wall of windows that Cobalt Star is pointing out of, you see a ship emerge from this pool of magical darkness where the, um, where the dock is for this station. And from out of that darkness, you all see a ship made out of this white coral. Larger than the Coriolis, much larger. With the same kind of jagged edges that the, y'know, these coral beings themselves have. And it raises up right in front of those glass windows. And you all see a hole open up in the side of this ship. And from it, an enormous jagged spike shoots out, and pierces the windows you're looking through.

[Theme music plays out]

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