

## The Adventure Zone: Ethersea – Episode 18

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**Griffin:** Previously on The Adventure Zone Ethersea:

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

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

**Amber:** Yeah, sure. No problem.

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

**Amber:** Fuck!

**Zoox:** Could I borrow your weapon, just, just, just for a minute or two?

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

**Zoox:** Oh yeah! Very familiar...

**Devo:** [laughs aggressively]

**Griffin:** Seven points of damage, as this thing chomps on you...

**Travis:** Okay... Boy...

**Griffin:** How ya doing over there, Devo?

**Travis:** I got two. I got two, I’m doing fine.

**Justin:** I am picking up the journal. They got any Lux on `em?

**Clint:** Ooh!

**Griffin:** The red cubes?

**Justin:** Yeah!

**Griffin:** The choker... fall off. And when it does, the hologram disappears, and you can see what is underneath. It is a coral body, stark white.

**Cobalt Star:** We— we need— we need to leave— we need to leave, right now!

**Griffin:** You all see a ship, made out of this white coral, 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]

**Justin:** Let me go ahead and kick it off.

[Ambient spooky music fades in]

**Justin:** So, you're at a scary... castle, and there's storms all around.

**Travis:** Ooh!

**Griffin:** This is good shit.

**Justin:** And... there... you're four different knights. Brave knights.

**Griffin:** Yeah.

**Justin:** You're four brave knights. And... you have magic powers.

**Griffin:** Yeah!

**Travis:** Whoa.

**Justin:** And swords. And the swords are also guns.

**Griffin:** Awesome!

**Travis:** Nice.

**Justin:** Get ready for... The... TAZ... TAZ Adventure Zone: ...Swords.  
[laughs]

**Griffin:** You could do your own season, Juice. And you—

**Travis:** I don't know why you haven't yet—

[Music fades out]

**Justin:** I was thinking about it last night! Actually, after our triumphant performance of Hootenanny. I'm the last person. I'm the last— we've all done it now.

**Griffin:** Yeah. You're right.

**Justin:** Do you realize this?

**Griffin:** Yeah.

**Justin:** Griffin, Dad, Travis, have all run a Hootenanny. And I'm gonna have to do a Hootenanny.

**Travis:** Oh, yeah!

**Griffin:** You absolutely—

**Travis:** That's true.

**Griffin:** Are gonna have to do a Hootenanny.

**Justin:** Okay. Anyway.

**Clint:** And we got the shirts for it!

**Justin:** Spin the... spin the...

**Griffin:** Spin...?

**Justin:** Spin the yarn.

**Griffin:** Spin the... wheel.

**Travis:** Spin doctor.

**Clint:** Weave.

**Justin:** Come— go to the weaving place.

**Clint:** Weave.

**Griffin:** Sure. I'm now—

**Justin:** What's that thing called?

**Griffin:** A loom.

**Justin:** Step up to the loom.

**Griffin:** I'm in a loom.

**Clint:** [cracks up]

**Griffin:** Okay—

**Justin:** Let the weaving begin at the loom.

**Griffin:** So, the three of you are in the foyer of this, uh, deep ocean—

[Spooky ambient music fades back in]

**Justin:** La-di-da.

**Griffin:** Okay. Of this— it is a la-di-da kind of experience, in this particular foyer! Um. You are here with the Golden Wolf, and the Cobalt Star, and... I think that's it. The Silver Stags are knocked out in the vault room. And also, an enormous spike has been fired through the window of— facing the deep ocean vista, by a ship that looks like it is made out of white jagged coral. The same sort of material as the formerly Red Cube beings, that you were in the auction with, before you handily dispatched them.

Water is... is not, like, pouring into the room through this hole; the spike has pretty much, y'know, sealed it up. There's probably some trickling and some bad groaning noises and some slow cracking of that window, but it's not like you all were instantly... [laughs] you know, crushed, by deep ocean water. Um. There are alarms going off at this point, and that wall of doors leading into the Auction Hall proper, opens up.

[Sound effect of alarms plays softly in the background]

And from it, you all see the... now, pretty noodley Yellow Smiley Face person, who is coming out very slowly dragging this artificial mind-core, this big metal sphere, behind them, out into the lobby. And they are followed by the Auctioneer, who... seems pretty cash [casual]. Like, most other people in this room are a little bit panicked about this situation, but the Auctioneer is fairly chill, like he doesn't even sort of, like, realize what's going on. And—

**Travis:** Hey, um, side note, Griffin? We got the journal, right? The journal is in our possession?

**Griffin:** You got the journal. Actually—

**Justin:** I picked it up.

**Griffin:** Let's clear this out, right? Because we... I don't know [laughing] that we firmed this up, which is kind of wild, because we need to. The only thing that's kind of unaccounted for, right, like I think the Golden Wolf has gotten the wine and lantern back. Like, he would not let those two items go.

**Travis:** Yes.

**Griffin:** You all have the journal, obviously this Yellow Smiley Face has the AI core. The only like...

**Travis:** Oh, I took the Kodite. Don't...

**Griffin:** Yeah, that's the question, is where the Kodite ended up. Did you leave that in the—

**Travis:** As soon as that spike comes through the glass, I'm... it's mine. I take it, all bets are off! [laughs]

**Griffin:** Do you try to stealthily do that? Because Amber had some reservations about that, in the last episode.

**Travis:** No, I don't think I'm stealthily doing that. I think Devo would say, like,

**Devo:** I think we agree this changes things? Uh, because... you know. Uh, just... things are about to go very bad. And, you know, maybe I give it to them later, maybe I trade it to the big fish, who knows! But I'm taking this Kodite now.

**Griffin:** Okay. Now, we're in the present, the auctioneer has entered the room, very casually, and says,

**Auctioneer:** Oh, uh, okay? There's a lot of, uh, hubbub in here, a lot of activity, but why don't we go ahead and get you all out of here? You seem eager, to get back to your routines. So we'll go ahead and settle up, everyone.

**Travis:** I'm going to... cast... a spell.

**Griffin:** Okay.

**Travis:** One of my patented spells...

**Griffin:** 'Kay.

**Clint:** [laughs]

**Travis:** Uh. I'm...

**Justin:** With the power of magic?

**Travis:** Yes!

**Justin:** Are you sure??

**Travis:** With the power of magic. Um... oh, I don't have any second level spells, do I.

**Griffin:** No you do not.

**Travis:** Okay. Well then I'm not going to. Instead, I'm just going to say, like,

**Devo:** Um, what is your whole deal? Because there is a big spike coming through that window, and you come in talking about money, and you don't seem at all bothered by the fact that we were just attacked? And are still... being attacked.

**Griffin:** He looks to the window, and then he turns his body back towards you and say,

**Auctioneer:** Huh! Yeah. So, that will be 300 Lux, paid out from the Golden Wolf to Cobalt Star, for the delightful bottle of wine. 22 Lux from the Silver— where are the Silver Stags, by the way? Has anyone seen the Silver Stags? Are they in the—

**Devo:** They're in the—

**Griffin:** In the brine of the silver monkey—?

**Travis:** Dammit, you beat me to it!

**Griffin:** [laughing] Ha ha, yeah! Um...

**Auctioneer:** Has anyone seen the Silver Stags? Anyone?

**Devo:** Yes, they are... they knocked each other unconscious. On the floor.

**Griffin:** Roll a—

**Amber:** Yeah—

**Zoox:** Oh, I thought they were napping.

**Amber:** One of those, uh...

**Devo:** I mean, now, they are.

**Amber:** It's a anvil.

[Someone chuckles]

**Griffin:** [laughing] A big anvil fell?

**Amber:** Mmhmm. Big anvil.

**Griffin:** Uh, roll a deception check, Devo?

**Travis:** Uh, doop boo boo... uh, a 13 total. 9 plus four.

**Griffin:** He— 13 is fine. He shrugs, and says,

**Auctioneer:** Oh. Um. Well, we'll have to check up on them. Uhm... I guess we'll... do they— do they still have the Kodite in their possession? 'Cause they will need to settle up.

**Travis:** Um. [sighs] Griffin?

**Griffin:** Yeah?



**Travis:** I have some experience, Devo does, rather, with, like, charming magic? Charm magic?

**Griffin:** Yeah?

**Travis:** Is he acting strangely? At all? Am I getting the impression that something is off, with him?

**Griffin:** Roll an insight check.

**Travis:** [sound of dice rolling] Uh, that was... [mutters] natural 1.

**Griffin:** That's a critical failure. Um...

**Travis:** Jesus.

**Griffin:** It doesn't seem like it, it just seems like your.... You get the impression that your shit would have no effect on this guy. Like, this— this— this auctioneer is like... has been doing this a while, and runs a... it doesn't seem like it right now, but a pretty tight ship. And so if it was easy— as easy as just coming in here and charming him into giving you, like, the vast sums of wealth that these auction accumulate, like... that is not a... that is not possible. You get the feeling.

**Devo:** Uh, you, Smiley Face man. Person? I do not know, excuse me. What's your whole deal?

**Griffin:** He... he nods, and waves. And the auctioneer says,

**Auctioneer:** We really should be, um, hurrying? Um. That's 25 Lux from the Golden Wolf for the lantern. 24 Lux from the... Aquamarine Team, for the journal. And 20 Lux has already been paid to me by the Yellow Smiley man, for the AI, the artificial mind core.

**Devo:** Um, yes. I understand all of this. I am telling you, that we have been completely fucked over in the past by working with people and just trusting them right out the gate. So until this person tells me their name... or says, frankly, anything? Nothing is exchanging hands, nothing is happening.

**Justin:** I'm... I think Amber's gonna sit back and watch how this unfolds.

**Griffin:** Okay.

**Justin:** Um. Amber's sort of like, when it comes to... people in positions of authority, she's pretty conflict-adverse. I think she has made her way by— she's not someone who has problems with authority.

