

The Adventure Zone: Ethersea – Episode 19

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Griffin: Previously on The Adventure Zone Ethersea:

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

Griffin: You all have the journal. Obviously this Yellow Smiley Face has the AI core.

Travis: Oh, I took the Kodite.

Auctioneer: I will reduce the price that you owe for the journal. 15 Lux.

Griffin: His collar falls off. He is the owner of the Dreams of Deborah.

Travis: The coral thing is lifeless, right?

Griffin: Yep.

Travis: I pull its head off.

Amber: Oh fuck. Cyber Squid.

Clint: He’s gonna just jet straight up, with the tongs extended in front of him, to try to damage the squid!

Griffin: But what you do see, is a small hole, and... it kind of looks like your security baton.

Justin: God dammit! [laughs]

Griffin: And the batons are gone.... Hear something, you hear the low hum of the coral ship, that just attacked the upper level of this room. 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! 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]

Justin: [singing in a high falsetto] Weave another tapestry! McElroy Family and me! They'll do the talking parts, and the creation! And all I gotta do is have my ears open! Whisk me away! McElroy bros and Clint! Open up my mind—

Travis: "McElroy Bros and Clint" is filmed before a live studio audience—

Justin: Shut up! Shut the fuck up.

Clint: [laughs]

Justin: Shut the fuck up.

Travis: Sorry, I thought you were— okay.

Justin: Shut the fuck up!

Clint: [laughs]

Justin: [singing] Open up my mind's eye! 'Cause I'm Rupert Grint! The number one [laughs] fan, of the Adventure Zone!

Griffin: [sighs happily] Alright!

Travis: McElroy Brothers and Dad is filmed before a live Rupert Grint.

Justin: I— this is— this is a new, [laughs] a new thing I'm doing is individual theme songs. Too often, people make theme songs for the show—

Griffin: Yeah.

Justin: But they don't make it for the listener! You know?

Griffin: That's good. Yeah. I would have spent the time that you used writing that song to start rolling a new character? Um. Because of Amber's current situation. But I suppose we should— we should resolve that right now, yeah?

Justin: Well, the joke's on you.

Griffin: 'Kay?

Justin: 'Cause I improvised the song.

Griffin: Oh, okay—

Travis: Oh ho ho ho!

Justin: So... guess there's egg on your face.

Griffin: Why don't we start—

Justin: And you're fallen from grace. That's how it works— that's what you— that's all you get there.

Griffin: That was really good. Why don't you—

Justin: That's all you do. [laughs]

Travis: Whoa!

Griffin: Why don't you make a death saving throw, right now, just to kick things off.

Justin: Okay. ...What happened to her?

Griffin: Oh, do we need to take a break?

Travis: [simultaneously] You got hurt by the Cyber Squid—

Griffin: And explain what happened at the end of the last episode?

Justin: You know what? For the listeners.

Griffin: At the end of the last episode, you were... crushed by the Cyber Squid, and then the Cyber Squid got knocked out, and then you fell into... magically pitch-black water. Zoox is also down there, having just slain the beast, but is sort of caught underneath it as it falls. And Devo is still up on the surface. I guess aware that... this is fun! Devo, you know that Amber just fell in the water.

Travis: Yeah.

Griffin: Zoox, you don't. Because—

Travis: Correct.

Griffin: There's... how would you, right?

Justin: Oh... okay. Alright. So... what I need to know, is...

Griffin: Let's start with a death saving throw. Yeah.

Justin: Where do you...

Griffin: Just a flat d20.

Justin: Is it just a d... does it keep track of that, 'cause there's a place where it tracks death saves.

Griffin: Yeah, you need to mark that in yourself. But. Yes—

Justin: Oh, okay, okay, got it.

Griffin: Yeah.

Justin: Okay, a flat d20.

Griffin: Yes, you're looking for an 11 or above.

Justin: Here's what we got! What we got is a... 6!

Griffin: Alright.

Justin: That's a failure.

Griffin: So why don't you go ahead and... put a mark in the...

Justin: Just put a... in the "failure"?

Griffin: In the failure... column.

Justin: Got it, okay, yeah. That's a, a cool, yeah. I thought, but, it's good to make sure.

Clint: You know, I— you would think I was very familiar with a failure column, and I can't even find it. Hmm.

Griffin: You only get it when you're dead. So— or knocked out.

Justin: Yeah, no no no, there's not a grand choir keeping track of all your life's failures and successes.

Griffin: [laughs]

Travis: Unfortunately.

Griffin: Uh, it's actually a 10, a 10 or higher, for a death saving throw.

Justin: Oh, so the 6 is...

Griffin: Still, still counts—

Justin: Still—

Griffin: Definitely, yeah.

Justin: Okay.

[Dark ambient music fades in]

Griffin: Amber, you are... you're unconscious, which I don't know if that's a good thing or a bad thing when you are also drowning.

Justin: Hmm.

Griffin: But... it alone is a pretty bad thing. But your mind is still, like, active, inside of you. I wanted to ask, have you ever, in all of your years of, y'know, fishery, have you ever fallen overboard? And experienced this before? Or know somebody, who has... gone into the briny deep?

Justin: She... she fell once before, when they were on a... expedition, to look for the blink shark hive. She'd never been out on the water before. Because it was very early, y'know, just when society was getting ready to move into the sea.

Griffin: Yeah.

Justin: Um. And she, uh... she fell in. Um. Normally she and her family would just been coastal fisher people, y'know?

Griffin: Right.

Justin: Using the coasts. And what have you. But she fell in, and it was terrifying.

Griffin: Yeah, you gotta go where the blink sharks go.

Justin: Gotta go where the blink sharks go. That's what they say.

Griffin: Even though you are unconscious, there is a part of you that feels that familiar feeling, right now. Maybe a few feet away, maybe a couple of

meters away, maybe several dozen, is Zook. You are underneath this thing. Two of its tentacles have been blasted off, and... maybe you still have a knife buried in it, maybe not, but you... you feel yourself being pulled down. And as you try to get out from under this turbo squid, you realize that your foot is sort of pinched inside of its beak. And you are— you are stuck. What do you do? Obviously drowning is not necessarily a concern for you.

Clint: No, but—

Griffin: But it's still unpleasant.

Clint: Being inside of a big ookie squid... blegh!

Griffin: Yeah.

Clint: Should have thought of that before I jetted up in there.

Travis: You know? I bet the squid feels the same way about you, Dad—

Griffin: Yeah.

Travis: So let's not throw stones, okay?

Clint: Yeah.

Travis: You think the squid enjoys you being inside of it?

Griffin: Yeah, probably not—

Travis: We don't know, maybe!

Griffin: You're not... deeply inside of it. It's just like, it caught your ankle in its beak.

Travis: Well, just remember Griffin—

Clint: Wait a minute—

Travis: Not too long ago, he was elbow deep in the squid, so.

Clint: I was headfirst, right? So I'm— if it grabbed my ankle with its beak...

Griffin: Yeah, so the question stands. What... what do you do?

Clint: [laughs] I— I don't think... he has much choice! I think he just has to keep whacking away in there, and doing as much damage as he possibly can inside this squid! I mean, he can't get out! Right?

Griffin: Uh... um...

Travis: Is the squid still conscious?

Griffin: It is unconscious. You dropped its HP to zero, I will tell you that as the dungeon man.

