

## The Adventure Zone: Ethersea – Episode 21

Published on December 16, 2021

[Listen at TheMcElroy.Family](#)

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

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

**Devo:** Because I do not want to be left alone on the ship.

**Amber:** Yeah. It got a little rowdy. Uh...

**Ol’ Uncle Joshy:** [laughing] Yeah. It sounds like it got a little rowdy.

**Amber:** So anyway, here’s your book.

**Ol’ Uncle Joshy:** Yeah. Thanks. Hopefully the... my contact will still buy it.

**Zoox:** Good to see you, Tessellation.

**Tessellation:** So you were... attacked? By... bleached? Coral? People? A bleached coral body is not something that can be inhabited, or revived, by any means that I am aware of.

**Zoox:** I’ve been having some memory issues?

**Tessellation:** I need to talk to Zoox alone.

**Griffin:** At the parking spot for the Coriolis... something impacted the ship, and just left a little, little rough spot on it. Something comes loose. Something very small. A spore. Then it gets caught in a current, of a pipe. Coming out of the sort of core pillar that the rest of the city is built around. And this small green spore spins around the pipe a few times, before suddenly being sucked upward, into the pipe, into the heart of the city, and out of sight.

[Theme music plays out]

**Justin:** Did we see... did we see the bad thing happen, the spore?

**Griffin:** You did not.

**Clint:** Nooo.

**Justin:** We didn't see that.

**Griffin:** No, a little bit—

**Travis:** But here's the weird thing; Griffin told us about it.

**Clint:** [laughs]

**Griffin:** Yeah, I know.

**Travis:** So like, we couldn't see it—

**Justin:** Always a weird...

**Travis:** 'Cause it's all in Griffin's brain, but like. We know about it.

**Griffin:** Um. I just sort of—

**Travis:** What do I do with that? You know? Can, like—

**Griffin:** I know.

**Travis:** Can I tell Devo?

**Griffin:** I've tried explaining what dramatic irony is to the three of you guys— and it's like, it's like talking to, like, a beach ball.

**Clint:** [laughs]

**Griffin:** You know what I mean?

**Travis:** Yeah.

**Griffin:** It's just, your—

**Travis:** Like Wilson.

**Griffin:** Your eyes glass over— even Wilson, I think, could absorb a little bit of it. But it's, it's just, right... it cascades off you, like you're sort of hydrophobic. Um.

**Travis:** Now, Griffin—

**Griffin:** Yeah.

**Travis:** You've explained to me numerous times that I also can't actually talk to Devo in real life, which I understand now.

**Griffin:** Right, right, right, right, right.

**Travis:** So, I've written him a letter?

**Griffin:** Okay.

**Travis:** That explains the spore thing. Could you give it to him?

**Griffin:** Yeah, you send it to me. And I will— I'll shoot it Devo's way.

**Clint:** Yeah.

**Travis:** Okay.

**Clint:** Send it to the North Pole.

**Griffin:** Um, no, I actually have a... I have an enchanted mirror.

**Travis:** Oh, cool!

**Griffin:** [smugly] Yeah, it's pretty cool. Um.

**Clint:** [laughs]

**Griffin:** I want to... have some—

**Devo:** Oh look at this, I have just received a letter, from, uh... Travis.

**Griffin:** Oh shit! Not— whoa, no, it's happening!

**Devo:** There's a spore!? Oh, no, I must tell Amber and Zoon.

**Griffin:** Yeah. I just banked on you all forgetting that that had happened, between recordings.

**Travis:** That's a good bet.

**Griffin:** That's usually what happens.... I wanna follow up on the convos that we set up at the end of the last episode, and do a bit of... you know, upkeep work. Do some ship—

**Clint:** Okay.

**Griffin:** Do some ship shopping, do some— you all have leveled up—

**Travis:** Some self-care.

**Griffin:** And I want to talk about sort of what you all can do with your, with your new powers and stuff. But, uh, why don't we start out... in the office the Brinarr Tessellation.

[Soft music plays]

Zoon, you have been brought here after your short conversation with Tessellation, about this... these bleached Brinarr, and you have brought them a skull of one of these, once bleached and now sort of colorful, Brinarr beings.

**Clint:** Do they have magazines, and like, posters on the wall—

**Griffin:** This is—

**Clint:** With a cat on a rope, that says “Hang in there, baby,” and stuff like that?

**Griffin:** It has that, except it’s... instead of a cat, it is the entire Einarr people.

**Clint:** Ohhh, wow!

**Griffin:** Who... Tessellation is sort of— yeah, it’s very abstract. Um, no magazines. This isn’t the waiting room. This is, like... this is mostly, you get the sense, because of sort of... the stuff that is in this room. It’s less of like, a working office, and more of a... like... chill out tent, for Brinarr.

**Clint:** Okay.

**Griffin:** This is where Tessellation comes after a long day of, y’know...

**Travis:** To just kick it.

**Griffin:** Reaching—

**Travis:** You can say it. Just to kick it.

**Clint:** Yeah.

**Griffin:** It’s a kick it room, for after a long day of reaching into another sort of plane of existence, and providing new corporeal forms to the entities that come out of it. There’s like a, there’s a big... almost looks like a sensory deprivation chamber, that is being filtered with Ethersea water. That, y’know... Tessellation probably just kind of tops off in. Uh, and...

**Travis:** Oh, that’s where Tessellation goes to hotbox.

**Griffin:** To hotbox it? Yeah. Uh, there are some nice sort of soft yellow light, like, lamps, all around the—

**Travis:** They got a pinball machine?

**Griffin:** There is—

**Travis:** They have a pinball machine?

**Griffin:** It's not pinball in the way that we know it.

**Travis:** Mmm.

**Justin:** `Kay.

**Griffin:** It's—

**Clint:** It's big pearls!

**Travis:** It's five dimensional. Yeah.

**Griffin:** It's— it's pearls, and it's very fantastical. And then there are, like, a few chairs in this room. And— no desk, to speak of, whatsoever. There's no sort of power dynamics [chuckles] at play with the feng sui in here. Um. And... so, they... Tessellation takes this skull, and sets it down on a sort of small, almost coffee table, and sits down on one of these chairs, and gestures for you to take a seat as well.

**Zoox:** Mm!

**Clint:** `Kay.

**Griffin:** And... they say,

**Tessellation:** Do you need hydration, or...? Anything like that? You look a bit... harried, if that's not too rude.

**Zoox:** Um, no, I... I'm just anxious. I'm excited about whatever is to come. Um... and... uh... I just... I'm just gonna soak in the... the ambiance of this, this chamber. And... kind of clear my mind.

**Tessellation:** Well, I do want to actually talk, at length? About a lot of sort of troubling stuff. So, um.

**Zoos:** Oh.

**Tessellation:** That's not a... that's probably not gonna happen too, too much.

**Zoos:** Oh, okay. Well, I'll just enjoy it while I can.

**Tessellation:** Okay.

**Griffin:** They walk over to like a small chest that they open up, and you see them pull out a few small vials of liquid. And as they start talking to you, they pull out some droppers of these different liquids, and apply them to the... to this skull, and just kinda look at it. While having this conversation with you. And they say,

**Tessellation:** Okay. I understand what it is that you've seen. I mean, I don't understand, but I heard it. But I understand that you are also having some... some issues. And, so, I would like to put those at ease, if I can. So. I am an open book. I am... I am at your service, Zoos. So... what do you want to know?