**Griffin:** Okay.

**Justin:** Like... she's made her way by... staying under the radar, as it were.

**Travis:** I think that is—

**Griffin:** M'kay.

**Travis:** I think that is very fun, because Devo is... the exact opposite!  
[laughs]

**Justin:** Yeah. I was about to speak up, but like, I think... yeah, let me say this. Amber's body language is clearly uncomfortable. How's that? Is that a fair...?

**Travis:** Yeah.

**Griffin:** Yeah.

**Justin:** ...Thing to say? You don't— I don't know if you notice or not, but she does not like this.

**Griffin:** Um, the Golden Wolf walks forward and pays 25 Lux for the lantern, to the auctioneer. And he says,

**Auctioneer:** Okay, um, I will follow up with the Silver Stags later. The only items left for settlement is the journal, and the... and the wine. The Golden Wolf will pay that out to the Cobalt Star.

**Griffin:** And the Cobalt Star walks over to the Golden Wolf, to claim, claim payment for...

**Clint:** Zoox goes over to the auctioneer.

**Zoox:** We just provided a really important service to you. By stopping the attack by those Red Cube people, who obviously had mischief in mind, and we prevented that mischief, maybe even grand theft from you! We've prevented that from happening. I... I believe we are due some kind of reward, or some kind of compensation, for helping save your auction.

**Travis:** And I'm gonna add to that, to help with this.

**Devo:** And I would also say that... that we were, uh, let's say, under your protection? So this was your auction. And I was hurt while, let me check, yes, all of your pyramid-headed people got on a ship and fucked off. So... I think we are owed something for this as well.

**Griffin:** We'll say this is you helping Zoox, since Zoox sort of started this maneuver.

**Travis:** Mmhmm.

**Griffin:** Can you take the Help action out of combat? I don't think so...

**Travis:** Well then we can just call it bardic inspiration, if we want to.

**Griffin:** Okay, yeah yeah yeah, just that, that's fine. Okay, roll a persuasion check, first, Zoox, and we'll see if you need to use this bardic inspiration.

**Travis:** Come on, come on!

[sound of dice rolling]

**Clint:** [laughs]

**Griffin:** Oh that's a nat 20!

**Clint:** Nat 20!

**Griffin:** That's a nat 20, that's— that's all that matters. Um. Huh! Okay. He says,

**Auctioneer:** You are, I suppose, correct. This is VERY out of character for me. I will reduce the price that you owe, for the journal. Let's say... 15 Lux. For the journal. That's my— I'm not going to be any more benevolent than that.

**Zoox:** I—

**Amber:** Dang, that sounds... that sounds good, y'all.

**Zoox:** Yeah, I think—

**Amber:** I think we should... I think we should pounce on it.

**Zoox:** Yeah, sounds very fair. Very fair.

**Griffin:** Okay.

**Devo:** Done. Yes.

**Griffin:** Alright. You all pay the 15 Lux, leaving you with... nine Lux in your ship's coffers, if anyone can fill that in.

**Zoox:** And while we're at it, can we have our weapons back?

**Griffin:** He says,

**Auctioneer:** Oh—

**Devo:** Yes!

**Auctioneer:** Yeah, your weapons will be given back to you back down at the... back down at the port.

**Devo:** Can I just say, um—

**Auctioneer:** Yes.

**Devo:** All of this is happening, while there is still an attack happening!?

**Clint:** [bursts into laughter]

**Griffin:** Um.

**Travis:** And, Devo is just kind of pointing to the giant coral spike in the window! Like...

**Griffin:** Yeah.

**Devo:** I think this is still going on? So...

**Griffin:** A big crack... like, reaching from the spike to the corner of this window, just appears suddenly. And when you all see that, you also hear Cobalt Star. And he says,

**Cobalt Star:** Are you fucking kidding me? Are you fucking kidding me!?

**Griffin:** And as you turn to face Cobalt Star and Golden Wolf, you see that Golden Wolf is... kind of fucking with him? He— he actually turns to the rest of the group, and he says,

**Golden Wolf:** I find myself in a unique position of power. We can't leave until we finish settling up. And I've just decided that... I want a discount too. So, how about 50 Lux? For the bottle of wine.

**Devo:** Um, excuse me, you have this money on you, yes?

**Griffin:** He says,

**Golden Wolf:** I don't really want to talk to you anymore.

**Devo:** Okay! Well, if you do not pay this man, then we will simply kill you, and take the money off your body.

**Amber:** Jeeesus!

**Devo:** We need to go! There's a big spike in the fucking window!

**Griffin:** He says,

**Golden Wolf:** This is— this is simple, he just has to— sell me the wine for 50 Lux. And then we can all leave here, happy and healthy.

**Amber:** God damn it.

**Justin:** She stuns him. [laughs]

**Clint:** [cracks up laughing]

**Griffin:** [laughing] Okay? Uh, roll an attack roll. I'll make up an AC for this fancy boy, real quick. M'kay.

**Travis:** Stun him in the neck, I wanna see who it is!

**Justin:** 12 plus four, 16.

**Griffin:** Okay! Uh, yeah. Do you stun him in the neck?

**Justin:** Yeah, of course.

**Griffin:** Okay.

**Justin:** Of course.

**Griffin:** You whip out your baton, and stun him in the neck. And he falls to the ground, and as he does, his collar falls off. And... you all see a man hit the ground. Big man. And why don't you all roll... What is a— what's a memory check? I feel like I never understood this. Is it— intel—

**Travis:** Uh, I think you can do a wisdom...

**Clint:** What about history?

**Travis:** Saving throw? Or intelligence saving throw? Or just an intelligence check?

**Griffin:** Yeah, straight intelligence check. Why don't all three of you give me that.

**Clint:** [cartoonish sad voice] 5. [mock sob]

**Travis:** I got a 7 plus two, a 9.

**Griffin:** Kay.

**Justin:** Int... check... is gonna be... [sound of dice rolling] Oh, 17.

**Clint:** Yeah!

**Griffin:** 17! Alright, Amber! Um, you recognize him. You've only seen him once before, in passing. The last time you saw him, you had just come back from your first mission, and seen this guy, very angry, walking toward your party, in the Gills. And he actually boarded the ship, holding a bottle of wine...

**Travis:** Mmm.

**Griffin:** That he had received from the Curator. Looking real, real, grumpy. Before he boarded the Dreams of Deborah.

**Travis:** Yeah.

**Griffin:** That is the last time you saw this dude. He is the— he is the owner of the Dreams of Deborah.

**Travis:** Man, so far, he has not made out great from being in our association, huh?

**Clint:** [laughs]

**Griffin:** Yeah.

**Justin:** Yeah.

[Sound effect of a blaring alarm plays in the background]

**Griffin:** That alarm... now, gets actually louder. And faster. And seeing that, the Auctioneer says,

**Auctioneer:** Ah. Well. That concludes the auction for today. I wish... this had gone another way.

**Griffin:** And... he.... You actually see his white hologram suit start to disappear. And when it does... underneath the suit, you don't see a person. You see a... a sprite. Just a cube shaped floating sort of object, similar to the defense sprite that you fought, so long ago, when you tried to steal the Dreams of Deborah unknowingly. And this projection just disappears. And the cube falls to the ground, and then there is like... a wild electrical effect on it, and then it vanishes from sight.

[Sound effects end]

And now you all are alone, on this vessel, for real now. No administrator or anything to help you. The window is continuing to crack, and... you have three unconscious bodies in the room. And that ship is still outside, sort of watching and waiting. Now what do you do?

**Travis:** Can I tell you, I'm real tempted to stun Smiley Face man, [laughs] then we'll have four bodies—

**Griffin:** Your bloodlust knows no bounds!

**Amber:** We need to go. Now.

**Zoox:** You are the most intelligent one of us.



**Amber:** Ah-thank you. We need to go.

**Devo:** Okay.

**Justin:** So wait. Wait. I mean... oh man. Amber checks the body for Lux, real quick.

**Travis:** Yeah!

**Justin:** Just real quick.

**Travis:** Just real quick!

**Griffin:** Which body? [laughs]

**Justin:** The one— the first fool I knocked out, the wine man. Mister Wine.

**Griffin:** Um. Yeah, I mean, he's got... he's got... some money on him.

**Justin:** Yeah I'm gonna go ahead and rob him— I'll just rob him real quick.

**Griffin:** Aw, man. Uh. Okay. Why don't you make a sleight of hand check?

**Justin:** Okay. That's a 21.

**Clint:** Whoa-oh!

**Griffin:** [distantly] For fuck's sake.

**Justin:** I mean you can't— we can— I mean, to be fair.

**Travis:** Mmhmm?

**Justin:** You— we confirmed that he had the money on him, and then I knocked him out. What do— what am I gonna— on a big sinking ship, [laughing] that's probably about to— fucking—

**Clint:** [laughing]

**Justin:** [through laughter] Explode?

**Travis:** Correct.

**Justin:** What, are you— what, do you want to leave it for James Cameron!?

**Clint:** [laughs harder]

**Justin:** No! I'm just gonna go ahead and grab it real quick!

**Griffin:** Okay, you know what?

**Justin:** What? Fucking Jacques Cousteau's son dig it up?

**Griffin:** Okay—

**Justin:** Hard pass!

**Clint:** [laughs again]

**Griffin:** [laughs] You reach into his pocket. And you find... a wallet. And when you reach inside the wallet, you feel some stuff—

**Travis:** It's full of pictures of his kids.

**Justin:** [cracks up]

**Clint:** [laughs]

**Griffin:** [laughs] You feel some stuff rattling around in there. You feel... six small cubes, which you pull out, and it is indeed six Lux. And then, you pull out... a... [strained] credit card. That...

**Travis:** Uh huh?

**Griffin:** Uh. That says... it, y'know, it has a big number on it, and then it says, "Aloysius Supreme." Which is his name.

**Travis:** Hell yeah it does.

**Griffin:** And those are the only things. So you have six— add six Lux to your pot, and also a credit card, belonging to Aloysius Supreme.