Clint: Okay. Oh. Thank you, dungeon man.

Griffin: [amused] Yes, of course.

Clint: Um, I'll... I think he's going to try to pry open the beak.

Griffin: Okay.

Clint: How big is this beak?

Griffin: Uh, you have no idea!

Travis: It's dark!

Griffin: It's pitch— it's dark, there's magical darkness everywhere that you cannot see through.

Clint: Alright. Um. So, making a perception check wouldn't help.

Griffin: No, I would—

Clint: How about, how about a na—

Travis: Unless it's was really good!

Clint: How 'bout a nature check?

Griffin: Sure!

Clint: His knowledge of squids?

Griffin: I'll allow it.

Clint: 'Kay. [sound of dice rolling] That would be... a... 3.

Travis: Oooh.

Justin: [singing an upbeat tune] Don't know much about squids and stuff!

Clint: [bursts into laughter]

Griffin: [laughs]

Travis: Ooooh, hoo hoo hoo!

Justin: [singing] One just knocked me right on my duff.

Griffin: Oh, man. Um.

Clint: Man, you're like Billy Ocean! Ha ha ha ha ha!

Justin: Yeah.

Griffin: Yeah, you don't— you don't really know what the beak looks like. At all.

Travis: [snorts]

Griffin: Uh. It could be four, y'know, hooked mouth parts? It could just be like a bird's beak, you don't know. But you're trapped in it! And it doesn't feel great.

Clint: Alright, I'm gonna try to wedge, with just by feel. Can I reach down to where...?

Griffin: Yeah, of course.

Clint: Okay. I'm gonna, first of all, pull whatever part of me is inside the squid, out of the squid. I'm gonna do a squid exit.

Griffin: Um, okay, this is going to be just a strength check, then.

Clint: 13 plus one, 14.

[Music fades back in]

Griffin: Um, yeah. I mean this thing is unconscious, it can't really contest you, in this. You pry... you reach your finger-like coral down there, and pull as hard as you can. And its mouth pries just wide enough for you to get your foot out of it. Um. It is still, like, confusing, what is going on, because most of the squid is still above you. But like, you don't really... know which way is up, or what— maybe you can sort of intuit that, well, the squid is falling down on me this way, so that must be up, because of gravity. Um. But it's still very, very sort of disorienting down here. Um. Devo! Uh...

Travis: Yeah.

Griffin: The first thing you see as this squid goes down, is the jet bridge doorway, sort of emerges out of the ground. And you can see... you can see the jet bridge that you walked into this facility on. But, I mean, you also just saw Amber fall in the water, and not only that; that sound of the ship outside is interrupted by two more sort of explosions, just above you. You get the feeling that that elevator is... like, being flooded right now. And in fact, I'll say this! Some water is starting to come out of the elevator's closed doors.

Travis: Okay... um, so, first— I'll, I'll tell this, 'cause we can't see, because this is a podcast of the mind.

Griffin: Yeah.

Travis: That... for just, like, half of a second, maybe even less, Devo hesitates. And then, like...

Devo: [whispering] Fuck!

Travis: And like... touches his shirt, and casts Light.

Griffin: Slight?

Travis: Light? Casts. Lights.

Griffin: Oh. Oh, I apologize. Casts, light.

Travis: On his shirt.

Griffin: Okay!

Travis: And then jumps into the water after Amber.

Griffin: Hmm. How does Light...

Travis: Magic light.

Griffin: Affect magical darkness? Yeah, I suppose—

Travis: It's magical light.

Griffin: Yeah. I'll— I will allow it. It is... it is... Light typically sheds in a 20-foot radius, right?

Travis: Mmhmm.

Griffin: Um. I will say that the spell is limited somewhat, by this, like, complete darkness. So I'm gonna say it's like... just a little bit in front of— maybe ten feet instead. So as you dive in, you cannot see Amber in the immediate vicinity.

Travis: So he's just gonna, like... do his best doggy-paddle, that he practiced. And is, let's admit it, not very good at.

Griffin: Well—

Travis: To try to move down.

Griffin: Yeah, we'll let the dice decide. Why don't you—

Justin: Let the dice decide!

Griffin: Why don't you roll an athletics check for me. And just sort of going by statistics, this should be a good one. Yeah! There it is, baby!

Travis: 18. Total.

Griffin: That's a 17 plus one.

Travis: A 17 plus one.

Griffin: Alright! You start— weirdly, you start doing that doggy-paddle, but downwards, which I don't know if that is even possible. But you feel that, like... "mom lifting a car off their baby" energy. And you just start powering downward. And... you see Amber. Face up. Falling downward. Deeper into the water. Amber, please make another death save, for me. It would be great if you could get a better...

[sound of dice rolling]

Griffin: Number this time. Wow.

[Justin plays an audio clip from a popular 2006 infomercial about katanas:]

Telemarketer: A piece of that just— the tip of that just got me, O'Dell.

Clint: [laughs]

Justin: [laughing] That's a nine.

Griffin: Ugh... Justin...

Travis: Just got me.

[Infomercial audio clip:]

Telemarketer: Ohhhhhh, that got me good.

O'Dell: You alright?

Telemarketer: A piece of that tip just got me.

[End infomercial audio]

Justin: [laughs]

Clint: [laughs]

[Someone claps]

Justin: [strained] It's a 9.

Griffin: [distant] Guys! ...You gotta start rolling better!

Clint: [laughs]

Justin: [laughs]

Griffin: This is gonna be a fuckin' total party wipe! In the, in the—

Justin: [laughs]

Griffin: Um. Oh— okay. Uh. [sighs] Jeez.

[Mysterious music fades in]

Griffin: That fear that you were just having, because of the... because of this flashback. It turns to euphoria. Like, in your deep, y'know, hindbrain. You feel this sense of... of absolute happiness and pleasure. And... the dream changes, that you were having about the last time that you fell in. Only this time, you are just looking at a horizon of green grass everywhere that you look. And in the distance, there is a figure silhouetted by the sun. And it is... an enormous human. Or, [laughs] a humanoid shaped being. Um. You can't see features, because of the, y'know, position of the sun behind it. Um. But this thing is enormous, and you start to, y'know, think, "Have I ever seen a statue like this before?" And then you see this thing lift its foot and take a step.

Zoox! You are freed from the squid. You have an idea of which way is up, but you also get the impression that if you go crazy down here, you are going to lose sense of which way is up. I suppose you could swim in one direction for a while, until you can get out of the darkness, but that's... uh. I will give you that. Give me a perception check, now.

[Mysterious music begins to fade out slowly]

Clint: Jeez... 7.

Griffin: Yep. You don't... you do not see anything. What do you do?

Clint: I would assume that the magical darkness is also keeping me from seeing...

Griffin: The light?

Clint: The light, yeah.

Griffin: Yeah, that's—

Travis: Well, with a 7! Yeah, I would say with a 7, yeah, absolutely, yeah.

Griffin: Yeah, that's what that perception check was for.

Justin: Yeah, that's one of the top things that darkness is good at. [laughs]

Griffin: You have failed— and I ask that you respect the dramatic irony, because right now you have no idea that your whole crew is down here with you right now.

Clint: Right. Well, I think he's gonna— he wants to surface, then, 'cause as far as he knows, they're all up on the surface—

Griffin: Right.