[Soft mysterious music plays]

**Zoos:** Alright, the biggest thing is this. Um. I have... very little memory... of things... beyond, say, a couple of weeks. Um. And that confuses me. But here— this is my biggest concern. From all that I have learned, um, about Brinarr... they're able to... coagulate all of these different souls, within them, and call upon the... the, the memories and the knowledge of the previous... selves. And... I don't... have that? It doesn't feel like, to me. I don't have— Not only do I have very few memories, I don't have any memories of any other beings. I don't have... I don't— I don't have any, feel of any kind of connection? To... Einarr? Souls? Or... or anything! I just... I... Until I met my two associates, I... I've felt like I didn't have anybody at all. I don't even... remember anybody at all! I feel very disconnected.

**Griffin:** Um, they set down all of their vials and droppers, and... they stand up and walk over to you. And hold out one of their hands, like, toward your... your cheek, and they say,

**Tessellation:** Um... may I?

**Zoox:** Oh. Um. Yes. Certainly.

**Griffin:** And... they place their hand flat on... sort of your jawline. And... why don't you roll a, um... why don't you roll an insight check for me?

**Travis:** Roll a touchy check.

**Griffin:** Roll a touch check. Is the touch good?

**Travis:** See how good you're being touched.

**Clint:** Okay... insight... [sound of dice rolling] With my new die. [gasps]

**Griffin:** Mmhmm?

**Clint:** 18 plus one, 19!

**Griffin:** Wow! Holy shit! Um—

**Justin:** Good job, Dad!

**Clint:** You gotta— you guys gotta get this purple and gold die! And look—

**Travis:** I did, I did—

**Clint:** It disappears!

**Griffin:** It's so beautiful.

**Justin:** We can't see it!

**Griffin:** I'm the only one who can see it—



**Travis:** I can—

**Justin:** Not only can we not see it, the people listening to the podcast can't see it!

**Clint:** [laughs]

**Justin:** Stop talking about it! [laughs]

**Clint:** I was using my descriptive—!

**Justin:** I had to relisten to our last episode, and Dad's like, "Oh, and the edges on these babies that you can see!"

**Griffin:** It's gorgeous! It's a gorgeous dice!

**Justin:** "You gotta see 'em!"

**Clint:** [sagely] It's theatre of the mind, Juice.

**Justin:** No, it's you describing colors!!

**Clint:** [cracks up]

**Griffin:** [laughs]

**Justin:** It's not!

**Travis:** Dad, I like to hear you describe colors. It just reminds me of how little time you spent describing colors to me when I was a child.

**Clint:** Aww...

**Justin:** [laughs] Yeah!

**Clint:** [stutters] Wait a minute!

**Justin:** Yeah, it'd be cool for me if I was on fucking mescaline! Like...

**Clint:** [laughs]

**Travis:** Yeah!

**Justin:** Please stop!

**Griffin:** Uh...

**Clint:** Alright.

**Griffin:** Okay, you... you feel...

**Travis:** I remember, I'd say, "What color is the stop sign, Daddy?" And he'd say, "Red! Shut up!" [laughs] "I'm playing the ponies!"

**Clint:** [laughs]

**Griffin:** Yeah.

**Travis:** That was our Dad. Always playing with his ponies.

**Griffin:** You—

**Justin:** [coughs] You know— [laughs] Juvenile wrote that song about Dad.

**Travis:** [laughs]

**Griffin:** You feel a connection, with Tessellation—

**Justin:** I said Juvenile, I meant Ginuwine.

**Griffin:** It's okay.

**Justin:** Fuck!

**Griffin:** Nobody wanted to... be that person.

**Clint:** [laughs]

**Griffin:** Um. You feel a connection, with Tessellation. And... I don't know that you've felt this firsthand before, because it is very clearly that sort of sympathetic link, that you have formed with so many different sea creatures that you probably shouldn't have. Only, you are on the receiving end of it.

[Soft mysterious music plays again]

And... it is... it's a bit invasive. It is— it doesn't feel particularly... settling. You don't feel calmed, by this, like, y'know, otherwise sort of intimate gesture. Uh. You feel like... you are exposed. And Tessellation is kind of nodding, quickly and arrhythmically as they are forming this link. However, because of the strength of your own sort of, y'know, telepathic powers? You also get sort of a... a feeling, from Tessellation. And it is sort of opposed to the calm demeanor that they are just constantly oozing. Tessellation seems a little on edge. Tessellation seems a little bit... a little panicked, like a little bit uncomfortable, as they are trying to diagnose you. And they pull their hand away, and they say,

**Tessellation:** Um. Okay. This is not... this is not unprecedented, Zoox. Um. This whole process is... still in its infancy. It is not an exact science, this, this... this fusion, that we must perform. Something is inside of you that is alive. Otherwise, you would not be able to speak to me, and walk, and talk, and all of the great things us Brinarr are able to do. You have a... soul, if you want to call it that, inside of you. Um. But... you just can't remember. There are lots of living people— I mean, in the traditional sense— that can't remember things from their childhood either. And while I understand it is cause for concern, it is not cause to doubt... your... [sighs] sapience? So, I wish I had a better answer for you. I will say, it is difficult for me to recall things from my lives as Einarr people. It may be because I have amalgamated six, of those lives, and that's quite a bit. Um. So... no two Brinarr are exactly alike. Just because of the process that we undergo. Does that... does that calm you, at all?

**Zoox:** Well... uh... I would feel more calm if you were more calm? You... you seem a little, um... wiggled out? A little... anxious? At least, that's what I felt.

**Griffin:** Um...

**Zoox:** Are you... are you keeping something from me? Is there something you know, that you don't want to tell me?

**Griffin:** They... take a step back, now sort of visibly shaken. And they go, and sit down at the chair that they were at. And sort of— they're a little hunched over, right, elbows on their knees; they're now looking back at that skull, sort of absent-mindedly. And they say,

[Darker ambient music plays]

**Tessellation:** That process, that you saw outside, just a minute ago... That was about as "by the book" as the fusion process gets. We harvest a body, when it is ready, and has expressed a willingness to be inhabited. And we bring it here, into the Shepherding Pool, and... we are able to receive souls that have amalgamated from the other side, or whatever you want to call it. And it enters the body, and then... Hooray, it's a boy, or whatever. But it's not always like that? Um. Sometimes... [sighs] It's not like an immediate sort of, y'know, opening of the doggy door and the soul comes on inside. Sometimes, uh, it just kind of... disappears, and then the body springs to life and then it's good to go. Sometimes there are a few souls, that try to go in all at once, and only one enters. And, and sometimes...

**Griffin:** And then they pick up the skull, and they say,

**Tessellation:** Sometimes... it doesn't work at all. And... whenever that happens... the body dies. And... after a while, that body becomes... bleached. Like the beings that you encountered earlier. But... Zoox, once that happens, that body can't... can't move around. It can't pilot a ship made out of dead coral. It can't speak. Or attend auctions. So, I... do not know what it was, that you encountered earlier, aside from the fact that it looked like us, and moved like us.

Your fusion was irregular as well. I thought it was another failure. I did not think you were going to make it, Zoox, because it was not... clean. But then, to my surprise and my delight, you came to. And... you were cracking jokes, immediately.

[Music changes back to bright and mysterious]

And then my concern was assuaged. I think that's how you pronounce that word, I'm not like a hundred percent sure.