**Devo:** Uh, okay, I say... Cobalt Star? Right?

**Cobalt Star:** Yeah?

**Devo:** You do not get your money without this man and his credit card, so you take the card and the man, and get to your ship. Eh?

**Cobalt Star:** How do you suggest I do that?

**Devo:** Drag him?

**Griffin:** He points at the elevator you all came up. And it is, like, fully, fully sealed. Like, it is not... it looks just like a wall.

[Music plays softly]

**Travis:** Hmm.

**Clint:** The vape suits that we're wearing...

**Griffin:** Yeah.

**Clint:** Those are just illusion, right?

**Griffin:** Yeah—

**Travis:** Correct.

**Griffin:** Those are not solid in any way. You get the impression that if this window burst open, you all would not be protected.

**Travis:** Is there any kind of panel, or anything, Griffin? With the...

**Griffin:** Um. Oh, okay, so just—

**Travis:** Elevator?

**Griffin:** To reiterate a map of the room. There was... there's the elevator that you all came up. There was the auction hall, there was the vault behind, the bar, there's the security room, and then there was the access tunnel, down, down to the docks, like an alternate route. Down.

**Travis:** Ah!

**Devo:** So we take the access tunnel. Eh? To get down there? Yes?

**Amber:** Yeah, let's try it. Fuck. Lead the way. You can come with us, if you want.

**Cobalt Star:** [laughing incredulously] Yeah. Yeah! Of course.

**Griffin:** And the yellow, um, the Yellow Smiley Face walks over too, and kind of nods.

**Devo:** Just, uh... quick poll of the room. The unconscious folks? Seal them in the vault, bring them with us, what are we...?

**Amber:** Uhhhhh...

**Justin:** Who do we have in here? What bodies we have in here right now?

**Griffin:** I mean, there's three unconscious bodies. There's Aloysius Supreme, and then there's the two Silver Stags in the vault.

**Amber:** Mmmm...

**Zoox:** Screw those guys!

[Music fades]

**Justin:** Silver St— yeah, those guys can eat one. I think that, uh... the... but the person that I... sort of blasted. I think that we'll go ahead and... [sighs] Aw, man. I'm gonna put him on my back and try to carry him out.

**Griffin:** Okay.

**Travis:** Yeah. I'm gonna close the vault.

**Clint:** Let Zoox— Zoox wants to carry him out.

**Amber:** Yeah, that'd be great actually, thank you Zoox.

**Clint:** So Zoox throws—

**Amber:** That was a hollow offer, honestly, I was hoping somebody... it's like, it's like when... the pizza's there, and you're like, no no no, I got it, I'll grab it—

**Griffin:** [simultaneously] Yeah... I got it... sure.

**Amber:** But like, I was hoping somebody would offer. Thank you.

**Clint:** Okay, so Aloysius Supreme, right? That's...

**Griffin:** Right.

**Clint:** I throw him over one shoulder.

**Griffin:** Okay.

[Music plays again softly]

**Clint:** Zoox throws him over one shoulder. And over the other shoulder, he picks up one of those coral bodies, and throws it over his other shoulder.

**Griffin:** Alright. I'm gonna need you to make a strength check for me. No... sir.

**Clint:** That is a 5. But, I still have bardic inspiration, do I not?

**Griffin:** [sighs] Uh, yeah, sure, you could use that.

**Travis:** [simultaneously] Yeah, you can roll a d6.

**Justin:** Mmm, Dad, I don't know, buddy.

**Travis:** You'll have to get a 10 on it. On the d6.

**Justin:** [snickering] On your d6... yeah, unless you have one of those secret...

**Clint:** [sound of dice rolling] Four.

**Griffin:** It's a nine... uh... I'll... I'll give you this: you can carry one of 'em. You try to put both of them over your shoulder, and it's just way too... way too much.

**Travis:** Um. The coral thing is lifeless, right?

**Griffin:** Yep.

**Travis:** Okay. I... I pull its head off.

**Griffin:** Oh, cool.

**Travis:** And I say,

**Devo:** Okay, let's go. I cannot carry the whole body, but if you just want something to examine, yes? This?

**Griffin:** Uh, hey, quick question. Zoox?

**Clint:** Yes.

**Griffin:** How do you feel about that? [laughs]

**Clint:** Um, about him pulling the head off?

**Griffin:** About— yeah, sure.

**Clint:** Well, it's dead.

**Griffin:** Sure...

**Clint:** Uh... Zoox's whole reason for wanting it—

**Griffin:** I'm not gonna put words in your mouth, it's just—

**Clint:** Zoox's whole reason for wanting to take it is 'cause he wants some explanation. It's a mighty big coincidence, all this coral.

**Griffin:** Okay.

**Clint:** So, that's... that's why... I mean, I'm... yeah. Um. I will... would... appreciate taking the head, 'cause I want to know what the hell's going on.

**Griffin:** Okay.

**Travis:** Yeah. Listen, Devo... very, very, straight, straight-shooter. You know what I mean? I can't carry a whole body, so I'll carry the head.

**Griffin:** I just thought... if there was a dead thing that looked like me, Griffin McElroy, and then [laughing] somebody went and just ripped its fucking head off, I would be... I would be a little surprised by that. But.

**Clint:** Eh... you ain't Zoox.

**Travis:** Well, coral...

**Griffin:** Yeah.

**Travis:** You ain't Zoox.

**Griffin:** I ain't Zoox. Zoox rolls like Zoox. Okay!

[Low ambient music plays out]

[Advertisement break]

[Ambient music plays and transforms into same auction music]

**Griffin:** Devo, you lead the way to this access tunnel, and as you try to open the door, a red light blinks above it. And... you know what, let's go full... like... space sci-fi bullshit. It says,

**Door:** [calm automated voice] Access Denied.

**Clint:** [laughs]

**Devo:** Okay... um.

**Griffin:** Another crack forms in the window. And you all hear more groaning noises coming from the facility.

**Travis:** So is there like, a panel or something here?

**Griffin:** Nope.

**Justin:** Uh, I wave the... the baton around near it. I... I don't know if it's like a RFID kind of deal. St— to unlock it?

**Griffin:** You approach it, and wave your baton in front of it, and the... light doesn't blink or anything, it just says,

**Door:** What are you doing?

**Justin:** [laughing] Wait! The light says "what are you doing?"

**Griffin:** Yeah.



**Door:** Like, what are you doing, dude?

**Justin:** [cracks up] Is this the— hold on, now wait! Is this a person? Or what's the deal?

**Door:** What are you doing, dude?

**Griffin:** This, like, one of its programmed phrases.

**Justin:** [cracks up] Okay!

**Devo:** Okay, Am— Amber? Just, like, punch? The door? Right?

**Door:** Please don't punch me.

**Devo:** Punch it.

**Door:** That's— that's another one of my programmed phrases.

**Amber:** If you— [cracks up laughing] If you open, I won't punch you.

**Griffin:** Uh... actually, as you get near it, you hear that low beep coming from your security collar. And the door opens.

**Amber:** Oh. Cool! Alright, good. No punchy. No punchies today, my friend.

**Door:** Thank you.

**Devo:** Okay, come on, go go go go go.

**Door:** Go with God.

**Justin:** Wait... [bursts into laughter]

**Clint:** [cracks up]

**Griffin:** Um, you all walk through this— walk through this door, and what is past it is a very short, fairly dark hallway, that is illuminated occasionally by these red, y’know, sirens, y’know, flashing on and off. At the end of this very short hallway, you all feel actually, wind. Like, blowing upwards, very very strong wind. And when you look over, over the edge of this hallway, you all see... a... ladder. That goes from where you are, down into.... You can’t see the bottom of it. But you get the sense that if this thing goes down to the docking bay, then it is as long as the elevator that you rode up, which is to say, quite long.

**Travis:** Whoa. Well. I mean. I guess we need to climb down it. Right?

**Devo:** Is this... do we agree that this is... we climb down it? It seems that this will take a very long time.

**Clint:** How wide is it?

**Griffin:** Um... I mean, it’s wide enough for you all to get down. It’s not wide enough for you to do some sort of wild, like... y’know... pin yourself in between the walls and walk... I don’t know why you’d do that, but. Um. As you all are debating this, the Yellow Smiley Face one, throw— wraps one tentacle around the... around the AI core, the artificial mind core, and just started trying to noodle his way down the ladder. And— he gets down, like, four rungs, and then just... he’s a noodley guy, and he just slips and falls. [giggles] And he just plummets into the darkness.

**Clint:** [gasps]

**Justin:** Oh my god.

**Amber:** Boy, it goes so fast, huh?

**Devo:** Yes, we barely knew them.

**Amber:** Jesus.

**Devo:** Yeah.

**Amber:** Gosh...

**Devo:** This is life though, isn't it? You know, some moments...

**Amber:** That's brutal... that's brutal...

**Griffin:** When you hear— and then, like, ten seconds later, you hear...  
Boing!

**Devo:** What do you think is the... boing? What... what does that...

**Amber:** I don't know. It didn't sound like a good boing. Sometimes you hear a fun boing. It didn't sound like one of those.

**Devo:** Yes, but there was no... [crushing sound]... you know—

**Amber:** I feel like... I feel like fantasy Stephen King would have called that a sickening boing.

**Griffin:** [laughs]

**Devo:** Oh, you think so?

**Amber:** You know what I mean? A stomach-churning boing.

**Devo:** Zoox, is this... you... you know the sea? I guess? Is this a—

**Amber:** Sea boing?

**Devo:** Is this a boing of the sea? ...This is one of the weirder sentences I have ever said.

**Zoox:** I have a weirder one. That boing is not in my repertoire of sounds.

**Amber:** Oh... God... no, a unique boing— a unique stomach-churning boing.

**Devo:** Oh no—

**Amber:** Alright, I'm—

**Devo:** This is a bespoke boing!? I think we should carefully climb down the ladder so that we do not boing. Eh?

**Amber:** What... ah... phhhh... Yeah, alright. Yeah, let's start easing down there. Shit. [softer] Shit.

**Griffin:** Okay. What's the order you guys are going down?

**Travis:** If Zoox is trying to Fezzik his way down with that guy on his back...

**Griffin:** Yeah, that's gonna be a tough one, Zoox, I'll give you a heads up right now.

**Travis:** Um. [sighs] I'm trying to decide if it makes more sense for someone to go first, to try to like, spot him, or... [laughs] if the cut-throat thing is: let Zoox go first, so if he drops him, it doesn't knock any of us off.