Clint: Yay, they killed the squid.

Griffin: Sure.

Clint: So, I would have to assume that he... he can still touch the squid, right? Even though it's falling?

Griffin: Yeah, sure. Yeah, yeah, yeah.

Clint: Well then, just— he just picks a direction and shoots out at top speed. Um. Towards the side, keeping his hand on the bottom of the squid, until he's clear of it.

Griffin: Okay, so you're gonna go right up to the surface? You get— you get past the squid, no problem. The squid is not a danger to you anymore. Um. Are you going to swim upward toward the surface?

Clint: Yeah! I don't— I think that's the only logical thing. 'Cause he doesn't know where the rest of 'em are!

Griffin: Yeah. I will... I will do this for you. Make a, just a straight up d20 luck check.

Clint: And that's a 10.

Griffin: Um... [sighs]

[Mysterious music fades back in]

Griffin: You... you shoot upwards... and... you can see light. You can see the lighted shirt, and in fact, it's... it is... you got so close while swimming upwards, you can see that it is Devo, swimming down. Technically I guess that was just a move, if you want to do something, also.

Clint: How close is he to Devo, can he tell that?

Griffin: Oh, you're within— you can— yeah, I mean, you can— you can touch him. You can... you got to him, basically.

Clint: Okay. Then he... swims to Devo? Um... uh. Looks at him! I don't— I mean— [laughs] I mean...

Griffin: Sure.

Clint: Is Devo wearing his vape suit?

Griffin: No. No, he is not.

Justin: [laughing] We can't...

Clint: Ohh! Then he—

Griffin: We absolutely have to keep going with that.

Clint: Well, then, I... [laughs] Okay! Then, I think... Zoox would grab Devo, and try to head to the surface!

Travis: No!

Griffin: Fuck yes! Yes!

Travis: Devo's pointing, so hard! No!

Griffin: Uh, okay—

Travis: No.

Griffin: Here's what I'm gonna do. First off, Devo, I want you to make a... like, you're just doing it through semaphore, right? Like you're just, like, pointing, and, n— nudding— nodding, sort of enthusiastically—

Justin: Nutting. [laughs]

Travis: Yeah!

Griffin: Nutting enthusiastically.

Justin: No, yeah, you're right.

Griffin: Why don't you make a... tch tch tch tch tch... let's say performance check. Right?

Travis: Okay.

Clint: Not persuasion?

Travis: Ugh—

Griffin: Oh my God—

Travis: A 7 total.

Griffin: Yep.

Travis: 2 plus five.

Griffin: Yeah, you just... you are doing all these things, but Zoox is just a man on a mission. So now, we are going to have a contested athletics check.

Clint: [laughs]

Travis: Okay. I got a 13 plus one, a 14. Not bad.

Griffin: Let's see, Zoox. Look this— let's watch this by your nat 20—

Clint: This will be my nat 20—

Griffin: Yeah...

Clint: It's a 7!

Griffin: Ohh! Okay! Wow! A— by— this is awesome, because it is Devo's turn now. Devo, you like... amaze yourself, with your swimming strength. Because Devo tries to grab you and go up, and you try to communicate with him—

[New intense music plays softly]

Travis: Zoox.

Clint: Zoox tries to grab him.

Griffin: Uh— yeah, yeah. Zoox tries to grab you, and tries to pull you up, but your, like, beast mode that you have activated here... you break off of him. Like, you pull him down a bit. And... yeah. I guess we'll resolve what Zoox does later. But Devo, you have broken free.

Travis: Uh, Devo pushes off of Zoox, like kicks off of Zoox, and reaches and stretches, to try to touch Amber. Try to catch Amber.

Griffin: Okay. Are you doing anything to try and find Amber, other than just getting a little bit of extra speed?

Travis: Well, you said I could see her.

Griffin: Oh, yes! Okay, yes, that's right. Okay. Um... you can get there, right? I mean, we have firmly established at this point that you are swimming like a demon. So you easily reach Amber.

Travis: As soon as he touches her, like finger brushes her, and his lungs are burning, he screams underwater and casts Cure Wounds.

Griffin: Hmm. Do... let's just do this, why don't you... do a... constitution saving throw.

[Music fades out]

Travis: Constitution... that's not my strong suit...

Justin: You know what we should have?

Travis: Augh! Jesus.

Justin: You know what they should have, in Dungeons and Dragons?

Griffin: Huh?

Travis: What?

Justin: They should have a... like, a preparation roll.

Griffin: Yeah.

Justin: That happens after the fact. Like... "Did I do the thing—" [laughs]

Griffin: Yeah.

Travis: Yeah.

Justin: Did I— like— and—

Griffin: I mean, there's some, there's some games—

Justin: The difficulty is rated on, like, how logical it would have been? I dunno.

Griffin: Yeah. There are games that do stuff like that. Like, um, I think Blades in the Dark has a system like that. A lot of heist RPGs do stuff like that. We could, like—

Justin: And there's...

[Intense music fades back in]

Griffin: Homebrew that into 5e. But. Um. Okay. Devo, you... I mean, you just get choked. With... with water. You're able to get the... the vape going. And get that salt in your lungs. But also, you have no breath anymore.

Travis: Yeah.

Griffin: Uh. And you... you are starting to drown. But, you have healed Amber. And why don't you roll... why don't you roll.

Travis: Amber, you're gonna heal for 8 points.

Griffin: Oh wow! A generous heal.

Travis: Yeah.

Justin: A chunky heal.

Griffin: And with that, you are conscious. We can get rid of those two... Just as a... just curious, what— can you roll a d20 for me?

Justin: You want me to do it?

Griffin: Yeah, I do want you to roll a d20 for me. I am curious.

[Intense music fades out]

Justin: Alternate. Universe. [sound of dice rolling] In an alternate universe, I rolled a 2 and died forever. [laughs]

Griffin: That's a—

Travis: Yep!

Clint: Holy smokes!

Griffin: Guys! I'm not kidding! That's— that's fucking wild, man!

Justin: Yeah. So that... the... the bacon...

Griffin: Yeah.

Justin: Is saved, though.

Griffin: It's a clutch, a clutch heal—

Travis: For you!

Justin: A clutch play.

Griffin: Yeah. Yeah, you've traded. Okay, so here's the thing. You two are going to have to make constitution saving throws on your turns now. Because you are underwater, without breath. But we'll do that at the end of turns. Amber. You are awake. Devo has his hands— or, one hand on you. You feel like you've been healed. He's done it before. You know that feeling.

Justin: Mmhmm. Oh, that feeling.

Griffin: But... he, he looks... panicked, a little bit? And exhausted? And it's your turn.

Justin: If he looks panicked, I'm gonna grab him, and try to swim for the surface.

Griffin: Okay. You make an athletics check for me.

Justin: 19 plus four.

Griffin: Fuck yes! Okay, you— you are pushing it. You are pushing it, pedal to the metal.

[Intense music plays again]

And you just got him by the scruff of his neck, pulling him upward. You can also see, like— your hand, holding the scruff, you can see a bit of the back of his neck, a little bit of his arm— is starting to turn ethereal.

Justin: Hmm.

Griffin: It is starting to, like, vanish, in the way that it did when... when Devo was exposed in the Clam, to the water.