**Travis:** Yes.

**Justin:** Is that Griffin, or...?

**Griffin:** No, that was Tessellation.

**Justin:** Wow, okay.

**Griffin:** Yeah.

**Justin:** Wild.

**Griffin:** It was cool.

**Travis:** Griffin definitely knows how to pronounce that word.

**Griffin:** I definitely know, because I'm smart as hell.

**Clint:** [laughs] We're very self-congratulatory, this episode!

**Griffin:** [amused] Sure. So... Tessellation kind of takes a beat, and says,

**Tessellation:** I understand that those two revelations, coming back-to-back like that... [laughs] is extra concerning. And I apologize that that information was relayed to you in that way. But... Zoox, I have seen this process succeed, and I have seen this process fail, and... I have seen you. And I know, without a doubt, that you are... alive. And unfortunately, that's all I know. Um... How— are you okay?

**Zoox:** Um. [clears his throat] Well. I'm happy that you like my jokes. The—you've given me a lot to think about, I... how... Yeah. I can't... I can't process any more. My... I mean, you can probably tell, my mouth hole is just hanging open, um... and my eye holes are wide. I'm just— I'm— I'm overwhelmed.

**Travis:** Can we just...

**Justin:** Maybe your think— your feeling hole, is maybe... overwhelmed too?

**Clint:** Ooh.

**Travis:** Can we maybe just stop saying hole at the end, and just accept that we know what his eyes are—

**Justin:** Your emotion hole. [laughs] Kinda just saying, Dad's emotion hole...

**Travis:** No, I know, it's—

**Justin:** Dad's emotion hole is getting all stretched out!

**Griffin:** Yeah.

**Travis:** Just say asshole! We know exactly what you mean!

**Justin:** [laughing] You said—! I'm just saying, his emotion hole is getting all stretched out from all the new stuff getting shoved into it.

**Travis:** Oh my God.

**Justin:** That's it!

**Clint:** [laughs] Alright, I just— I need...

**Zoox:** I appreciate what you're telling me. Um, I still worry that there's things you're not telling me. But even if you had more, I can't handle it right

now, I'm... I need my friends. I need to talk to Amber and Devo. 'Cause I'm... I'm feeling... odd.

**Griffin:** They say,

**Tessellation:** I completely understand that.

**Griffin:** And then they stand up and walk over to a... a shelf, with... like their own tonewheel on it. And... they jot something down on a slip of paper and hand it to you, and they say,

**Tessellation:** If you ever need to talk to me about it, this is my personal tonewheel frequency. You can reach out anytime, and I will make myself available to you.

**Travis:** I'll be on my cell.

**Tessellation:** Um. I... I... I wish—

**Travis:** Thanks for vibing and keeping it tight.

**Griffin:** [laughs] They say,

**Tessellation:** I wish I could do more for you now. I understand that this is all unsettling, but... [laughs] Zoox, we are... mostly dead spirits, combined into singular spirits, walking around inside of... sort of humanoid shaped sea life, so there's very little that isn't unsettling, about this. So, um, just try to keep that context in mind, okay?

**Zoox:** [sighs] Okay. And are you going to try to figure out why the skull came to... life?

**Tessellation:** Oh hell yes. Oh my goodness, yes.

**Zoox:** Okay.

**Tessellation:** No, it's creepy— it's creepy as hell. Um. Yeah. That's... that one bumped right up my agenda. So.

**Zoox:** Okay.

**Tessellation:** Don't worry about that, I'll get to the bottom of it.

**Zoox:** Can I— can I tell it goodbye? Before I leave?

**Tessellation:** Huh. Yeah... yeah, I suppose so.

**Zoox:** Okay.

**Clint:** And he picks up the skull, and he tries to use his... his connection thing, to see if there's anything there. What did we decide that was, Animal Handling?

**Travis:** Yes.

**Griffin:** Uh, yeah!

**Clint:** 'Kay. So he makes an Animal Handling check. [sound of dice rolling] It's an 11.

**Griffin:** Okay. With an 11, um... you get something.

[Ominous piano music plays]

And it is actually that same image, much fainter now, of just a big circle, with all of the... y'know, sort of Brinarr silhouettes standing in front of it. Only now, it's like... before, it was vaguely animated? Now it is a... still image. Like a— like a movie that has been paused.

**Travis:** Mmm. Or like frozen gif.

**Griffin:** Yeah, frozen... j... yeah.

[Music fades out]

**Clint:** Alright, he—



**Justin:** I'll say jif—

**Griffin:** Okay—

**Justin:** And that way the internet will only be mad at half of us.

**Griffin:** Good, good, good, good, good, thank you, thank you thank you thank you.

**Travis:** And I'll say guy-f!

**Justin:** [laughs]

**Griffin:** [giggles] Mmhmm.

**Clint:** [laughs] Okay! And he just... he just... concentrates, and pictures in his mind an emoji of two thumbs up.

**Griffin:** [laughs] Okay!

**Clint:** Just to tell these people "Everything is okay!"

**Griffin:** Alright! There is no response. But I'm sure someone appreciates it.

**Clint:** Okay, and he puts the piece of paper in his pocket-hole, and leaves.

**Griffin:** Okay.

[Mysterious ambient music plays out]

[Advertisement break]

[Chill groovy music plays]

**Griffin:** Let's dip over to... Amber!

**Justin:** Yeah.

**Griffin:** Amber, at the end of the last episode, you were headed to the Cloaca. To kind of have a, a nice chill-out, for yourself. And you get there, and it's... it's brunch, actually. They do brunch once a week here. It's Sunday brunch, down in the Cloaca. Um...

**Travis:** Is it nice?

**Griffin:** It's wildly nice. It's like, for some reason, everything has a pastel, sort of color palette? Almost like they paint the entire bar and grill, just for Sunday brunch. Honest to God, it's like you walked into, like, a Pottery Barn. There's like, wreaths of, of daisies and stuff, like draped all around the room, and...

**Travis:** It's— they make an effort, you know?

**Griffin:** Right. Everybody's—

**Justin:** That's nice.

**Griffin:** You see, um... Chaunce— oh shit. Chauncey? Shit, I can't believe I forgot Chauncey's name! Is it Chauncey?

**Travis:** Chutney?

**Griffin:** It's not Chutney.

**Justin:** Chomp Ribley?

**Travis:** I think it's Chomp Ribley.

**Griffin:** I can't believe I didn't write down...

**Justin:** I wish you didn't have to do jokes on podcasts, and you just come up with names, you know?

**Clint:** It's Chauncey.

**Griffin:** Okay, Chauncey. Is like, wearing like very formal, sort of like... a white smock? With a, like a light pink polo shirt underneath of it. And he's just waiting tables with a smile. It's like a complete transformation. And, uh... you can also see Uncle Joshy behind the bar, just grinning ear to ear, just counting his money, because this is when things really pop off at the Cloaca. So you're sitting, at a table, with... y'know. Maybe a mimosa or two? I don't know, I don't want to put drinks in Amber's mouth. I don't know what her vibe is.