**Griffin:** These are all good things to take into consideration! [laughs]

**Justin:** [laughs]

**Griffin:** For this pickle... I mean, it's Zoox's choice at the end of the day, right? He's the one carrying a big human being.

**Travis:** I'm... I've decided that, because... Devo... I mean... has experienced what he has, he's a little more cutthroat? As is obvious here. Not in a... like, cruel way, or mean way. But he's just not— not used thinking about other people...

**Griffin:** That remains to be decided.

**Travis:** Fair.

**Devo:** I think that Zoox should go first, so that if... this person, um, Al Supreme, were to slip and fall, it would not take all of us with him. Yes? [pause] This is just the logical thing; it makes the most sense to me.

**Amber:** Yeah. That tracks.

**Griffin:** It's up to you, Zoox—

**Devo:** That's fine— Zoox, you go first, and...

**Zoox:** Okay. That's fine.

**Devo:** Listen, Zoox, if he starts to slip? Don't be a hero. You know what I mean? Like, grab—

**Amber:** Yeah, just let him beef it.

**Devo:** Yeah. Grab— he is not, uh... he's no Dr. Shaq. You know what I mean?

**Amber:** It's like a real nice thing you tried to do, but, you know, sometimes trying is all you can do. And then you fail.

**Devo:** Yeah!

**Amber:** But that's alright.

**Devo:** This is fine, it's not the same as... killing him. Um. In many ways.

**Amber:** Ehhhh... well...

**Devo:** Well...

**Amber:** [cracks up laughing] That's a— that's gonna get us some gray area. I'm not sure we wanna just rule that out. But it... y'know.

**Clint:** Zoox is—

**Amber:** It's not...

**Clint:** Zoox is gonna—

**Amber:** NOT killing him.

**Clint:** Zoox is going to fireman's carry him. Draping him over his shoulders. And—

**Griffin:** While climbing down a ladder?

**Clint:** Around his neck. Yeah.

**Griffin:** Okay.

**Clint:** Because that frees his hands up.

**Griffin:** Oh, I gotcha.

**Travis:** Oh, you know what? I'm going... I am going to... I have an idea. My... back-up coat, now, [laughs] my other jacket. I'm gonna, like, kinda tie it around Zoox and, and this guy. Like, just to give a little bit...

**Griffin:** Okay!

**Justin:** Okay.

**Travis:** Of security.

**Griffin:** Um. Why don't... uh... okay. Here's what we're gonna do. I'm gonna say that's free bardic inspiration. Just to—

**Travis:** Okay.

**Griffin:** Just to like, help with the math, but not sort of make this next thing too wild. Um. To sort of determine how quickly you're gonna be able to move down the ladder while carrying this guy in this way, I want you to make a... you're gonna make an athletics check. We could also say this is a balance thing, right, so I'll let you do an acrobatics check, just to be very kind, because I know that's something that you're a little bit better at. But, you're gonna make it with disadvantage, because you're trying to climb

down a ladder with a big dude, and you can take bardic inspiration... on the lowest roll. So... make an acrobatics check with disadvantage.

**Travis:** You can do it, Zoox.

**Clint:** [sound of dice rolling] Uh, no. Apparently not, that's an 8.

**Travis:** Uh huh.

**Griffin:** 'Kay. What's the other one?

[sound of dice rolling]

**Griffin:** Ooh, that's—

**Clint:** That is a 16.

**Griffin:** That would have been nice, but you're rolling with the eight. But you can add a d6 to that.

**Clint:** 5.

**Griffin:** Okay!

**Travis:** Not bad.

**Griffin:** Uh, yeah. That's a 13. You are... it is... you don't drop him, right? You get down a couple rungs, and you're like, "Fuck, this sucks." But you are able to start moving down the ladder. Um. At a sort of, at a normal pace. And... Amber and Devo, are you all going down too?

**Travis:** Um, I think I would—

**Griffin:** And in what order?

**Devo:** Hey, Cobalt?

**Cobalt Star:** Yeah.

**Devo:** Uh... you're up, eh? You go next?

**Cobalt Star:** Sure, man. Whatever.

**Griffin:** He starts to climb down, and he says,

**Cobalt Star:** Oh, can I have my hand— oh, shit, he's got my crossbow. Okay. [calling out] Zoox, when we get to the bottom, can I have my crossbow back?

**Zoox:** Maybe!

**Travis:** [bursts into laughter]

**Griffin:** [laughing] Okay. Uh... he starts—

**Travis:** [through laughter] What a great response!

**Zoox:** I— I'm feeling a little adversarial at the moment!

**Griffin:** Right...

**Zoox:** Maybe I can help you out later.

**Griffin:** Uh, okay, he starts climbing down behind Zoox.

**Devo:** So, uh... Amber? You go next? Eh?

**Amber:** Yeah, fuck it.

**Griffin:** 'Kay. And... then you, Devo?

**Travis:** Uh. Yes. Now there's more people to catch Devo!

**Griffin:** Right...



**Travis:** Because this is Travis's own fear! Climbing... climbing down a high ladder is way scarier than climbing up a big ladder.

**Griffin:** Devo and Amber, I'll let you guys choose between athletics or acrobatics check. It's a very low check, 'cause you're climbing a ladder. Um. And you have no disadvantage on it. Just to see how... y'know, how quickly you're...

**Travis:** Fuck! Me!

**Griffin:** That's... an unbelievable roll, Devo.

**Justin:** Wowww... What check?

**Griffin:** Acrobatics. [laughs] ...Or athletics.

**Travis:** That's a 2!

**Justin:** I did athletics, ignore me...

**Griffin:** Okay, that's fine, I said either one is fine.

**Justin:** Acrobatics is a natural 20 plus... four.

**Griffin:** Okay. Then I'm gonna give you—

**Travis:** Out of... [sighs]

**Griffin:** What, Trav?

**Travis:** Out of three rolls I've done this episode...

**Griffin:** Yeah.

**Travis:** Two! Natty ones!

**Griffin:** Yeah, it's pretty good stuff.

**Travis:** [blows a raspberry sadly]

**Griffin:** Alright, Amber, you— this is like... you feel like you're walking— like, it's so easy for you to go down this ladder. I imagine the thing you're contending most with is the impatience of having to climb behind... Zoox and Cobalt Star. Um. But... you also look up, and you see Devo get down, like, five rungs? And... lose his footing. Devo, I'll give you this choice! [laughs] You fall, like, there's no way you don't fall, on a critical failure.

**Travis:** Yeah, no, yeah, yeah, yeah, it's right there in the name...

**Griffin:** Do you fall out, or do you fall on Amber?

**Travis:** Uh. Can I say... my plan was to have as many people below me as I could for this very reason!

**Griffin:** Okay.

**Travis:** [strained whisper] I think I fall on Amber.

**Griffin:** Okay!

**Justin:** I would like a chance to save him...

**Griffin:** Yeah.

**Justin:** Because I have a natural 20. I normally wouldn't ask it—

**Griffin:** Yeah, that's what— that is why am I giving you this, is because you got the nat 20.

**Justin:** Okay.

**Griffin:** If you hadn't had the nat 20, Devo would have fallen—

**Justin:** I'm so in control of the situation—

**Griffin:** Sure.

**Justin:** I'm so aware.

**Travis:** And you have four hands.

**Justin:** And I have four hands.

**Griffin:** Well, I don't know if you have four hands out right now. Amber, um... this is... this is tough, it's gonna be...

**Justin:** I do not have four hands out right now.

**Griffin:** No, you don't.

**Justin:** All my ki's gone.

**Griffin:** You have no more—

**Justin:** No, no, no, I got one ki point. We'll see.

**Griffin:** Okay. Um. I think this is just—

**Travis:** Do the hands fade over time?

**Griffin:** They do, they last like ten minutes or something like that.

**Justin:** No, they fall— yeah, but they fall off—

**Travis:** Oh.

**Justin:** Like a— pre... like a...

**Griffin:** Prehensile tail?

**Justin:** Tail.

**Griffin:** That's gross.

**Justin:** Yeah.

**Griffin:** Okay, make a dexterity saving throw.

**Justin:** [sound of dice rolling] 9 plus four.

**Griffin:** Uh... [sighs] oh, God...

**Justin:** That's 13, for you at home, that need a little extra help.

**Travis:** And also Griffin, just to remind you, it is mine and Justin's birthday today, so...

**Griffin:** Okay, fine—

**Travis:** I don't know if that has any effect...

**Clint:** [bursts into laughter]

**Griffin:** Um... you catch him with one hand, Amber. And... you're able to swing him onto the ladder— you know what it is? Amber, you're gonna take some damage. This— there is no way this doesn't fucking hurt a lot. So I'm gonna say, instead of Devo taking what would be almost certainly— not almost certainly— certainly, a lethal amount of damage... you are going to take... uh... five damage. Just from the horrific, like, experience, of trying to hold onto this one thing with one arm— like, it hurts— you feel your shoulder... like, you feel something bad happen in there. And you take five points of damage. But you're able to swing Devo back onto the ladder.