Travis: Yeah, while Devo was curing you, he accidentally made his mom and dad not meet?

Griffin: Yeah, it was—

Travis: And now it's a whole thing!

Justin: [laughs]

Griffin: Um. So, you are pushing upwards, you've got this, like you feel like you've got this, but also, you've just... exerted a lot of... energy, in not dying. So, you can— you get the feeling like you can make it to the surface, if you push it. If you wanna get there, you can make a constitution saving throw, or you can just kick it.

Justin: No, let's push it!

Griffin: Okay.

Justin: Come on! [sound of dice rolling] That's a 3. Bah bah bah bah bah...

Griffin: Shhhh... ohh...

[Audio from infomercial]

Telemarketer: Ohhhhh, that got me good.

Travis: [laughs]

[Audio from infomercial]

Telemarketer: Ohhhhhh, that got me good.

O'Dell: You alright?

Telemarketer: A piece of that tip just got me.

[End infomercial audio]

Justin: [laughs]

Griffin: Uh... okay, you manage to... grab him, but you take a deep breath of water as you are going upward. It just— you feel it fill your lungs. And you're gonna take six points, of...

Justin: Oof.

Griffin: Of drowning damage. But you have made it, to the surface, as you get up here, and... um, let's just say, that water and a lot of other water, comes out of you, in a pretty gross way. Um. Not... not Devo. Devo, you never actually gulped down some water, but you are... you are now on the surface also.

Travis: My lungs fucking hurt.

Griffin: Yeah, I bet, dog—

Travis: Like, my whole chest is burning.

Griffin: Yeah. And Zoox, I'll say that you saw them going upward, right? If Devo was close to you when he swam down, um. So, it is— it is your turn, what are you— what do you do? I suppose... now that business is done and you saw your party going up, like, you wouldn't just hang out down here.

[Music fades out]

Clint: I believe he'll... he'll join them.

Griffin: [laughing] Yeah. Of course.

Clint: Um.

Griffin: Alright! You go up to the surface also, and pull yourself onto the deck of this hangar bay. And... Devo is there too, just laying on his back, catching his breath; Amber is on all fours, trying to get the rest of the bad water out. How good are you at that, Amber? It's probably something you've done before, last time you drowned.

Justin: Absolutely.

Griffin: Okay. Alright! And you all—

Clint: I use Mage Hand to pound on her back, to help get the water out.

Griffin: Okay! [laughing] Yeah, you—

Devo: [coughs] It's— there's no time, it— [retches] ugh! It's flooding!

Griffin: Okay, don't make that noise again. Just— the foley was rough.

Justin: Yeah.

Devo: No time—

Justin: Hard pass.

Devo: No time, we have to get— get to the Coriolis.

Amber: It— yeah, lead the way.

Devo: It's right there, go!

Justin: Okay, I'll run for the Coriolis.

Griffin: Okay.

Travis: Yeah.

Griffin: I just—

Travis: Devo is like, doing his best, I mean he's... very dizzy! Let's say that.

Griffin: Right. Yeah.

Clint: Well, Zoox helps him!

Griffin: Okay! Yeah—

Clint: Throws his arm over his shoulder, and Zoox helps him get to the ship.

Griffin: Yeah, we'll just say that you all do it. Right? You just rolled a hundred athletics checks, I'm not gonna make you do that again. You get back to the Coriolis, and just as the airlock door shuts behind you, you hear, like... like a giant metal can, just being crushed, as the station above you implodes.

Travis: Ah, those poor guards. Welp!

Griffin: Yeah, man! They're in—

Travis: What are ya gonna do?

Griffin: They're in beef city, because of you guys.

Travis: [laughs]

Clint: And we see their batons floating down, in the water—

Travis: No, we can't— yeah, no.

Clint: No—

Griffin: No, they turned into ash.

Clint: Sorry, Juice.

Griffin: Um, alright! You guys are back aboard your ship. Um, you can still hear— you could still hear the, y’know, bleached ship that you saw outside, just its engines humming even though you are still in the darkness.

Travis: Do we have any kind of, like... sensors or shit, in the darkness, to know where to go?

Griffin: Yes. I think you can see the wreckage of the station on your sensors. I don’t think you get, like, a topographical map or anything like that, but you know which way to go to not run into the wreckage. Um, also—

Travis: Okay, yeah, we just gun it away from there, then.

Griffin: Because— roll an arcana check for me?

Travis: Uh! Okay.

Clint: Griffin, we’re not good at this whole “rolling” thing—

Travis: Oh my shit!

Clint: Holy—

Griffin: That’s a crit fail.

Travis: That’s a natty 1, my friends.

Griffin: Okay. You don’t know anything about this spell. You skipped... uh, y’know, “make a dark cloud magic...”

Travis: About the darkness?

Griffin: Yeah. You don’t know anything about it.

Travis: I— and I’ll tell you man, to match that 1, I don’t even know if Devo’s thinking about it.

Griffin: Okay.

Travis: It's just like, get the fuck out. Uh, y'know? Slap the wheel on, and go.

Griffin: Okay. We're— we're out of initiative, for right now. Um. So. Where's everybody else going on this ship as Devo rushes to the bridge?

Clint: Aw, help.

Justin: I'm gonna run to the safest place in the ship.

Griffin: Which is?

Travis: Amber's Place.

Justin: Amber's Place. [laughs]

Griffin: [laughs] Okay! You run to Amber's Place. As you get in there, you see Urchin, reading one of your magazines.

Clint: [gasps]

Griffin: And he catches eyes with you, and then like, skitters up the wall, and climbs into a... a...

Justin: Does he leave the magazine?

Griffin: He does, he drops the magazine. And Zoox? You said you were heading to the bridge, to help?

Clint: Yeah! I'll run to the bridge to help. And maybe somebody needs to... man the... I mean there's nothing to see, we can't see anything, but...

Griffin: Right.

Justin: The coral, the...

Clint: I'm gonna run and be up there just in case we need to fire off weapons or whatever.

Griffin: Well, that would be on the, like, weapons... deck. Right? You don't have the— there is a thing that lets you remote control weapons from the bridge, but you all don't have that yet.

Clint: Don't we have... flares?

Griffin: They would not work in this water. Uh, in this magically darkened water.

Clint: Okay.

Travis: Only my light worked, 'cause it was magical light.

Griffin: Yeah.

Clint: Okay. I'm just gonna run up to the bridge and see what I can do to help.

Griffin: Okay! You have the helm, Devo.

Travis: Yeah, so, where— wherever the wreckage is—

Griffin: Yeah.

Travis: I'm going 180 degrees the opposite direction.

Griffin: Okay. Yeah, I mean, you start up the Coriolis, and, you know, travel for... 30, 40 feet or so, and [chuckling] you come out of the magical darkness. Because it's not a big spell. But... you are freed from it. And as you come out of the darkness, make a speed roll. Speed check. For me. On the ship...

Travis: Ah, okay. That's a d20, right?

Griffin: It is.

Travis: [sound of dice rolling] There— well, that's good. 15...

Griffin: Okay.

Travis: Plus whatever?

Griffin: You come out of it at—

Travis: 15 plus five. So, a 20.

Griffin: Yeah, that's excellent. You come out of it at like, a low enough angle that you are below this bleached coral ship. And it has not spotted you yet.

Travis: Yep. I'm— we're running. Devo's running.