[Music fades out]

**Justin:** No, I got three Danishes. 'Cause you throw those out at the end of the day, so I get them for free.

**Griffin:** Okay, you got your free Danishes.

**Justin:** Three Danishes.

**Griffin:** Your three, free, Danishes. Um.

**Justin:** Thank you.

**Griffin:** And... uh, you know, sitting there recup— recuperating. And... from the back of the room, you hear a gasp?

[Dramatic music begins]

And you turn and look at the entrance, and you see two Chaperones have walked in to the Cloaca. And they look around the room; one of them walks up to Uncle Joshy and whispers something; the other one is like, gazing at all of the patrons here, a couple of which just like, stand up and drop some money on the table and bug out. And then the two Chaperones walk back to the door, and sort of flank it. And into the room, walks... a woman. Who is wearing... [sighs] what you could best describe as like, formal plate armor? Um. Just like, sort of... white, long white pads...

**Justin:** Yeah.

**Griffin:** All sort of inter-connected. Um. And they're not— they're not wearing the sort of mask with the almost red eye thing on it, like everyone else is? She has long, curly, dark hair. And... just a very, very sort of prim and proper vibe, that she is giving off. And she makes a beeline for your table, and sits down on the opposite side of it. And... you recognize this person in two ways. You know that this is Ballaster Kodeira, who is the leader of the Chaperones, and the sort of de facto Minister of Defense, for the entire city. She is sort of a direct mouthpiece of, of Koda, the vestige that is the Biggest Baby, the giant ship that is, y'know, in charge of defending this whole town from outside threats. But before she was sort of connected to Koda in that way, you knew her as Oxana. Who was your really good buddy, on the beach.

**Justin:** Oh, whoa! Cool!

**Griffin:** Who, y'know, was a gatherer, and needed your help when she lost that one kaiser blade, which she knew she could rely on you for that. Um.

**Justin:** Then I failed.

**Griffin:** And you did fail. [laughs] Uh. But once the ship was finished, and it sort of refused being piloted by... the, y'know, naval forces there, she had the strongest connection with the ship, and sort of became a leader, aboard the Biggest Baby. And she is... she is almost unrecognizable now. Partially because, you don't see her a lot. And, y'know, she has aged... a lot under the sort of position and responsibilities that she has. Um. But she sits down opposite you, and, um, she reaches over, for one of your Danishes.

[Dramatic music fades out]

**Amber:** [sighs] Get your hands off my Danish, bubba. What do you want? Why would you come here on Danish Day? You know how important this is to me.

**Kodeira:** Are you— are you really not gonna share one of your Danishes with me? [laughing softly]

**Amber:** Ohhhh... take half an apricot.

**Kodeira:** Not even a cheese!? Damn!

**Amber:** I'm eating the cheese. You can have half an apricot, and like it.

**Griffin:** She kinda grins devilishly, and she says,

**Kodeira:** You know, I could have my... my lieutenants over there, come over and make you give me that cheese.

**Amber:** I mean, that seems like an abuse of power—

**Clint:** [bursts into laughter]

**Kodeira:** A tremendous, [laughs] tremendous abuse of power.

**Amber:** If you want the cheese that bad, take it.

**Kodeira:** It's fine—

**Amber:** That— I mean, you've made it real clear, there's nothing I can do to stop ya.

**Griffin:** She says,

**Kodeira:** It's... it's fine.

**Griffin:** And she takes the apricot Danish, and takes a bite.

**Amber:** It's honestly been like, a really bad week. What do you want, bubba?

**Griffin:** She takes a bite, and sets the Danish down on her plate, and takes almost— takes like, an asshole-ish amount of time, to chew it. Like she's actually doing the... the, y'know, twenty chews before she swallows. And she says,

**Kodeira:** [swallows] Is... there... Is there anything you need to tell me, Amber?

[long pause]

**Amber:** [clicks tongue thoughtfully] Oh. You're welcome.

**Clint:** [laughs]

**Kodeira:** Yes—

**Amber:** For the Danish.

**Kodeira:** Yeah, thank you. For— for— Thank you for the Danish. Um... anything else? And if you need a minute to think, I can give you a minute.

**Amber:** No. [laughs]

**Clint:** [laughs]

**Amber:** I thought about it, I— you saw. I considered it.

**Griffin:** She, uh, looks up, at one of the lieutenants, by the door, and he walks over and hands her two folders. And she sets them down on the table side by side, and opens them. And they are sort of dossiers? On... on two Chaperones. And... there is a red stamp, at the top of each of the dossiers, that reads "Deceased." And she says,

**Kodeira:** What happened, Amber? And you know that I know when you're lying. And I know that you know that you are... pretty shit at lying, anyway. So. Why don't you just save us both some time, and just give it to me straight.

**Amber:** Alright. These dipshits attacked me, so I offed them. I was within my legal right.

**Kodeira:** I'm gonna need a little bit more than that.

**Amber:** Okay. I'll describe it in depth. You see, the first one, I got this shocking staff? R.I.P. by the way. Pound it? Oh, you don't get that reference— I had a shock— a shocking staff. Anyway, I, uh, [sighs] I think I shocked this one? In the head? And killed him, and he pissed his pants? Is that the right one? Honestly, I fuck up people so bad so often. It's hard for me to keep track.

**Kodeira:** Uh. Okay. And— and, the other one?

**Amber:** The other one... [clicks tongue thoughtfully] ...No, I got nothing.

**Clint:** [cracks up]

**Amber:** You know, normally I rely on the glucose from my Danishes to help brain— fuel my brain. And, I feel like I don't got enough vitamin D for this kind of memory work. I definitely killed one of 'em, though. I remember that pretty good. 'Cause I ate the one Danish.

**Griffin:** [laughs] She...

**Clint:** [laughs]

**Griffin:** She takes her half-eaten Danish, and sets it back down on the plate, and scoots the plate back towards you.

**Justin:** Is that a quarter of Danish, then? I'm trying to do the math. 'Cause I gave her half. If she ate half—

**Griffin:** Yeah.

**Justin:** Did she leave my half, or did she eat half of her assigned half?

**Griffin:** She is— so, yes, there is one quarter of an apricot Danish here.

**Justin:** Okay, I pick up the Danish.

**Amber:** [chewing sounds] Was it... Jeff?

**Kodeira:** [exasperated] Alright—

**Amber:** Jeff? Is that anything?

**Kodeira:** Alright. Alright.

**Griffin:** She scoops up the—

**Amber:** Jeff?

**Griffin:** She scoops up the two folders, and—

**Amber:** [calling out] Hey, any of you guys know a Jeff?

**Travis as a Cloaca Patron:** No! Well—

**Amber:** Dead! Jeff!

**Cloaca Patron [Travis]:** Dead Jeff?

**Griffin:** [laughing]

**Amber:** Dead Jeff, is a friend of bubba's! Apparently.

**Cloaca Patron [Travis]:** No, I know an alive Jeff.

**Amber:** Well, you should give him a call!

**Cloaca Patron [Travis]:** Oh.

**Amber:** `Cause it— you know!

**Cloaca Patron [Travis]:** He owes me 20 bucks!

**Amber:** Nothing gold can stay.

**Griffin:** She—



**Cloaca Patron [Travis]:** Okay, I'll try calling— hold on. Boop boop boop boop boop boop. Hey Jeff?

**Jeff [Also Travis]:** Yeah?

**Amber:** He good?

**Cloaca Patron [Travis]:** Jeff, are you dead?

**Jeff [Also Travis]:** Oh, I'm okay. Yeah.

**Amber:** Well, bubba, it's not that Jeff.

**Kodeira:** Alright.

**Cloaca Patron [Travis]:** Give my love to your wife.

**Amber:** Hey, are you asking what I think you're asking me?

**Kodeira:** I'm...

**Amber:** You want— you want to hire me to investigate these crimes?

**Kodeira:** No— [sighs]

**Amber:** Well, I got a stiff rate. I hope you can afford me. But I'm the best in the biz. Nothing escapes my all-seeing eye. When I've had enough Danish.