**Justin:** Okay.

**Griffin:** While you all—

**Devo:** Thank you! SO much!

**Griffin:** [laughs]

**Amber:** You— you owe me one.

**Devo:** I— yes! I most definitely do.

**Amber:** Well, technically you owe me five.

**Zoox:** Yeah.

**Devo:** Okay! Thank you!?

**Travis:** And Devo casts Cure Wounds! [laughs]

**Griffin:** Okay!

**Justin:** On the ladder?

**Travis:** No, on you!

**Justin:** No, but, are you doing that on the ladder?

**Travis:** Yeah, I just—

**Griffin:** Hey, you only need one hand to vape.

**Travis:** Yeah, I just need to be touching you, yeah.

**Justin:** wheezes with laughter]

**Griffin:** That's six points of healing, for Amber.

**Justin:** Delicious.

**Clint:** Came out a point ahead!

**Griffin:** Sure.

**Travis:** Yeah.

**Justin:** Yeah, right? It's a good trade— that's... [laughs] You gotta spend money to make money sometimes, folks!

**Travis:** [laughs]

**Clint:** [laughs]

**Griffin:** Um...

**Travis:** I think what it is, is, your shoulder bumps back into place.

**Clint:** [laughs]

**Justin:** That's good.

**Griffin:** Okay, you all... get to the bottom of the ladder. Um. I'm not gonna hit you with any other... nasty stuff, 'cause that was frankly nasty enough already. Well, hold on, let me think. What time is it? [laughs]

**Travis:** What time is it, did you say?? Fuck off!! [laughs]

**Griffin:** [laughs] Yeah, okay, you guys get to the bottom of the ladder. And when you get there, the door opens up, and... the...

**Travis:** Wait, when we get to the bottom, do we see Smiley Face anywhere?

**Griffin:** No! You don't. You don't see— you don't see Smiley Face anywhere. Which is good, I mean, you don't see his splattered remains down here. Um. But you get to the bottom, and you open the door. You all end up in a very very narrow hallway, leading to... that once you go down it, you realize you're in the proper elevator. At the— you're at the bottom, you're on the docking bay side. And once you reach this, y'know, big circular elevator, there are arrows, with different colors, pointing in the direction of different doors. And as you look through them, you see basically an identical scene... that you saw when you first landed at the station and got out and got your suits and stowed your weapons and stuff. And... Cobalt Star says,

**Cobalt Star:** Uh, okay, I guess we're going. Can I please have my hand crossbow back? It's really important—

**Zoos:** Yes. I gave my word. It's really nice, though... it's... um, yeah. Sure. Um. Here. Uh. I don't really have... yes, take it, here! Have a crossbow! Fine! Good.

**Travis:** I just wanna say, I just wanna say, because I want it to be on the record...

**Griffin:** Yeah?

**Travis:** While this exchange is happening...

**Griffin:** Yeah?

**Travis:** Devo is poised, because he still has a suspicion that— about this guy.

**Griffin:** Uh— he takes—

**Travis:** That's established!

**Griffin:** He takes the hand crossbow, and looks down, and finds this dark blue cobalt arrow leading through one of the doors, and he walks through it, and he says,

**Cobalt Star:** Um, I owe you guys a lot. I guess we owe each other a lot? It was a team effort. But, um... get... make sure you get off the station, okay? Don't... don't get killed.

**Devo:** Yes, I mean yes obviously, thank you for that. But. I would say that we are all planning this, eh? Don't get killed? Don't get killed?

**Cobalt Star:** Yes.

**Devo:** Yes?

**Cobalt Star:** That is the idea all along.

**Devo:** Yes.

**Amber:** It's one of my big things.

**Cobalt Star:** Okay. And don't trust that guy.

**Griffin:** He points at Aloysius Supreme.

**Devo:** No, I— yes. It's—

**Griffin:** He's—

**Devo:** You have to take him. No, you are taking him with you.

**Cobalt Star:** I'm not taking him with me!

**Devo:** Then you don't get paid!

**Cobalt Star:** I have his credit card! I guess if he beefs it they'll probably cancel the credit card— okay, hold on.

**Griffin:** He grabs him, and then walks him down the... down the golden arrow, and just like chucks him into the jet bridge. [laughs] And walks back onto the elevator. He says,

**Cobalt Star:** Okay. That's taken care of. If you ever see that guy again, I'm guessing y'all are from... Founders' Wake. Uh. Don't trust him.

**Griffin:** And he walks to his door—

**Devo:** Wait, where are— where are you from?

**Griffin:** He says,

**Cobalt Star:** I— I, you know. I dabble. Mostly in Founders' Wake. But... I've met his kind before.



**Griffin:** And he walks through the door, and he says,

**Cobalt Star:** He showed himself to be a liar. And... once someone shows themselves as a liar, you never should trust that person again.

**Griffin:** And he presses a button, and the door to his docking bay closes.

**Devo:** Oh, we should have asked his name! Ah.

**Griffin:** Now it's— [laughs] The door into the yellow docking bay is also closed. So you get the impression that whoever that was has also left. And that just leaves you all!

**Devo:** I guess we should go?

**Griffin:** 'Kay. You all walk toward—

**Travis:** That was a question for Amber and Zoox, that was more of a,

**Devo:** I don't know? Uh... right?

**Amber:** Yeah. Fuck! Yes. Sorry, yes!

**Devo:** Okay.

**Travis:** We get on the ship.

[Ominous soft high music plays]

**Griffin:** Okay. The three of you walk into your docking bay and the elevator door closes behind you. But for whatever reason, the door that led into that jet bridge leading to your ship, is... is not there. Um. It— you can actually see an outline where it was, it has submerged into the ground, it just isn't there. That box in the center of the room, well it's closer actually to this, y'know, opaque black water, is there. But you also realize that in your room, the alarm is flashing. That red alarm. And...

**Justin:** In my room?

**Griffin:** In— in Justin's office. No, in the docking bay room. You're not on the ship yet.

**Justin:** Sorry. No, I now understand it, now. Sorry.

**Griffin:** And in fact, as you all walk into this room and the elevator door closes behind you, there are some bubbles that appear on the surface of this black water. And then... a tentacle... lifts up out of it. And perches up on the floor. And then another. And another. And another. And then you see a red light coming up out of the water. And then the... massive squid, that carried you all down here in the first place, surfaces, makes a very loud gurgling sound, and that metallic panel covering one of its eyes— you see the red light where its eye should be— lights up, and seems like it begins charging. Let's roll initiative.

[Music intensifies]

**Travis:** Oh!

**Amber:** Oh, fuck. Cyber squid.

**Travis:** Again?

**Griffin:** That is literally what I named it in the DnDBeyond encounter builder.

**Travis:** I got a 9 plus two...

[Music fades out]

**Justin:** I mean, what else...

**Travis:** An 11...

**Justin:** What else could it be, Griff?

**Griffin:** That's fair.

**Justin:** You're— you've painted such an evocative picture; we all knew it was Cyber Squid.

**Griffin:** Sure.

**Travis:** Yeah. It is pretty obvious.

**Griffin:** Amber and Zoox.

**Justin:** I'm Amber.

**Griffin:** Also an 11.

**Clint:** I'm Zoox!

**Griffin:** What's your dex modifiers—?

**Travis:** And together we are...! [laughs]

**Griffin:** [laughs]

**Justin:** 7 for me. That gives me a... very long time to figure out how I'm gonna punch a squid.

**Griffin:** Devo, what's your dex modifier?

**Travis:** My dex modifier is... plus one.

**Clint:** Oh, plus three. Plus three.

**Griffin:** Plus three! Okay then, Zoox is first.

**Justin:** Uh... I need to clarify, okay? So, freeze, right there. So, we are where?

**Griffin:** You're close to the elevator that you just came in from.

**Justin:** Where's the cyber squid?

**Griffin:** In the water, on the opposite end of the room.

**Travis:** And the opposite end of the room is like, sunk down into the water, right?

**Griffin:** Right, yeah.

**Travis:** There should be—

**Justin:** Got it.

**Travis:** We should be able to walk onto our ship, but it is...

**Griffin:** But the door to the jet bridge is just not there.

**Travis:** Okay, I have bad news for you guys too. I've used up a lot of my spell stuff! [laughs]

**Griffin:** Yeah. Okay. First in the order is actually Zoon.

**Clint:** Okay! The box is in the middle of the room?

**Griffin:** Yes...

**Clint:** The tentacles—

**Griffin:** Well it's close-ish to the cyber squid. It's closer to where the jet bridge door is supposed to be.

[Dramatic music begins]

**Clint:** Okay! I'm... not... sure... cyber... um... I think Zoon is gonna sprint ahead and dive into the water to try to get underneath the squid.

**Griffin:** Oh wow! Okay. Uh...

**Travis:** Bold, but good, maneuver.

**Griffin:** I won't make you roll for this, but I am gonna make an attack of opportunity, if you run by a tentacle. Right?

**Clint:** Fair enough.

**Griffin:** Yeah. As you dive, like, this thing tries to catch you out of the air by slamming you, with... ohhh, that was almost a critical failure, but instead it's an 18. Versus AC.

**Justin:** Well now that's not almost a critical failure, Griffin! I don't wanna argue about math with you here bud, but—

**Travis:** Yeah, hey listen— that's a lot more than a one!

**Griffin:** It almost landed on a one— but then a 13—

**Justin:** It's way more than a one!

**Griffin:** Uh...

**Clint:** Yeah, that hits.

**Griffin:** Okay! Uh, this thing actually then... it frickin' dunks you into the water. It like, smashes you downward into the water as you try to jump by it, and you take ten points of bludgeoning damage.

**Clint:** Fuck!

**Griffin:** Yeah, it's a— it's the Cyber Squid, baby. It does not fuck around. But you're able to get down into the water.

**Clint:** 'Kay.

**Griffin:** Do you have an action you want to do, that you— while you're down here? 'Cause that was just your move.

**Clint:** Um, what can I see of the bottom of the squid?

**Griffin:** I mean, I set this up before. You can see nothing, in this, this, magical dark water. Um. You are close enough, and this thing just swatted you, that like, you know which direction it's in, which direction to swim. I will grant you that much. But like, you're not gonna— you can't— you explicitly can't see anything here, this darkness is here to ensure the sort of anonymity of all the guests here.