Griffin: Just running away? Okay.

Travis: We are all beat to shit!

Griffin: Of course.

Travis: And, like, I have only one first level spell— there's only the dregs of some prestige in my spray.

Griffin: Okay. Yeah, sure. Um...

Travis: It's time to get the fuck out.

Griffin: Okay! Then you're gonna make another speed check, to try and get out of here unseen.

Travis: Okay. Come on... let me run. Let me be a little baby coward. Uh, 9 plus five, 14.

Griffin: Yeah. Absolutely. I— I will give that to you, because you, y'know, just did this... this navigation roll, so you're riding high. Okay! You... very

gingerly, then, sort of press off, to not attract the attention of this ship. And... you manage to get away.

Clint: Jeez.

Justin: Was that the 1?

Griffin: Huh?

Justin: Was that the 1.

Travis: What was the 1?

Justin: The 1, that Dad rolled.

Travis: The encounter?

Griffin: Oh.

Justin: Was that encounter, the result of the 1 that Dad rolled?

Griffin: Oh, no, no, no, oh, I'm so— I'm so sorry, I'm so sorry, no. No, it's just another bad thing.

Justin: Are you "so sorry..." Are you "so sorry" for not understanding, or are you "so sorry" for what is yet to come? [laughs]

Griffin: Um, a little bit— a little bit of both. [laughs]

Justin: Okay, perfect, great, great, great, great.

Griffin: That was cute, though, that you thought that was it. I prepared this table of a hundred different occasions, and he rolled the lowest imaginable number.

Justin: Yeah, no, now I— I can get— a squid— [laughs]

Griffin: Yeah.

Justin: [laughs] A squid is not the hundredth worst thing you could think of!

Griffin: Yeah.

[Soft ambient music plays for a long time]

[Advertisement break]

[Dark quiet music plays for a few seconds]

Griffin: Alright! You all are just cruising, back. I'll give you a little chance to catch your breath. You all can take a short rest, if you would like.

Justin: Nice!

Griffin: Um...

Travis: Is there somewhere to count— what comes back on a short rest?

Griffin: Uh, you roll—

Justin: Just put the— just do it on the sheet!

Travis: Oh, I see it— I see it at the top, right.

Justin: The sheet does it for you!

Griffin: Yeah, the sheet does it for you. You're just kicking it in Amber's Place? Amber?

Justin: Uh, she... uh, threw up. In the toilet in there.

Griffin: Cool!

Justin: And then she sat down, and stared at the wall, for thirty minutes straight. And breathed deeply. And tried to like, fucking chill.

Griffin: Yeah. Okay.

Justin: You know what I mean? And now she's alright.

Griffin: Yeah.

Justin: She got a juice box. [laughs] She's fucking kicking it.

Griffin: [laughs]

Justin: She's good.

Griffin: As you all are out of the water, the little ethereal parts of your body have patched over.

Travis: Aw, sick!

Griffin: Yeah.

Travis: Sorry, I just got healed max, on a dice; it made me really happy.

Griffin: Fuck, yeah, dude! Uh, Zoox, are you healing?

Clint: Plus three. So I'm healed up.

Griffin: Okay.

Clint: Right?

Griffin: So you had 29... yeah, that would bring you to 32, you're 31 hit points max. Okay! Yeah, you all are all healed up. Zoox, where are you specifically right now, while you're taking your short rest?

Clint: Um... the galley. Zoox is starved.

Travis: Do we have a galley??

Clint: I would... Well, there's some place where the food is, right?

Griffin: I mean—

Clint: We have rations.

Griffin: It's more of a, like... closet. Right? You guys have the bare minimum living space on the ship—

Clint: So it's like a nook.

Griffin: Yeah—

Clint: It's like a galley nook.

Griffin: Yeah, it's a, it's a nook of a galley, yeah.

Clint: Like at the hotels, where you— they have, like, pop-tarts in two-a-bags and, y'know, bottles of water...

Justin: Yes.

Griffin: Sure.

Justin: Yes, and it's always like... some whack nickname, [laughs] like, "Le Café."

Griffin: Yeah, sure.

Travis: Yeah.

Clint: [laughs]

Justin: The Ho— the Holiday—

Travis: The Local Market!

Justin: Senesta Inn presents Le Café.

Travis: The Local Market.

Justin: Yes, yeah! The Fresh, the Fresh Market.

Clint: Okay, I'm at our Fresh Market.

Justin: The "Fresh Market"— it's a Dorito! It's a— you've got a bag of Doritos!

Griffin: [laughs]

Travis: Yeah.

Justin: And there's Mike n' Ike's. And there's one— [laughs] there's one Mic Ultra.

Travis: "Welcome to Mom's Pantry."

Justin: [wheezes with laughter]

Clint: [laughs harder]

Travis: This is just Twix bars!

Justin: It's just Twix bars and diar— [laughs] It's just Twix bars and diarrhea medicine—

[Everyone laughs]

Clint: Okay, so, he's swilling down Twix bars and diarrhea medicine.

Justin: [laughs]

Griffin: Wait, so, hold on! So, Zoox does eat food?

Clint: He mashes it into his hole, remember?

Travis: Yeah, we talked about this!

Griffin: Oh, okay, okay, sorry, it's been a while.

Clint: He mashes it into whatever hole he uses for his mouth.

Griffin: Awesome.

Clint: And he's just— he just was starved to death. Um. Because getting all up in it with the squid, that'll... that takes it out of you, man!

Griffin: That'll wear you out! Sure. Um. By the way, thank you for not... telepathically having a moment with the squid. Uh—

Clint: Well, you know, I thought about it—

Griffin: And then you remember what happened last time?

Clint: I remembered how much shit I got from—

Griffin: Right.

Clint: From my co-collaborators.

Travis: No, that was not from Travis! That was from Devo.

Griffin: Yeah. Travis loves—

Travis: Devo is very worried about Zoox. Because Zoox is now part clam?
[laughs] It's unclear.

Griffin: Yeah. Um, why don't you... maybe you're thinking about that regret, while... horking down some good caramel candy bars.

Clint: So I need to make a regret roll?

Griffin: No, actually, I want you to make a perception check.

Clint: Oh god, I'm really good at those.

Griffin: It's—

Travis: I mean, you are...

Clint: Perception! Check!

Griffin: It's smooth sailing from here.

Clint: That's a 6!

Travis: Hwee...

Griffin: [shouting] You perceive! Nothing!

Clint: [cracks up] Sir! My good sir! You perceive nothing!

Griffin: Yeah. Alright. Well, we're...

Clint: God!

Griffin: We're gonna hop right from there, up to the bridge...

Clint: Have we even had a double-digit roll today?

Griffin: You had— you had a couple.

Travis: I rolled good a couple times.

Griffin: Devo, are you... resting at the helm? Or what's your deal?

Travis: Yeah.

Griffin: Okay.

Travis: I would say that he is... and I'll give you this little gift...

Griffin: Yeah.

Travis: Um... a little distracted!

Griffin: I would say.

Travis: But... a lot has gone on, so like he's fine, but maybe he's thinking a lot about how kind of... let's face it, fucked up, the day was.

Griffin: Yeah. Okay! Maybe you're just having a moment of self-reflection, not even looking at the helm particularly closely. And then you hear a... beep beep beep! Coming from the dashboard.