**Clint:** [laughs]

**Kodeira:** Okay.

**Amber:** [burps]

**Kodeira:** I... this... this was all a sort of formality. I should announce now. We—

**Amber:** Why have I been acting so casual, then, bubba? Shit!

**Kodeira:** Alright—

**Amber:** Let me get a necktie, hold on.

**Kodeira:** I know you laid these two fellas low. And that they were then crushed... under the weight of the entire Ethersea, as the building you were in sort of collapsed in on itself, okay? I also know that they were somewhere they shouldn't be, doing something they shouldn't be doing. So any of that, that you can enlighten me to, would make my work day a little bit shorter. In a way that I would—

**Amber:** Alright.

**Kodeira:** Truly appreciate.

**Amber:** Uh. Yeah. So they were trying to get ahold of something, you know there's a lot of valuable shit down there. They were trying to get ahold of, um... what was it...

**Justin:** I want to roll a memory check.

**Griffin:** I can tell you. This was—

**Justin:** ...On Griffin.

**Clint:** [laughs]

**Griffin:** This was yesterday, so I can tell you—

**Justin:** Yes. Thank you. It wasn't yesterday when we recorded it, mon frere.

**Griffin:** No, yeah.

**Justin:** But yes, go on.

**Griffin:** It was an ingot of Kodite.

**Justin:** Ingot... of... ingot of Kodite! That's why I couldn't remember— I almost said Kubiak! But that's the guy from Parker Lewis Can't Lose.

**Travis:** No, you're thinking of Cojack.

**Griffin:** Yes.

**Justin:** Cojack. Tells us of all his—

**Travis:** Also—

**Justin:** Not me!

**Travis:** I'll also remind you that, uh, Devo took that. [laughs]

**Griffin:** Yeah.

**Travis:** Took that Kodite with him.

**Griffin:** She has no way of knowing that.

**Justin:** Okay!

**Griffin:** Right.

**Amber:** Yeah, they were there trying to get some kind of... fucked up book?

**Griffin:** Oh, are you lying right now? This is Griffin asking. Oh, okay.

**Justin:** Yeah!

**Griffin:** Uh, why don't you roll a deception check.

**Justin:** [sound of dice rolling loudly] I... rolled a real die, I don't know why I did that.

**Griffin:** I don't know either.

**Justin:** I'm gonna... 'cause it fell to the floor and I'm not gonna count it. Unless it's better than this... and it... was! But, okay. Uh. 12 plus...

**Griffin:** Um, she doesn't buy it, but she is... you have confused her, I would say. You've done the opposite of what she asked.

**Amber:** No, it's like, really valuable, you— if anybody's selling it, you should pay 'em top dollar.

**Kodeira:** A book... a book? What kind of— what kind of—

**Amber:** Yeah. It's some kind of fancy book. Uncle Joshy wanted me to get it, I think. And I got it. For him. It was the job. And they wanted it, and they were like, "we'll kill you!" But I had paid for it, because I am, as you know, nothing if not a law-abiding citizen.

**Clint:** [laughs]

**Amber:** And I paid for it. And they were like... just like a couple... like, they were acting like... and I hate to use this kind of language. During a formality. But. Sheesh. They were acting like a couple of miscreants, I'll tell ya! [laughs] And they were like, "Gimme the book," and I was like, "I can't do that, I'm trying— I paid, my money for it." And they were like, "Give it to us or you're... dead." And I feared for my life, so I ended 'em. But it was like, they attacked me first, as I think I detailed.

**Kodeira:** Yeah. So...

**Amber:** And now, they're crushed under the sea. Now let me tell you— suggest this, bubba.

**Kodeira:** Yeah.

[Dramatic music plays]

**Amber:** I know you, and you know me, right? And I can tell by looking at you that you're not a hundred percent bought into this little narrative. But I

would suggest that whatever those two really were up to? It might be left... it might be better left at the bottom of the sea. Huh?

**Griffin:** She sighs, and she says,

**Kodeira:** You got this book? Is it— is it in your possession?

[Dramatic music fades out]

**Amber:** No, I was a legally employed mercenary. Which now that I say it, doesn't sound great, but I was legally employed, by a client of mine. Who I believe I already said was Uncle Joshy, oops—

**Griffin:** Uncle Joshy looks at you, with fucking murder eyes.

**Amber:** Hey, Joshy! [laughs] Vibe check!

[Clint, Griffin, and Travis burst into laughter]

**Amber:** Nah, but he's got the book, um, that they may or may not have wanted. And you've got a mystery, ooh, very exciting. And I've got berry left. And you know berry's my fave.

**Kodeira:** Alright. Alright. Alright. Alright. I'll talk to Joshy, I guess, and square this up. Um...

**Amber:** You want— you want a coffee or something, before you go?

**Kodeira:** Uh, well, unfortunately it seems that I have miles to go before I go to sleep on this particular... mystery. Um. Nah, I— I can't.

**Griffin:** She puts the— she stows the, those folders away, and folds her— sort of clasps her hands over the table, and she says,

**Kodeira:** I'll be honest. I... [laughs] I know what kind of stuff you can do. I am surprised, you did [laughs] face off against two of my boys... and live to tell the tale. Um.

**Amber:** Well. Uh, since you and I been buds, you should know... I'm a lot handier than I used to be.

**Kodeira:** Oh my god. [sighs] That is one of the worst ones yet. Um.

**Amber:** Are you close enough to be able to see me winking?

**Kodeira:** Yeah, no, I— yeah, I just, I heard the wink, actually. You do it so loud. Um. You're a mercenary now?

**Amber:** Mmm. That sounds so crass, when you say it.

**Kodeira:** Tell me a better word for it.

**Amber:** Mmmm...

**Clint:** Gun for hire?

**Amber:** Freelancer?

**Kodeira:** That a— that's better, okay. I just want you to know... [sighs] You— your talents... have a place... aboard the Baby. Why the— why did they name it that!?

**Amber:** You know what, honestly, [laughing] I know there's a lot of tension between us right now, but I do have to agree with you!

**Clint:** [laughs]

**Kodeira:** It just... takes it apart...

**Amber:** It's— [laughs] I'm still so bent out of shape about them calling it the Biggest Baby!

**Kodeira:** I know.

**Amber:** Here's my question—

**Kodeira:** Yeah.

**Amber:** Why won't they rename it!?

**Kodeira:** They should—

**Amber:** Right!? They do that—

**Kodeira:** We'd have to put it to a vote, we'd have to bring it to the council, and...

**Amber:** Yeah...

**Kodeira:** The Ballast, and all that jazz.

**Amber:** Yeah...

**Kodeira:** Listen—

**Cloaca Patron [Travis]:** We could call it the Real Biggest Baby!

**Clint:** [laughs]

**Kodeira:** That's—

**Cloaca Patron [Travis]:** The Super! Super Biggest Baby!

**Griffin:** They look up at the— she looks up at the two lieutenants who walk up to that person, and like, picks them up under the armpits, and carries them outside.