**Justin:** Mmm.

**Clint:** Okay. I'm... I'm... trying to picture a squid. Um.

[Someone snorts with laughter]

**Clint:** Is there a mouth? Underneath? Of some kind?

**Griffin:** Um—

**Travis:** Yes, squids have beaks?

**Griffin:** Yeah... I mean, uhhhh, okay, I will— why don't you make a perception check? And I won't— I won't give you disadvantage on this, because of your sort of, like, hunting sense? Um. But if you want to try to find this thing's beak, it's gonna be a perception check.

**Clint:** [sound of dice rolling] Shoooo.

**Griffin:** It's a 3 plus one, 4—

**Clint:** [sadly] Four.

**Griffin:** No, you can't— you can't get— you know where the squid is, you cannot, with this level of sort of... darkness, down here, you can't find the mouth.

**Clint:** Okay. Um. Zoos is just gonna... um... jet up.

**Griffin:** Okay.

**Clint:** The boot farts are working now, right?

**Griffin:** Yeah they are, they work in the water.

**Clint:** He's gonna just jet straight up, with the tongs [laughing] extended in front of him. To try to damage the squid!

**Griffin:** Oh my god, what an insane thing to figure out how to roll for it... um...

**Justin:** Oh, that's right there between Stealth and Survival!

**Travis:** Yeah, "tong attack."

**Justin:** Squid— "squid pokin'."

**Griffin:** [laughs] That's good...

**Travis:** Yeah.

**Griffin:** Yeah. Okay. I mean, attacking something you can't see is inherently disadvantage. But... I'm willing to negate that, since this thing is fucking huge, and you know... you know where it is, I already said that, so I won't give you disadvantage. Just make an attack roll. On it. Just make an attack roll.

**Clint:** Okay. Um. As an unarmed strike, or could we... Would it make more sense for him to use the—

**Griffin:** You have your dagger, you have your carving—

**Clint:** Carving—?

**Griffin:** Yeah, you have your carving knife—

**Clint:** I have the carving knife.

**Griffin:** Sure, yeah. That would be easier.

**Clint:** Okay. Alright. Uh... so...

**Griffin:** I do love how much action these tongs have gotten, though.

**Travis:** Yeah.

**Justin:** [laughs]

**Clint:** That is a 24!

**Griffin:** Yeah, 19 plus five—

**Justin:** Holy shit!

**Griffin:** You stab this thing, right on its soft underside. So that's 1d4 plus three.

**Clint:** 3 plus three, it's a 6.

**Griffin:** Quite good. Okay.

**Justin:** That's gotta kill it. [laughs]

**Griffin:** [sarcastically] It's fucking dead! Wow! Uh...

**Travis:** You poke it and all its squid stuff comes out!

**Justin:** [silly voice] "Awww no, my squid stuff!"

**Travis:** [also imitating a squid] "My squid stuff!!"

**Justin:** [laughs] "A squid's one weakness, being poked so my stuff comes out!"



**Griffin:** [laughs]

**Travis:** "No! the stuff is supposed to be inside!"

**Justin:** "No! Oh, no!"

**Griffin:** Okay—

**Justin:** [laughing] "Oh no! The stuff's outside, everyone run!"

**Griffin:** [laughing]

**Clint:** "Stuffing out—!"

**Travis:** "I don't know what happened!"

**Justin:** [unintelligible crosstalk]

**Travis:** "This has never happened before! I don't know what's gonna happen to youuu!"

**Justin:** [laughing] "My memories— and the stuff—"

**Travis:** "All my pictures of my children!"

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

**Justin:** [laughing] "Ohh, no!!"

**Travis:** "I keep things in there, not just my stuff but my—"

**Justin:** "I just forgot spelling! Ohhhh!"

**Clint:** [cracks up]

**Griffin:** I think we know where the squid's brain is. Sort of, scientifically.

**Justin:** It's in the g— it's in all the stuff!

**Griffin:** It's in all the goo, yeah—

**Travis:** It's in the stuff!

**Griffin:** Okay. Ambo and— Ambo and Dever. Uh. Ambo and Dever—

**Travis:** [laughs]

**Griffin:** You all see—

**Travis:** [laughing] That's our celebrity couple name.

**Griffin:** Right. Uh. You see Zoox dive into the water after getting, like, fucking smashed by this big squid. Without saying a word. And then like, a few seconds later—

**Justin:** [cracks up]

**Griffin:** You just see the squid go,

**Cyber Squid:** [surprised gurgle]

**Griffin:** As it gets stabbed in the butt. Uh...

**Justin:** [laughs again]

**Griffin:** And then we're on to Devo.

**Travis:** Um... Okay! Devo is going to... look at this bad boy.

**Griffin:** Yeah.

**Travis:** And begin to:

**Devo:** Haaasahawahaaaa...

**Travis:** And hit it with Dissonant Whispers.

**Griffin:** Okay.

**Travis:** At a level one spell slot. So—

**Griffin:** Have you been keeping track of your level one spells?

**Travis:** I have, yes.

**Griffin:** Okay.

**Travis:** The only one I've used so far is Cure Wounds. Uh... you need to—

**Griffin:** Okay, so this is your second level one spell slot.

**Travis:** Yes. Make a... uh, a wisdom saving throw.

**Griffin:** 'Kay. Also not this thing's strong suit... Ope! There it is! That's a critical failure!

**Travis:** Oh great! Okay, so... uhhh... then, it is going to take 3d6 damage... that's okay, that's eight points of damage. But! It is going to move back. Now, I will let you judge how far that is.

**Griffin:** I mean, what is the spell— what does the say say? The spell say?

**Travis:** It says as far as it allows... "As far as the creature's movement allows."

**Griffin:** Okay, then it just, like, scoots all the way back in the water until it's pressed up against the wall at the far edge of this place. Which puts, like... I don't know... ten feet of water or so between you and it? But also, its tentacles can no longer reach super far up. Um...

**Travis:** Okay, then—

**Griffin:** Its tentacles have a reach of 15 feet. So it's like—

**Travis:** When it moves back—

**Griffin:** It can barely reach the edge of the platform now.

**Travis:** When it moves back, Devo runs for the box.

**Griffin:** You can get to the box, you can't... do anything with it. 'Cause you already used your action. But I— you know, you can get there.

**Travis:** Yeah. I do it.

**Griffin:** Okay.

**Travis:** Yeahhh...

**Justin:** Hey, Trav, that's what I was gonna do—

**Travis:** Okay! Well he—

**Justin:** Which is fine, no no no, I'm not saying that— I mean if you had the ability to do it, it's not like it's such an original idea. But like, if I can do it on this turn, it probably makes more sense for me to run for it.

**Travis:** Uhhhh... yeah, you know what, that is true, because I'm... but a simple cloth man, wearing cloth armor. So yeah, Devo pushes it back, and then... let's say, hunkers. Gets...

**Griffin:** Hunkers down?

**Travis:** Takes a— steps back, yeah.

**Griffin:** Sure. Okay! Then, Amber, it is your turn.

**Justin:** Yeah, I'm gonna run for that box.

**Griffin:** M'kay.

**Justin:** The, that we had to put our crap in. Hopefully there's some crap in there.

**Griffin:** [chuckles] You reach the box, and...

**Justin:** The box of crap.

**Griffin:** The box of crap...

**Justin:** The woo... the woot branded, box of crap

**Griffin:** Right. You can— hold on, let me think. [laughs distant from mic]

**Justin:** I love that. That's always a good sign.

**Griffin:** You... [giggles] You can't see... any sort of opening. Into the box. Like, when you put your guys' stuff in here, this glowing white box just kind of like, became whole.

**Justin:** Hm.

**Griffin:** But... what you do see... is... a... a small hole. With a blue circle around it. A very small hole. And... it— you know, with this white light with this blue light inside of it, it almost kind of looks... like your security baton.

[Dramatic music fades out]

**Justin:** God dammit! [wheezes with laughter] Now, I didn't listen—

**Griffin:** [wheezes with laughter]

**Justin:** He— you— [laughing] You piece of shit!

**Griffin:** [laughing]

**Justin:** [laughs heartily] Oh, man! This is... this is vengeance from the time I stole that cool sword, from Garfield, isn't it? Okay...

**Clint:** [chuckles]

**Justin:** [sighs]

[Low emotional music plays softly]

**Amber:** Well... Sparky. We've had a lot of fun together, old pal. But, aw, boy, this hurts. Aww. I wish there were some other way. But... you know Griffin.

**Griffin:** [wheezes laughing]

**Travis:** [chuckles]

**Clint:** [giggles]

**Amber:** [choked up] We both knew it was gonna end this way.

**Clint:** [cracks up]

**Amber:** Fare thee well!!

**Clint:** [laughs]

**Justin:** [laughing] And she slides... [laughing] her fuckin' sweet OP baton... into the hole...

**Griffin:** And blue bolts of electricity start shooting out— like, the Quickening. Shoot out of this chest. They're— it's— they're going everywhere, it's like you're in a plasma ball. And Devo, one of those blue bolts of electricity whips across you and it doesn't hurt, but you feel your baton turn to ash in your pocket—

**Travis:** Ah!

**Justin:** [cracks up]

**Griffin:** And the same thing happens to De— or, Zoox, underwater. And, you know what? I'll do this. It also... uh... Amber, roll 1d10. Or, fuck it, 1d12!

[Music fades out]

**Justin:** I'm not dancing for you anymore. [laughing] You can roll your own d12!

**Travis:** I think it's gonna hurt the squid.

**Justin:** D12... oh my god, when I pointed at it, the d12 got all excited, it—

**Griffin:** [goofy voice] "Oh, my turn!?"

**Justin:** [goofy voice] "Really? Me?"

**Griffin:** [cracks up]

**Justin:** "Oh God, everybody, calm down, he's about to roll me!" It just kinda... uh, that's... of course, 1.

**Griffin:** [cracks up again]

**Justin:** It's naturally a 1.

**Griffin:** The— one of those bolts of electricity whips across the squid, and it goes,

**Squid:** [worried gurgle] [surprised gurgle] [satisfied gurgle]

**Justin:** [laughs]

**Griffin:** And he takes one point of... of lightning damage. And the batons are gone. But! Your chest opens, and all your shit is there.