[Sound effect of a radar ping, and ominous music begins to play]

And when you look down on it, you can see that sensor read-out of your ship. And behind your ship... there is... something approaching. And, in fact... the ship looks so unique that maybe you can even, y'know, figure that out, with the sensor. The bleached ship is following you. And it is closing the gap a bit. What do you do?

Travis: He is both going to call out, through whatever our comm system is...

Devo: Amber and Zoox to the bridge?

Travis: And he's going to attempt to... go faster?

Griffin: Um... you could Push It. Right? That's one of the gambits. I think you would need to make a speed check.

Travis: Yeah?

Griffin: 'Cause you're not necessarily in position. So, you would attempt to beat the eight plus the enemy's speed, which is a... four. So a 12.

Travis: Phwp!

Griffin: So you can— you can push it—

Travis: Nope! I got a 10.

Griffin: Uh oh. Uh...

Travis: Yep.

Griffin: Okay, then! Uh... you try to push it, and then you hear... ooh, God! Oh, God! Push It is bad! Push It does bad stuff!

[Music fades out]

Travis: Oh, wait—

Griffin: "On a success, you become in position, nullifying any positional bonuses your enemy may have selected... On a failure, you forfeit your position roll next round and your propulsion system suffers damage."

Travis: Oh.

Clint: That's the one roll...

Griffin: Yeah. You all hear from the back of the ship, a, [imitates tiny explosion and slowing whirr] Pfh! Rrr rrr rrr rrr rrr... And the propulsion system is damaged. Your ship's speed has been reduced to zero. Um. And...

[Ominous music plays again]

Travis: Not stopped, but you just mean that plus—

Griffin: It's not stopped, right. But you know, maybe just one of your bladders... is non-functional? And so, y'know—

Clint: Oh! That would be me.

Griffin: [laughs] Okay. Uh, and then, within seconds, the coral ship is right on top of you. Everybody roll initiative.

Justin: Amber's made her way up to the bridge, I should mention.

Griffin: Yeah, I figured, when you hear the "pfph, rrr rrr rrr rrr rrr" sound.

Clint: Oh.

Justin: Yeah.

Travis: And I called, I called, I said hey.

Griffin: Oh, that's right, yeah.

Travis: Come up here... Oh my God. Plus...

Justin: 18.

Travis: Yeah.

Justin: Plus two, 20.

Travis: I got an 8 plus ten. I'm gonna change the appearance of my dice, and see if that helps.

Griffin: Yeah, that ought to do it.

Justin: Yeah, maybe that'll do it.

Griffin: Zoox?

Clint: I'm... [sighs] That's a 12.

Griffin: Okay! Just— just initiative.

Justin: Don't sound sad!

Griffin: Yeah, don't beat yourself up!

Justin: It's just initiative.

Travis: And it's better than mine.

Griffin: Okay—

Justin: It's better than Travis's.

[Bouncy ship combat music begins]

Griffin: It's been a bit since we've done ship combat, we start out with a... a speed contest, to see who is in position. So that's just gonna be a flat d20, for the Coriolis. And Devo, you make that roll.

Travis: Yep. Come on, now.

Griffin: I got a 2—

Travis: 11!

Justin: The new dice. Fuck, Trav!

Griffin: Well, I got a 2.

Travis: I got an 11, he got a 2! So it's fine.

Justin: Okay, good.

Griffin: Actually, wait, it's 2 plus four, a 6. You still beat me though. Okay! You get to— you are in position. And you get to take a gambit.

Travis: I'll tell you the problem, Justin.

Justin: Yeah?

Travis: I can't figure out how to change the dice appearance. [laughs]

Griffin: Yeah, that's...

Justin: Oh, that explains it.

Travis: Um... I'm... I think... Am I correct, Griffin, in thinking that the... the dried coral ship, the bleached coral ship, is much larger than ours?

Griffin: It's not a dreadnaught, right?

Travis: Right.

Griffin: It could still reasonably— there are people who own ships of that size. It's— you know what? I'm gonna say it's about Dreams of Deborah sized. Which is larger than the Coriolis.

Travis: Okay—

Clint: Can we talk?

Zoox: How do we know that they're attacking us? Why are we in...

Devo: They—

Zoox: Y'know, red alert?

Devo: They rammed the station, they killed people... uh, and now they're following us. So... it, I think it's probably safe to assume that they don't want to just hang out?

Zoox: Well, you know what happens when you assume.

Devo: You live!

Amber: Hmm.

Devo: Yeah, you survive!

Griffin: [laughs]

Zoos: Making assumptions...

Devo: Because you didn't wait to see if the person killed you!

Zoos: Okay. Amber?

Amber: Um. Hmm. Yeah, maybe we bide our time, just a little bit, see what's going on. I hate to make the first move! I don't know what's going on.

Devo: Oh, sorry, uh. I'm... we are not going to fight them. We are going to get away. This is—

Amber: Oh, okay!

Zoos: Oh, yeah!

Amber: Well that's fine!

Zoos: Yeah!

Amber: Yeah! We're all fine with that!

Devo: Okay. Great. Yes.

Travis: I'm going to take Evasive Action.

Griffin: Uh... automatically succeeds while in position. You do a daring maneuver to avoid enemy assault.

Justin: Now wait, what was Travis's initiative?

Griffin: The— they always— the pilot always goes first.

Travis: But I don't—

Griffin: His initiative roll is for, like, if things get on the ship and there is like, a, y'know...

Justin: Gotcha.

Griffin: Someone attacks Zoox, then, y'know, if Zoox gets up then he's in normal... normal order. So! Roll a speed saving throw. Adding your proficiency bonus, which is... a... two.

Travis: Well, aren't I... aren't I in position?

Griffin: Uh, you are in position. Oh, it automatically succeeds. That's right.

Travis: Yeah.

Griffin: Okay. Uh, so, what you get from that, is... you have advantage on any ship combat saving throws you make this round.

Travis: So I'm going to say, to make it more visual and interesting. So now that our bladder, one of our bladders is down and we can't outrun them...

Griffin: Yeah.

Travis: He does the thing, you know, where you kinda hit the brakes a little bit, and drops beneath their ship.

[Bouncy ship combat music plays again]

Griffin: Oh, sure! That's great.

Travis: So, like... it's hard to get a line, a target on them. Underneath. Is his hope.

Griffin: Okay. Awesome. That is your pilot turn. Uh... next in the order is the coral ship. Uh... let's go ahead and, y'know, cash that check. Make a... speed saving throw, with advantage.

Travis: Okay. So it's just a d20, right? 'Cause I don't have any...

Griffin: Yes. You all see a small, like, messy cluster, of coral, that has large holes, almost like an orb of spiderwebs? And you see something glowing inside of it, as they drop it right down on top of the bridge.

Travis: I got a 15 and a 16.

Griffin: Okay! You... see it at the last second, and roll out of the way. As a... some sort of bomb that is emitting this bright, bright light, detonates, just off the port side. And then for its second turn, it is going to...

Travis: What?

Griffin: Yeah, there's more than one... there's more than one being on that ship, too. Uh... you see a large spike, come out of the side of the ship, and sort of take a bead on your ship. And it starts charging. Next in the order is Zoox.

Clint: I...

Devo: We need to get the engine fixed. I— it— I— is this something you can do, Zoox? Is the... Can you fix the engine?