**Justin:** [laughs]

**Cloaca Patron [Travis]:** Not again!

**Justin:** [wheezing with laughter] They're gonna be summarily executed!

**Griffin:** [laughs]

**Clint:** [laughs]

**Clint as Jeff:** Oh— oh, it's me, Jeff, you haven't hung up yet!

**Justin:** [cracks up] No—

**Cloaca Patron [Travis]:** No— no, tell my family what happened!

**Justin:** [laughing] Dad, that's a completely different guy than the guy that was talking to Alive Jeff!

**Clint:** [laughs]

**Justin:** [through laughter] We— you gotta keep up! They just sound similar! You bigot!

**Clint:** [continues laughing]

**Travis:** [laughs]

**Griffin:** She says,

**Kodeira:** I... if it doesn't work out... and I know a lot of freelancers for whom it has not worked out. I want you to know that we— we could use you, as a Chaperone. I just want you to think about it, okay? I know you've turned this offer down more times than I can count. But... some... [sighs] The sea's getting weirder. And... we could use more people, who are... capable of... getting weird alongside it, you know?

**Amber:** [sighs] Yeah. That's fair. Alright, well, you know what, bubba, I'll... kidding aside, I'll think about it. So— hey, also, I... [sighs] I'm sorry about your guys.

**Kodeira:** Well. It's weird. And this is probably not the best thing to say, after you've just tried to convince somebody to take a job with you, but... uh. We leave the mourning up to... up to the big guy. By which I mean... [sighs] the Baby, I guess. Um. So. In my—



**Amber:** The Baby—? The ship mourns them?

**Kodeira:** Yeah. Yeah. It's... I've explained this to you so many times, it's a bit exasperating that you...

**Amber:** Give me the short— give me a short version. See if it rings a bell.

**Kodeira:** I mean... we're connected to it. We fly around in the bones of a dead god, so, um. Yeah.

**Amber:** Oh, right, right, right! God, that's still so weird! You know what? I can't take a job in a weird dead boat God!

**Kodeira:** Yeah, that is so weird. Anyway. See you later. Make sure you wave at me with your many hands, that live in your belly— your normal belly hands.

**Amber:** [laughs]

**Griffin:** And she stands up. And without saying a word, just like, reaches down and tears the berry Danish in half, and walks off with half of it.

**Clint:** Hey, you know it's a good conversation when it starts with an accusation of double homicide, [laughing] and turns into a job offer!

**Griffin:** [laughs]

[Strange ambient music plays for a few seconds]

**Griffin:** Uh, Devo! You... are... I bet you walk by—

**Travis:** Shopping! What?

**Griffin:** Yeah, I bet you walk by the Ballaster Kodeira and her attendants, as you walk through Joshy's Knuckle, looking for the deal of a century, on some new duds. Right? That was your intent?

**Travis:** Correct.

**Griffin:** Okay.

**Clint:** And a sword! A big ass sword.

**Travis:** And a sword, a big ass sword, for my man Zoon.

**Griffin:** M'kay. Um... [sighs] there's no such thing as a Streetwise check anymore, and I...

**Travis:** Nope.

**Griffin:** I don't really know... uh... the best... sort of replacement, for that? Maybe...

**Clint:** Geography check?

**Griffin:** Yeah, that's also not a skill.

**Travis:** We could— we could call it Survival, but like, y'know...

**Griffin:** I like that!

**Travis:** Survival on the streets!

**Griffin:** Yeah, let's do a streets— Streets Survival check!

**Travis:** [sound of dice rolling] Uhh, a 3 plus three, a 6.

**Griffin:** Uh. Okay. Um. Before we get into this, I should mention that we ended that last mission with 30 Lux total. So, with your permission I'll just assume that it's an even ten-ten-ten split. Is that fair to assume?

**Justin:** Yes.

**Travis:** Sure.

**Clint:** Well, I— I entrusted my ten...

**Griffin:** To... Devo?

**Clint:** To Devo. Yeah.

**Griffin:** Okay. Um...

**Travis:** Why would you do that, Dad!? I just rolled a 3!

**Clint:** 'Cause you're gonna... you're gonna...

**Travis:** Oh, buy you a sword, right.

**Clint:** Buy me a... a big ass...

**Griffin:** Right.

[Upbeat music plays]

**Griffin:** You... you talk to people. You, like— walking around, it is like, it— there's no Google Maps for Joshy's Knuckle, right? There is no, like, mall map, with all the different sort of vendors listed on it. Because most of these places that people are selling stuff from, are like, stalls, and booths, and just, y'know, piles of merch, with a bag they keep their money in. It is not necessarily regimented by any kind of... [laughs] community... organization. So, you just talk to people. And ask, like, "where's a good place to get some clothes?" And, I'm gonna say, in order to find— there's one place, that's like, a hushed secret. And there's somebody who's running a very, very, unsuccessful-looking seaweed Takoyaki shop. And... they offer to give you the scoop, the skinny, for one Lux. For a bribe.

**Travis:** Yeah. Devo, still, not good with money. Is like,

**Devo:** Yes, this— okay.

**Griffin:** Okay!

**Devo:** Just... I'm getting very tired of walking around, so, yes.

**Griffin:** Okay. You pay that one Lux, and they point you around a few corners, and down an alley. And at the back of this alley, way, way, tucked off, near the sort of far side of the Knuckle, like all the way away from the Crystal Ascension... is... an alley, with what look like a bunch of those tall toolboxes all over? Like, six or seven of them. A few just big-looking closets with metal shutters, sort of locking them down. And in the very center of it all, is a... a nice, wide, pipe. And there's just some steam coming up from the pipe, as you approach. And you don't... you don't see any people around, back here, at all.

**Devo:** Hello? ...I need a jacket?

**Griffin:** You hear a voice from the pipe, say,

**Voice:** [hoarse whisper] But do you have money?

**Devo:** Do you have jacket?

**Voice:** Do you have money?

**Devo:** I don't like the way you are asking. Um...

**Travis:** I'm just going to say, uh... Devo's... just a reminder, Griffin?

**Griffin:** Yeah.

**Travis:** Passive perception 13, and passive insight of 18.

**Griffin:** Okay.

**Travis:** Is Devo skeeved out?

**Griffin:** Oh, fuck yeah! I mean, when you—

**Travis:** Okay.

**Griffin:** When you step off the elevator into Joshy's Knuckle, and you were a cloistered... [laughs] you know, man of the cloth, for 25 years, like, you're—you were skeeved out from the moment you arrived here! But yeah! Having a voice whisper through a pipe to you, Travis... you can just assume that he's skeeved out!

**Devo:** Uh... let's say that I do?

**Griffin:** And you hear a whooshing sound, coming from this pipe, and all that steam kind of like... comes firing out very quickly. And it sort of blankets the floor of this alley in a fog.

[Percussive music plays]

And from that pipe there is... a long, sort of bulbous gray creature that comes out, that you can't quite make out the exact shape of, because of all this fog, but, slowly it sort of falls to the ground, and evaporates. And you can see... a catfish. With a long body, that is still sort of sticking out of the pipe. And this catfish—

**Travis:** But this isn't... Felix?

**Griffin:** It is not Felix. It looks definitely very similar to Felix. A bit smaller. Its features are a little bit more gentle. And this catfish lowers down to look at you, eyes you up and down, and says,

**Catfish:** [French accent] Ah! Bonjour, monsieur. Ahhh... welcome to my emporiummm.

**Devo:** Mm. A man of class, I appreciate this. Thank you.

**Catfish:** Mmm, yessss, ah... our voices sound the same, yes?

**Devo:** Yes, a little bit. I should say, I do not want to assume, what are your... are you...?

**Catfish:** I am...

**Devo:** He/him? She/hers? They/them?

**Catfish:** I am a catfish. You may use she/her pronouns, if you... if you wish. Our voices sound so similar though, yes? You feel at ease, ready to shop! You may call me Nermal.