**Justin:** Good. I don't even have anything. [laughs]

**Griffin:** You know? We'll say it's weak to that damage, so it takes two points of damage.

**Travis:** There you go.

**Justin:** Thanks. Great.

**Amber:** Hey guys, come get your shit, I'm not even gonna bring it to you. Fuck off. God, I miss my ba— This is a bad deal for me! I should have thought through it!

[Dramatic music fades back in]

**Griffin:** [laughs]

**Amber:** I didn't have anything!

**Devo:** You can use my boomerang.

**Amber:** Thank you.

**Griffin:** Um, okay! The Cyber Squid—

**Amber:** Hey, hey— thank you.

**Griffin:** ...Is up. It is going to, let me think, who did the most damage to it? You know what, that squid did not like you in its brain. And also, it's too far to attack where Amber is, with its tentacles now. But, Devo, you see a— oh, actually! Here's what happens. That eye finishes charging up. And as it reaches this incredibly bright level, it just— the light disappears, and then a beam zips across the water, and then all the way across the room to the elevator. I need Amber and Devo to make a dexterity saving throw.

**Travis:** Dexterity... saving throw. Oh my god.

**Justin:** That's a 10.

**Travis:** That's a 12 for me, a 9 plus three.



**Griffin:** Both insufficient. You all are in the path of this red laser, and like, the laser doesn't hurt you, but it causes a small, like, explosion, everywhere it kind of traces. And you all both take... uh, 11 points of burning damage.

**Travis:** Hooo boyzie!

**Griffin:** And then we're back up and the top of the or— Oh, also it moves back—

**Travis:** Oh no.

**Griffin:** Towards the, toward the box. It can't do anything with it—

**Travis:** I accidentally—

**Griffin:** But now it's, you know, within tentacle range.

**Justin:** Boy, I'm glad he cranked that heal for— for Amber.

**Travis:** Yeah.

**Justin:** Oof.

**Griffin:** Okay! That brings us back to Zoox.

**Clint:** Um. Zoox sticks his hand up inside the wound.

**Travis:** Lord.

**Clint:** Where he—

**Griffin:** Holy fuckin' shit.

**Clint:** Where he, uh, just stabbed the belly—

**Travis:** You're gonna grab its squid stuff?

**Clint:** And now he releases the Hail of Thorns.

**Griffin:** Whoa, fuck yes! Okay! Uh, Hail of Thorns... this is your last spell slot...

**Travis:** Hey, Zoox? You nasty.

**Griffin:** Yeah. "The next time you hit a creature with a ranged weapon attack before the spell ends, the spell creates a rain of thorns that sprouts from your ranged weapon or ammunition." Hmm. I think in order for this to work... you would have to make a ranged attack, into it? You know what I mean? That's what the spell says, is that— it sprouts from your ranged weapon or ammunition. I'm willing to let this happen, but you need... I mean—

**Clint:** Yeah.

**Griffin:** You would need to make a ranged attack, into the wound.

**Clint:** Ho-whoa-wha-way! How 'bout this? Mage Hand is a cantrip.

**Griffin:** Ohhkay?

**Clint:** Could he use Mage Hand to propel...?

**Griffin:** In this— yes, because I have— because I have slighted you so many times, in Zoox's sort of strange powerful physiology, I will say yes absolutely you can call that a ranged attack.

**Clint:** So he uses Mage Hand, and it comes out as a whole bunch of eels.

**Griffin:** Okay!

**Clint:** And just really shoves the knife even farther up.

**Griffin:** Yeah. To make it a ranged attack, we'll say the eels pull the knife out and then fly up into it again, to make it technically a ranged attack.

**Clint:** Okay.

**Griffin:** Okay, uh, make a... make an attack roll. I will give you plus two to this attack roll because you're attacking specifically a hole you made in the last turn. I'll make it sort of compound.

**Clint:** So with the knife?

**Griffin:** Yeah.

**Clint:** Okay. Alright... that would be a... 16?

**Griffin:** Yes, absolutely.

**Clint:** And piercing damage of... 6.

**Griffin:** Okay, and then, also you throw on top of that...

**Clint:** Hail of Thorns?

**Griffin:** Hail of Thorns, sprouting inside of this thing.

**Clint:** Right.

**Griffin:** Uh—

**Clint:** One... that's 1d10.

**Griffin:** I'm gonna auto-fail its dexterity saving throw. 'Cause it's happening inside of it.

**Clint:** Okay.

**Travis:** Yeah, that would be hard to get away from, huh?

**Griffin:** Yeah. So take 1d10, roll 1d10 piercing damage.

**Clint:** That is a 9...

**Griffin:** Jesus Christ! So that's 15 damage total? ...That's good!

**Clint:** Yeah. Oh, I know it's good.

**Griffin:** [laughs]

**Clint:** But I'm just not done yet.

**Griffin:** Oh you're not?

**Clint:** No, I'm not.

**Justin:** Guh, now you're done! I'm done!

**Griffin:** [laughs]

**Clint:** I also have access to—

**Justin:** That old gem— [laughs]

**Clint:** [amused] I have Gathered Storm.

**Griffin:** Gathered Swarm. Even better.

**Clint:** Gathered Swarm... on— once on each of your turns, you can cause the swarm—

**Griffin:** You're right!

**Clint:** To assist you in one of the following ways. So the attack's target takes 1d6 piercing damage, in addition.

**Griffin:** Alright! 1d6 more! It is wild that Gathered Swarm, by the way, is not a bonus action. It's just auto— you just do it. That's—

**Travis:** Hmm.

**Clint:** That's only 1.

**Griffin:** Okay. Uh, I mean, okay, that's 16 damage, that is... Okay. Here's what... [laughing] Devo and Amber, you— it's a shame, Zoox, you're not able to see any of this stuff. Um. Devo and Amber, you see it, like— it is upset again by whatever is happening to it under the water. You all see the squid, like, react again to something that is happening under the water. And one of its tentacles lifts up, almost like it's just gonna swing it down at nothing, and then you see, close to the body of this squid, that tentacle swells up, and you see... like, thorns, poke it, from inside, you see thorns just poke out of the squid's tentacle. And then it swells up even more, and pops. And then that tentacle falls down. And just sort of slides into the water. Now, sufficiently destroyed. This squid looks pretty bad off, actually, right now. Uh, we're back down to Devo.

**Travis:** Well. Um. You know what? I'm just gonna keep on whispering. Hit it again, with that there Dissonant Whispers.

**Griffin:** Okay.

**Travis:** Gotta roll a wisdom saving throw, asvahabawasabaa.

**Griffin:** Yep. Of course.

**Travis:** As one whispers.

**Griffin:** Wisdom saving throw, coming right up. Nope! That's a 7 total.

**Travis:** Uh, and then it's gonna get hit with... mm, yeah, okay, not— 11 points of damage.

**Griffin:** Jeeesus! Okay. Uh. And it— okay! And with that, also, you pushing it back? I guess it has to.

**Travis:** Yeah.

**Griffin:** It reels backward, and now is against the back of the room. Uh, Amber? I'm gonna give you an attack of opportunity here. 'Cause you're right up against the water.

**Justin:** Hell yeah!

**Griffin:** It'll be just against one of the, you know, the edges of one of the tentacles, but still, that is gonna do some damage.

**Justin:** Attack of opportunity, 11 plus four, 15!

**Griffin:** That's a hit.

**Justin:** Yeahhh. We're gonna call that... five damage.

**Griffin:** Okay!

**Travis:** You boop that snoot!

**Griffin:** Yeah, you boop—

**Justin:** Boop? I booped the snoot, as they say in the biz.

**Griffin:** Okay! And now we are actually to Amber, it is your turn.

**Justin:** She's really torn up. Like she's trying to get back to this fight, and refocus on it, but you can tell, just by the way she's sort of walking and staring off in the distance, she's just thinking about her great stick.

**Griffin:** Yeah, sure sure sure.

**Clint:** [laughs]

**Justin:** Shh...

**Griffin:** You hear a voice in your head, say,

**Stun Baton:** It's okay! You gotta move on without me!

**Justin:** [laughs]

**Amber:** I can't! You were everything to me! Think of all the people— [wheezes] think of all the people we blazed!

**Griffin:** It says,

**Stun Baton:** The power was inside you all along—

**Clint:** [laughs]

**Stun Baton:** Except for the incredible power that was within me.

**Justin:** [laughs]

**Griffin:** This, this, by the way after that last salvo of attacks, and that opportunity attack, this thing looks pretty bad off.

**Amber:** Alright. You know what? Let's finish this. This one's for Sparky!

**Clint:** [laughs]

**Justin:** And then I leap with both of my arms— all of my arms, all four of my arms, and I go to punch it. [snickers] With my fists.

**Travis:** [laughs]

**Griffin:** You are going to have to make a... "you're gonna have to jump!" 'Cause this thing just moved pretty far away from the platform that you're...

**Justin:** Yeah, but she's gonna jump, and it's gonna be rad.

**Griffin:** Okay. Do you have some sort of jumping power? I feel like that's something you get—

**Travis:** Yeah, it's called legs, Griffin!

**Justin:** Acrobatics?

**Griffin:** Uh, yeah—

**Justin:** For sure, right?

**Griffin:** Make an acrobatics check— I think monks eventually get the ability to like, jump twice their speed or something like that—

**Justin:** Come on! Come on. ...Come on.

[Someone laughs]

**Justin:** 3 plus four.

**Griffin:** [cracks up]

**Justin:** [glumly] It's a 7.

**Griffin:** So— [laughing]

**Justin:** Fuck.

**Griffin:** [through laughter] You say...

**Justin:** First, you've taken everything from me...

**Travis:** [laughs]

**Griffin:** [laughing] You see— you guys see Amber say, "let's finish this!" And then just jump like, four feet, and land in the water.