Clint: You know what I'm going to do? I'm going to... I'm... I need to do a gambit, right?

Griffin: No, no, no, that's just for the pilot.

Clint: Oh, I don't do any gambit?

Griffin: No, just the...

Clint: Well, I guess I—

Griffin: You're just a regular DnD Character.

Justin: I'll do— I'll do a Gambit real quick! "Cherie, I got some cards in my pocket."

Griffin: Yeah, that's real good.

Clint: [laughs]

Justin: "I have mutant powers, Cherie." [laughs] "We're all saved."

Travis: Very good.

Clint: I guess I'll... My instinct... No, I'm not going to follow my instinct, for a change. Okay.

Griffin: Okay.

Clint: Um, I think Zoox is gonna go down and see what he can do for the engine.

Griffin: Okay. You run back the way that you came, and you start to head into the engine deck. Make a... [chuckles] because you are just sort of sprinting through the ship, make a perception roll with disadvantage.

Clint: Don't need it... that is a 10.

Travis: Plus one, 11.

Clint: 11, yeah. And that is a...

Griffin: Oooh.

Clint: 19!

Griffin: That 19 deffo would have gotten you there. With an 11, you can't tell where it is coming from; for all you know it's coming from the coral ship above you; but you feel a brief moment of that, like, that psychic connection that you can feel sometimes. Um. That's just your move, though. You have—

Clint: Can I...

Griffin: What?

Clint: Can I pinpoint...?

Griffin: Um, for an action—

Clint: I want to do something to pinpoint where it's coming from.

Griffin: Uh, I will let you do that... uh... but that will be your... that will be your action.

Clint: Okay. Yeah.

Griffin: Alright.

Clint: That's gonna be my action.

Griffin: Let me think of what to make you roll on this. Uh... I don't think Arcana. Oh, you know what? We may never use this stat for anything else, so let's say Animal Handling. Right? It— this thing only works with animals, so...

Clint: Okay.

Griffin: That is the— we'll say that that is the official skill for this, this ability.

Clint: Okay. Alright. Animal Handling... that's a...

Travis: Oooh!

Griffin: There you go!

Clint: 16 plus three, 19!

Griffin: It's coming from... [laughs] from Mom's Pantry. Uh. It's coming very, very close to where you were just sort of hanging out, and getting

your energy back during your short rest. Like, you feel it, without a shadow of a doubt. So, we're back up to the top of the order.

[Music fades out]

Travis: Uh, Amber hasn't gone—

Griffin: Did we do Amber?

Justin: I didn't— no.

Travis: No.

Clint: No?

Griffin: Oh, okay. Amber—

Justin: And I rolled a 20. [crosstalk]

Griffin: Yeah, you should have gone first, I apologize. Amber, you are up.

Justin: I... I want to shoot the ship with guns.

Griffin: Okay. Which one? You have several.

Justin: Uh, let me look at some of my favorite guns.

Griffin: Yeah.

Clint: [laughs]

Justin: Okay... I'm gonna fire the... broadside cannon.

[Combat music resumes]

Griffin: Okay. Just like, straight upwards, into the ship's belly? Because you guys are...?

Justin: Straight upwards, in the ship's belly.

Griffin: Alright. Roll...

Justin: And I'm actually gonna say,

Amber: Huff my ass!

Griffin: Uh—

Amber: Jizzburgers!

Travis: [laughs] Nice!

Justin: She...

[Music fades out]

Griffin: You, one thousand percent, know they can't— like, you guys are— in a ship in the water and they are on a different ship. You know for sure they didn't hear that.

Travis: I think when you call somebody jizzburger, they feel it.

Justin: I— I— no, I said, I also said before that, I said, "Hail them, open a comms channel."

Griffin: Oh, okay, okay, okay.

Travis: Yeah.

Griffin: Sorry. I didn't hear that part.

Justin: [laughs] Across all frequencies.

Griffin: [laughing] Mmhmm.

Travis: And then he did, he used our holographic projection technology to send, a very clear image of Amber, to their bridge, saying—

Griffin: Yeah. Saying all that?

Justin: Saying “huff my ass, jizzb—” [laughs]

Griffin: That’s great.

Travis: Jizzburgers. [laughs]

Clint: Wait, slow down, I’m writing all this down.

Justin: Yeah.

Clint: ‘Cause when I make shit up, I get yelled at.

Griffin: Yeah.

Travis: Well—

Justin: No, no, no, Dad, write it— do write it all down, for the novelization—

Griffin: Right.

Clint: Holographic...

Justin: [cracks up] Novelization...

Griffin: This is— this is the kind of stuff when we started working on the Balance novels... we were like, “Shit, we have to go back and listen to all that stuff?” So go ahead and...

Travis: Just write it—

Griffin: Just write it all in, right now.

Justin: [laughing] Write that part down! For the graphic novel.

Travis: And, and, Dad, don't write any context around it—

Griffin: Yeah.

Clint: Okay.

Travis: Just write down the sentence, "Huff my ass, jizzburgers." And just leave it laying around for Carol to find.

Clint: 'Kay. Should I make that the fifth rule?

Travis: No, I—

Justin: No.

Travis: It's not really a rule...

Justin: No, it's not a rule.

Travis: If you think about it... It's not...

Justin: It's a state of mind. Just a groove.

Travis: It's not "You have to huff someone's ass, jizzburger."

Clint: Is that jizz with two z's?

Travis: You know it is!

Justin: Huff my ass, jizz— yeah, of course it is!

Travis: Or is it jezzball?

Griffin: If it's j—

Justin: Come on.

Griffin: J. I. Z. could be pronounced like, “jhee.”

[Someone snickers]

Justin: Can I do the roll?

Griffin: Yes, please, Christ! It’s a d20 plus three, for the sensor bonus.

Justin: [sound of dice rolling] That’s a 5! Plus three. 8!

[Bouncy combat music plays again]

Griffin: Uh... then it...

Justin: Missed?

Griffin: Even though you are—

Justin: Bad dice? Bah bah ba ba ba...

Griffin: [laughing] Just below them... your shot goes wide.

Justin: Shouldn’t I have advantage?

Griffin: Uh...

Justin: `Cause we’re just below `em?

Griffin: No. I’m sorry.

Justin: Come on!

Griffin: Nah! I don’t do that kind of stuff anymore, guys.

Justin: I know. I know you don’t.

Griffin: You know what it is, actually—

Travis: You used to be my hero, Griffin. You used to be cool.

Griffin: I know. You shoot a shot upwards; it's not that you miss, it's that, it like passes through a large crack in the hull of this ship. In fact, you can see, as you aim your shot. This ship is like, hollow. It is like a skeleton of a ship. And you can't necessarily see, like... any personnel inside of it.

Amber: Damn.

Griffin: But your shot just goes through one crack and out another crack. It's just an incredibly unlucky shot.

Amber: Seems like I'm the only [laughs] jizzburger who's huffing any ass today!

Travis: [laughs]

Griffin: [laughs] Yeah. Uh, okay! Back to the top. Pilot... let's do, let's do a speed contest, a position roll. That is... a 7 plus four, an 11.

Travis: No, I got a 5! And, let me once again, let me put in a little cinematic context here. Assuming that Zoox has gone to fix the engine...

Griffin: Yeah.