**Justin:** [softly] No.

[Percussive music fades out]

**Devo:** Okay?

**Justin:** Certainly not.

**Clint:** [laughs]

**Justin:** Certainly not Nermal, Griffin!

**Nermal:** What brings you to my emporium?

**Justin:** Am I here? Sorry, can you hear me? [laughs] I'm banging on a window. Not Nermal!

**Clint:** [laughs]

**Devo:** I am looking— I need some new clothes, mine have been very damaged in...

**Justin:** [yelling] Nermal!

**Griffin:** [laughing] It's— it's Nermal, Justin! Take a breath, take a beat, and ride with me!

**Justin:** I'm... [yelling] I'm going for a walk! [laughs]

**Griffin:** [laughing] 'Kay...

**Clint:** [laughs]

**Devo:** Oh, also, I need the big ass sword?

**Nermal:** Ah. We carry none of those here, this is a fashion, a fashion boutique!

**Devo:** Ah.

**Griffin:** She says,

**Nermal:** Let me eye you over a bit more, hold on.

**Griffin:** And she comes way out from the pipe, still having this long worm body, almost like she's... trying to get a 360 view of you? And she's looking you up and down, but then she tugs back into the pipe as if she's being pulled down, like really fast. And deep, deep, deep, through the pipe, you hear Felix's voice say,

**Felix:** Not so far, please!

**Griffin:** And she says— she looks down in the pipe, and says,

**Nermal:** Ah, sorry! Sorry.

**Griffin:** And he says,

**Felix:** Why are you talking like that?

**Griffin:** She says,

**Nermal:** Oh, sorry about that. Ah, yes, I believe I have some things you may be interested in—

**Devo:** Wait, hold on. This... Felix?

**Felix:** [distantly] Is that Zoox— is that Devo?

**Devo:** Yes, it is Devo! How do you know Nermal?

**Felix:** Uhhhh...

**Griffin:** Nermal says,

**Nermal:** You might call me his... better half. [laughs]

**Clint:** [cracks up]

**Devo:** Oh, I... are you two attached to one another?

**Nermal:** Ahh, it... it feels like it so, doesn't it? Anyway!

[Percussive music plays again]

**Devo:** Okay. Yes, I am not really interested. I need a jacket. Um. Something that is... very stylish, of course, but also... sturdier? So that it is not falling apart every time I am attacked.

**Nermal:** I see... I see, yes. And what do I get out of this arrangement?

**Devo:** I'll... pay you money?

**Nermal:** Ah, yes. So the normal... the normal thing.

**Devo:** Yeah.

**Nermal:** Yes, okay.

**Griffin:** [laughing] She—

**Clint:** The normal, for Nermal.

**Griffin:** She, like, just smashes her head against the wall, and there's just a loud vibration, and all of those toolboxes and dressers and all those things fly open, and you can see her many wares. And if you look on the ship spreadsheet—



**Travis:** Ooh!

**Griffin:** There is a new tab! Called "Gear." And...

**Travis:** A new tab? Hell yeah.

[Music fades out]

**Griffin:** There's a new tab of shopping possibilities for you. And the stuff she's got, is... like... obviously not the kind of thing that you would find at the super ritzy retailers, maybe up in the Conservatory. They look maybe not entirely above board, but what she does have looks like... like quality stuff. In fact—

**Travis:** Mmm.

**Griffin:** You see some stuff here that you've, like... never really seen before. To step out of... sort of... narrative, for a second: it's a mix! There's some armor here, there are a few sort of like, specialty wondrous items. Nothing completely game-breaking. And all... sort of part of the official list of D&D wondrous items. And they are available to you, for a cost of, y'know, whatever Lux that they cost. So, this is another sort of way for you to... spend that money.

**Travis:** Very good, very, very good. Okay! Uh, just out of curiosity, can I do the studded leather armor and the Glamor Weave at the same time?

**Griffin:** Um, yeah. There is no, like, magic... armor-armor, like chest armor or something that would like, replace... the stuff that you wear to determine your AC. The things that are sort of magic items on here are accessories, for the most part. So yeah, you can— if that is how you wish to spend your Lux, then go wild.

[Percussive music plays again]

**Devo:** This jacket is... beautiful.

**Travis:** I'm talking about the studded leader armor.

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

**Travis:** He's not gonna wear studded leather armor; it's a leather jacket.

**Griffin:** Yeah. It's a studded— studded leather jacket. Uh. It's got—

**Travis:** Long. It's a long jacket, it's—

**Griffin:** Okay. Yeah, you can describe the look of it!

**Travis:** Yeah, I'm gonna say, it's got a bit of a classical vampire-y feel?

**Griffin:** Mmm.

**Travis:** To it.

**Justin:** [quietly] Of course it does.

**Travis:** Maybe cuffs?

**Griffin:** Okay.

**Justin:** Mmhmm.

**Travis:** Ya know? Um...

**Griffin:** I'm guessing that Devo doesn't have... clothes like that, if most of his are sort of church-issued.

**Travis:** Um, yeah, I mean, most of his stuff was just kind of simpler black... uh, you know. I'm not going to say purely functional, because the Church clearly has some ostentation to it.

**Griffin:** Right, sure.

**Travis:** But more of just like... it wasn't made for adventure and fighting and shit.

**Griffin:** Right. You've been— you've been defrocked, and now be-jacketed.

**Travis:** Indeed. And it's like a deep, dark blue. And the studs are silver.

**Griffin:** Sort of like a naval... um... not peacoat, but like, traditional old school naval, naval jacket?

**Travis:** Yeah.

**Griffin:** That kind of vibe?

**Travis:** When I say long, it's like, down to the mid-thigh, long.

**Griffin:** Okay.

**Clint:** So not quite a duster...

**Travis:** No, yeah, not quite a duster, but just a...

**Justin:** This has gone on too long.

**Travis:** Okay.

**Clint:** [laughs]

**Griffin:** And the buttons, tell— describe the buttons? No. Uh—

**Travis:** They're silver. Very silver. And a wide lapel.

**Griffin:** Okay. She— she, with one of her whiskers, she picks up this coat, this jacket, off the rack. And she's got like a cardboard box in front of her. And she like, swipes the jacket over the cardboard box, and you hear her say,

**Nermal:** Beep.

[Someone snorts]

**Devo:** Oh, uh, okay. Um. And this... clothes, the shirt, the vest, pants, I've never seen anything like this. This is amazing. Is it... magic?

**Nermal:** [vaguely French accent shifting with every word] Every— everything here is— is magic! Is magic!

**Devo:** What? No, I don't know what this is.

**Nermal:** [an even stranger accent] Everything here is magic! Darling!

**Devo:** Okay.

**Justin:** Who's that? [laughs] Whos' that?

**Travis:** This is—

**Justin:** Sorry, Isabella Rossellini walked onto the podcast.

**Clint:** [laughs]

**Griffin:** [laughing] No, this is— this is—

**Justin:** What an honor!

**Griffin:** This is actually Nermal. Speaking.

**Travis:** Oh, wow. Okay.

**Justin:** Oh! My! Okay!

**Griffin:** She is—

**Justin:** A woman of a thousand voices!

**Nermal:** This is... um... it's so magic! Magical! It's a mag— it's a magical clothes!

**Devo:** Okay, you look like you are going to hurt yourself. So, um...

**Nermal:** [rough New York accent] Yeah, I'm sorry— I'm sorry, it's so tough to keep it up! It's, uh, it's hard! I was just trying to make you feel comfortable here in my store!