**Justin:** [laughs]

[Someone claps]

**Griffin:** Uh... [laughs]



**Justin:** [laughs]

**Clint:** [laughs]

**Travis:** Ahh...

**Griffin:** I will be nice and say, one of the tentacles— you land near one of the tentacles—

**Travis:** Don't be nice!! We're destroying this thing!

**Justin:** No, don't be nice, it's fun, that's what happened!

**Griffin:** Okay, fine, you land in this water. That was your move action. You can still take an action, but there— this thing is not close enough for you to punch, necessarily. You're... no, okay, your attack range for your arms is five feet greater than normal. With that, you could attack one of these tentacles, but... it's gonna have disadvantage because you are in the water.

**Justin:** Yeah, I'll try to— she's like, so pissed.

**Griffin:** Yeah.

**Justin:** Like, she doesn't even think it's gonna work. But she just like, tries to punch at the one tentacle that kinda close to her.

**Griffin:** Yeah, I mean you may as well... you may as well use the action. Uh, roll an attack roll. With disadvantage.

**Travis:** Mm, well.

**Griffin:** That's an eight total. And— nat 20, fuck, that sucks, man! That— that— I'll give you that, Juice, that's a tough— that's a tough birthday beat, man.

**Justin:** It's tough beat— by "give me that," you mean you'll give me the natural 20?

**Griffin:** Nah, bud, that's a—

**Justin:** That would destroy the thing—

**Griffin:** I'm gonna say though, to happen on your birthday!?

**Travis:** On your birthday!?

**Justin:** On my birthday.

**Griffin:** On your birthday, dog, to get a nullified nat 20—

**Justin:** On my birthday.

**Griffin:** That's a...

**Clint:** [slowly] Harsh...

**Justin:** Not only am I working, I'm at the mines here, for my birthday, I'm at the podcast mines, on my birthday—

**Clint:** Harsh.

**Justin:** But then this?

**Griffin:** Yeah, that's...

**Justin:** So that's a 3 plus four...

**Griffin:** That's a stinker. Um. Yeah, no, that's a miss. Uh. It is unfortunately the Cyber Squid's turn.

**Justin:** 3 plus five! Sorry.

**Griffin:** Yeah, yeah, yeah, yeah—

**Travis:** Oh, that's a hit!

**Justin:** It's an 8, does... does that...?

**Griffin:** Oh! Yeah, no, that doesn't hit.

**Clint:** [laughs]

**Griffin:** Um, this might, though. It is, with one of its non-exploded tentacles, it is going to reach over, and try to grab you.

**Justin:** Me?

**Griffin:** And sn— yeah, dude! I mean, you're right in—

**Justin:** Okay.

**Griffin:** You're a delicious morsel! You've just offered yourself up.

**Justin:** I'm right there, yeah.

**Griffin:** Uh... it is going to try and grab you. That is... uh... plus five to hit, I'll roll this public, just 'cause it's fun.

[ominous drumbeats continue]

**Griffin:** ...Oh! It was another almost failure, but that is an 18 to hit.

**Justin:** 18, that definitely hits.

**Griffin:** Okay. And you are going to take 2d6 plus three damage. Uh, it's a 1 and a 5 plus a three. That is nine damage total.

**Justin:** Alright. I'll just add that to my total...

**Travis:** How're you looking over there?

**Justin:** Dead. [chuckles] I'm looking dead, from the being dead.

**Travis:** Oh!

**Griffin:** Oh, did that take you below zero? Okay, you are not dead, you are unconscious.

**Justin:** I know! Griffin—

**Griffin:** And—

**Justin:** You don't have to correct us every time! We know!

**Griffin:** Very luck—

**Justin:** We know they're not actually in heaven with Jesus!

**Griffin:** [laughs]

**Clint:** Although—

**Travis:** Okay!?

**Clint:** [cracks up]

**Griffin:** Um—

**Justin:** God! Every time we're like, "well that kills me," and Griffin's like, "Well, not actually—"

**Travis:** [exaggerated nasally voice] "Well, hold on! Huey huey huey..."

**Griffin:** Uh, the good news is, you are not drowning. Because with that attack, it has grabbed you with its tentacle, and is holding you up in front of its laser eye.

**Travis:** Oh boy.

**Griffin:** Uh... Zoox.

**Clint:** I think Zoox is going to... use his boot farts...

**Travis:** [snorts with laughter]

**Clint:** To shoot up into the body of the squid.

**Justin:** Mmm. Man...

**Griffin:** His whole...?

**Justin:** It's getting a little Ace Ventura...

**Griffin:** It's getting zany down there.

**Justin:** It's been "Nature Calls" for me.

**Griffin:** Um, okay. This...

**Justin:** [laughing] I like that Amber— and just to recap, uh, uh, uh, uh: Devo's used a lot of breath spray, and Amber's dead, and Zoox is having a fucking psychosexual journey—

**Clint:** [laughs]

**Griffin:** [laughs]

**Justin:** Through a giant squid! It's good! It's all good stuff!

**Travis:** Yeah!

**Griffin:** Uh... oh...

**Justin:** This is making the movies, for sure!

**Travis:** Yeah! Textbook.

**Griffin:** Okay...

**Travis:** Textbook DnD encounter.

**Clint:** But my intent is to get up in there, and just start swinging my dagger—

**Travis:** Oh yeah!

**Clint:** Wildly—

**Justin:** Oh yeah, baby! [laughs]

**Griffin:** [laughs] Yeah, definitely—

**Justin:** We know your intent is to get up in there— [laughs]

**Clint:** [laughs]

**Justin:** You nasty dog— [wheezing with laughter]

**Griffin:** Uh—

**Justin:** [laughing] Ohh, I'm glad Amber's not alive to see this.

**Travis:** [bursts into laughter]

**Griffin:** [cracks up]

**Justin:** Oh, I know, Griffin, no, I know, Grif, I know, bud, I know, I know, sorry I made that joke, sorry bud, I know!

**Clint:** [laughs]

**Griffin:** Alright. To push yourself— are you going into the wound?

**Clint:** Yeah!

**Griffin:** [giggles incredulously] Okay.

**Clint:** I've... I'm thinking, shooting up into the squid with the boot farts—

**Justin:** [cracks up]

**Clint:** With the knife—

**Justin:** [distant from mic, loud breathless cackling]

**Clint:** With the knife still ex— still extended!

**Griffin:** Oh guys, listen, actually if you look up you can see the ghost of Gary Gygax, and he's like, "Great job, boys."

**Clint:** [laughs]

**Griffin:** "That's exactly what I was thinking."

**Travis:** [also imitating Gary Gygax] "You've finally set me free! That was the last action, that no one had taken before!"

**Justin:** [breathless] This is the grand plan! [dissolves back into laughter]

**Travis:** "Finally! You've solved my puzzle! Here's my treasure!"

**Griffin:** Alright—

**Travis:** "You own DnD now!"

**Justin:** [more cackling]

**Clint:** [laughs]

**Griffin:** [laughs]

**Justin:** [weakly] This is...

**Clint:** [laughs]

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

[Dramatic tense music restarts]

**Griffin:** Zoox, in order to— first make an attack roll— oh, fuck, what!  
[sudden panic] What am I gonna do?!

[Music fades out again]

**Travis:** [cracks up]

**Justin:** [breathless laughter]

**Griffin:** Okay, uh, in order to—

**Travis:** You gotta make him make a check first, right? You can't attack—

**Justin:** Some kind of check—

**Griffin:** Okay—

**Travis:** You can't attack with your whole body, in— [laughs]

**Griffin:** Yes, okay—

**Travis:** An insertion attack!

**Griffin:** Even though you have the power of the incredible fart boots, I am going to make you make an athletics check first, because that is the check you make for swimming related fun activities. So make an athletics check to see if you can propel your body into this thing, before we do anything else.

**Clint:** Alright. That is a... what? Okay, a 7.

**Griffin:** Okay. You try to get up in this thing, and you can't— you cannot. You can't get the— the wound is not big enough, so you can kinda get in there but you feel embarrassed. Like, really embarrassed. And the squid feels embarrassed too. But you can still make an attack roll, I will say. That was your— your silly move action.



[Dramatic music plays again]

**Clint:** Okay. Took my silly move action. Now I'm just gonna swing the dagger wildly.

**Griffin:** Okay.

**Clint:** Inside it.

**Griffin:** [whispers] Gross.

**Clint:** And that would be a 15?

**Griffin:** That is a hit!

**Clint:** That is... six damage?

**Griffin:** And right on the nose! The squid now kind of spasms, in protest. One of its tentacles—

**Travis:** Now!? Wait, just to check, Griffin, NOW it protests?

**Griffin:** Yeah.

**Travis:** Before, with everything Dad, you know, trying to climb inside it, and wear it, it was like, "Okay!" [laughs]

**Griffin:** Uh, almost reflexive, these spasms happen. And one tentacle, the one that Zoox has been stabbing a lot, just goes limp, and falls down. And then the squid kind of reels backwards. Zoox, [laughing] make a dexterity saving throw!

**Clint:** Come on, come on... 12.

**Griffin:** [laughing] Oh, boy! Okay. Three things happen! Devo, you see this squid, like in its death throes. And that is obviously a sight to see. But you also hear something, you hear the low hum of that... of the coral ship, that

just attacked the upper level of this room. And it almost sounds like it is hovering just above this part of the docking bay that you all are inside. Zoox, you are— you have your hand stuck, in this tentacle. After stabbing it so viciously a few times.

[Dramatic music fades out and Ethersea Theme music begins to play]

**Griffin:** And you aren't ready for the full weight of this squid, falling down onto you, down into the water. But perhaps, sort of most precariously, Devo, you see Amber, wrapped up in this one tentacle that the squid was holding out of the water. And as it falls, that tentacle goes limp. And you watch Amber plummet, and splash, into this completely opaque shadowy water. And in the flash of an eye, she is gone.

[Ethersea theme music plays out]

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