Travis: Devo's like, "Alright, let's do it," and goes to punch it, and nothing happens!

Clint: [imitates a slow whirring] Rrr rrr rrr rrr...

Griffin: Uh, okay... this ship is moving irregularly. In ways that ships should not be able to move. It turns, so that its port side is facing downward, toward your ship. And then it kind of, like... strafes? To the left? And drops down right next to you. And as they pull off this maneuver, they get ready to attack. So they are going to use Broadside, which is going to grant them extra AC against your ship's attacks this round. You get to make a gambit as well.

Travis: I want to Begin Escaping...

Griffin: Sure.

Travis: But that does not make sense, if our engine's not repaired yet.

Griffin: Well, remember, escaping is a two-turn action.

Travis: Right right right.

Griffin: You set it up on one, and then the next time you win position at any time during this encounter, you can escape.

Travis: I'm gonna Begin Escaping.

Griffin: Okay. Okay, go ahead and... oh, you don't have to roll anything. You start escaping. Okay, top of the order is Amber. Go ahead and go again, because I fucked up last time.

Justin: Do I need to... the broadside cannons need a second to reload, right?

Griffin: Yes, the "reload" tag means you cannot use them again, two rounds in a row.

Justin: Okay. I'm gonna fire the slug-launcher. I'm gonna redeem myself.

Griffin: Okay! Uh, go ahead and roll a d20 plus three. It's gonna have to be a—

Justin: She waits, this time.

Griffin: Yeah.

Justin: She doesn't say anything.

Travis: [snorts with laughter]

Justin: 15 plus three. She waits. In silence. [laughs]

Griffin: Uh, that is a miss. With the extra AC that this ship has. Just barely.

Justin: She nods. She nods, knowingly. [laughs] In silence.

Griffin: This time, when you fire at it, it looks like it's about to hit it head-on, and then the hull shifts a bit, to create a new crack. To just let the slug pass through it.

Amber: Hey y'all? This whole thing? Is fucked.

Devo: Yes!

Amber: For real—

Devo: I know this! Yes!

Amber: I— don't try— Listen! Don't try to shoot `em, and most certainly, don't announce like a cool... zinger, and then shoot `em, `cause it ain't gonna fly. We gotta get out of here.

Griffin: Uh... Zoox, it's your turn.

[Music fades out]

Justin: What can us non-pilots do, Griff? Like, other than...

Griffin: I mean, you can improvise actions, you can use weapons, you can use tools, if you have any available. You can...

Travis: You can fix the engine.

Griffin: You can repair things. [chuckles]

Clint: Can we leave the ship? In ship-to-ship combat?

Griffin: Um, sure. I will say that the ships are going full speed, so... it would be... a bit tricky to catch up. Actually, right now, they're probably not, right? Because the ship—

Justin: So he can—

Griffin: Just made a crazy maneuver to pitch around it, and, y'know. The Coriolis wasn't going that fast. So, yeah, you can get outside. And if you have an idea for something to do, um, the system sort of encourages that as well. Um. Alright, Zoox, what are you thinking?

Clint: This con— this psychic contact, he's gotta follow up on that psychic contact somehow.

Griffin: Sure. Absolutely.

Clint: Um. And I don't know... um... And it seems to me, the best way to do that would be to leave the ship and approach the coral ship.

Travis: Wait.

Griffin: Um, I just told you that you felt that psychic connection coming from somewhere in Mom's Pantry, which is aboard the Coriolis.

Travis: Yeah. Where the food is.

Griffin: Right, Trav.

Clint: Um. I think he makes his way to Mom's Pantry, as fast as he can.

Griffin: As soon as you get into the public space of the ship where the pantry is located, you know that the... this, uh, this vibe, is coming from your bag, which you left in here while you were taking your short rest.

Clint: Um. He opens the bag and pulls out the skull.

Griffin: Make a wisdom saving throw for me.

Clint: [sound of dice rolling] Jeez! 6!

[Ominous music plays softly]

Griffin: Um. As you pull out the skull, you... instinctively feel, like a... a shock, run up your body. Not like an electric shock, but like... y'know, you are a body made out of coral, and this made you feel like a... like a human body sensation, that you have not ever felt before. You are going to take 11 points of psychic damage. Um, that was just— that was not your action though, that is just... this... this thing's sort of reaction to being touched by you.

Clint: Uh, I'm gonna try Animal Handling again. I'm gonna reach out again.

Griffin: I mean, yeah, you're already touching it, so if you're gonna try and break in to its, uh, its mind or lack thereof, this Animal Handling roll is pretty clutch.

Clint: [sound of dice rolling] That's a 12...

Griffin: I mean, you have spent a long time looking for this thing, and are literally touching it with both hands, I will grant you... that you are able to make this link.

Zoox: Hello, who am I speaking to? Hello?

Griffin: It doesn't answer... with words? But you can see... the faint outline of a circle. That... a lot of these— you can tell just from their silhouettes, you can see just loads of... y'know, coral bodies, standing in front of it.

Clint: Fella— I assume there's some kind of... communication system, right? We've talked about this before.

Griffin: I mean, you are using it, right? You asked it a question, it showed you a picture—

Clint: Within the ship.

Travis: Yeah.

Griffin: Um, yeah, yeah, yeah.

Clint: Um. I think he communicates to Amber and Devo, and says,

Zoox: Okay, I know you're gonna yell at me, Devo. But I'm in psychic contact with... the big coral ship. And there's a bunch of—

Devo: Why are—

Zoox: I know!

Devo: Why are you not fixing the goddamn engine!??

[Music fades out]

Zoox: Because this thing beamed into my head! And— and wanted to talk to me! And then—

Devo: [yelling] Talk to it after you fix the engine!

Zoox: Well— I— [stutters] it's, it's a compulsion!

Devo: We are running away!!

Zoox: Well, not— well, could we not, like, stroll away? And not run?

Devo: [frantically] Fix! The fucking! Engine!

Zoox: Ten four.

Clint: And he turns—

Justin: [laughs]

Clint: Turns off the CB radio. Or whatever it is.

Griffin: What do you do?

Clint: Well, I've done my thing, haven't I?

Griffin: Yeah, but just, humor me.

Clint: I think he tries to.... No. I think he heads... he's gonna leave.

Griffin: Okay.

Clint: He's gonna leave the ship.

Griffin: You take the skull with you, or set it down?

Clint: Yeah, take the skull.

Travis: Wait, you're gonna leave the ship?

Clint: I'm gonna leave the ship.

[Soft ominous music resumes]

Griffin: As you get close to the... port side of the ship, as you run to make your way out, the eyes of the skull flash again. And then... that bright light, that this ship shot out earlier, it flashes too. And... you look down at the skull, which is bleached like the rest of the, y'know, entities like this you've seen before. But... spreading out from your hands, where you are holding it... it is regaining its color.

[Music changes to Ethersea theme music]

And it is starting to look like... the head piece of a regular Brinarr. You watch it, it's happening quickly. Like it just spreads, like you've dropped a bucket of paint on it. And... when it has finally reached its, y'know, point of being completely chromatic, the coral ship outside... pulls in real close to your ship, almost like it's trying to [laughs] look in the window, that you are looking out of. And then it peels off. And... sails away. Past the point where you can see it anymore.

[Theme music plays out]

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