**Devo:** Um. I will take these clothes as well. And... I see here— the tonewheel? Eh? Is it... mmm. Just one, though, doesn't do me much good. Is there a possible two-for-one—

**Nermal:** It's got— it's got games on it!

**Clint:** [laughs]

**Devo:** I do not need games—

**Nermal:** You like Snake?

**Devo:** It seems like that would distract me. It would distract me from my time with friends.

**Nermal:** [back to her European accent] This one doesn't have a snake on it, it has Eel!

**Devo:** Oh, I see. Okay.

**Nermal:** It's just as good as Snake!

**Devo:** How about a two-for-one, on the tonewheel? And the jacket and the clothes.

**Nermal:** How about you take all of it, for free?

**Devo:** Uh, yes, this is a great deal.

**Nermal:** This was sarcasm.

**Devo:** Oh.

**Nermal:** You want a two-for-one deal, on the tonewheels?

**Devo:** Well, I am buying quite a bit, eh, and just one tonewheel does not do much for me.

**Clint:** [mumbling] Well... maybe three would be better... [clears his throat]

**Devo:** Sorry, the— I haven't eaten, this was my tummy rumbling.

**Clint:** [laughs]

**Griffin:** She—

**Clint:** [muffled] It's Jeff! I'm still on the...

**Griffin:** [laughs] For— so just for our listeners at home, you are talking about acquiring the studded leather armor...

**Travis:** Mmhmm.

**Griffin:** Which is slightly better than the armor you have now, by... a factor of one AC.

**Travis:** Correct.

**Griffin:** You're looking at the Glamor Weave—

**Travis:** Right.

**Griffin:** Which is: clothes, covered in illusory magic that, with a bonus action, you can make a pattern appear on it... and once a day, you get an extra d4 added to a performance or persuasion check. And then you're also looking at the Refurbished Personal Tonewheel, which are the sort of personal communication devices that you can— they're cell phones. They're Stones of Farspeech, they're whatever. And you're looking at trying to get two of those?

**Travis:** It just— yes.

**Griffin:** She says...

**Travis:** You know, you know Devo can't just not haggle!

**Griffin:** Yeah! She says... yeah, why don't you roll a... why don't you roll a persuasion check? This is gonna be a very high one.

**Travis:** Oh my God! It's a 2 plus nine, an 11.

**Griffin:** Yeah, she says,

**Nermal:** [New York accent] Uhhhh... yeah, no, hun, we're not gonna...

**Devo:** Oh, sorry.

**Nermal:** We don't really do deals like that, here? You, um... I say how much a thing costs, and then you say, "Okay, here is that exact number of these fun little cubes." And then you give me the cubes, and I go back down the pipe, and I eat them. Nah, I'm just kidding, I save them.

**Devo:** Oh— oh.

**Nermal:** Like money, yeah.

**Devo:** Okay. Then I will hold off on the tonewheel for now, and I will just do—

**Nermal:** No no no n— n— n— n— n— n— n— n— no no no no. I bet we can... we can make a deal. Um. I tell you what. Your ability to haggle is, I would say, limited? Yeah? You did a bad— you did a bad job there. You, um...

**Devo:** I just—

**Nermal:** You put forth a shitty deal, and you didn't even sell it good, and you looked like a— you looked like a big dumb animal.

**Devo:** Okay?

**Nermal:** But—

**Devo:** This seems... Okay...

**Nermal:** But you're a beautiful big dumb animal.

**Devo:** Ah, I see, yes.

**Nermal:** Those cheekbones!

**Devo:** Thank you, yes.

**Nermal:** I could cut a steak with 'em!

**Devo:** I don't know why you would, but...

**Nermal:** I could hold your face down to a steak, cut it into nice small strips for my— for my brood!

**Devo:** I guess I just assumed that you would be bringing the steak to my face, but you would be bringing my face to the steak? Okay. Um. Where is this going? Just uh, out of curiosity?

**Griffin:** Uh. She... uh... waves a whisker, over the Glam Weave, and a logo appears. Like, on the front of the shirt. And... it reads, "Nermal's Pile."

**Clint:** [bursts into laughter]

**Griffin:** And she says,

**Nermal:** You ever done any... modeling work? Any brand ambassador work?

**Devo:** No...?



**Nermal:** Mmm! With those— with those fucking cheekbones? You're telling me those cheekbones are a new frontier?? Is what you're telling me?

**Devo:** Well, I was— yes, I was more or less locked in a church for 23 years, and I didn't, uh, get out a lot.

**Griffin:** She picks up, like, a baseball cap, and is like, already imprinting "Nermal's Pile" on it. She's not even paying attention to you. Like,

**Nermal:** Oh, yeah, that's great. That's great.

**Devo:** So... you want me to wear the Glamor Weave with a logo on it, yes?

**Nermal:** I want you to do a little more than that.

**Griffin:** And she sets the cap down on your head. And she says,

**Nermal:** No, no, you're not a baseball cap guy.

**Devo:** No.

**Griffin:** And she takes it off. She says,

**Nermal:** I just want you to get out there, and sort of sport the brand! And, uh, do a little bit of... you know. A little talking, talking up the brand, doing a little bit of sharing it with your friends? Maybe you get on the tonewheel and just put out an open broadcast, like, "Oh, man! You guys can't see me right now but I look so cool, and I got it all at Nermal's Pile! Back in the dark alley! In Joshy's Knuckle! Keep walking, 'til you smell the pipe smell!"

**Devo:** I could do this, yeah. How big is the—

**Travis:** Griffin, how big is the logo?

**Griffin:** It's fucking huge. With the new jacket you have on over it, you can really only see, like, "Erm's. Ill."

**Clint:** [laughs]

**Griffin:** But it's— it is huge, and like, groovy seventies font.

**Devo:** Uh... and... how long do I need to keep the logo on there?

**Nermal:** Uh... well, we'll have my contract guys work up some stuff.

**Griffin:** And one of the ship worms from Felix's shop, kind of like, wriggles his way into the pipe, between Nermal and, y'know, the edge of the pipe. It's a very tight squeeze. And he has a pencil and pad. And like, starts writing something, but then drops the pencil back down in the pipe, and you hear him go,

**Ship Worm:** Fuck!

**Griffin:** And he dives back down into the pipe.

**Devo:** It's just, it occurs to me that having a giant logo on there kind of defeats the purpose of being able to change the pattern.

**Nermal:** Oh, na— you can change the pattern around it! And listen, if it's like a life-or-death thing, you can turn the shirt on inside out! And there's a logo on the inside too, but it's much smaller!

**Devo:** Well— mmm.

**Clint:** [laughs]

**Nermal:** I'll make you a deal! I'll throw in... I'll give you... a throw-fo. I'll throw in three phones. 'Cause you seem like someone with two friends.

**Devo:** I do have two friends! Okay, this is— so, then, how, wait. How much do I owe you, then?

**Nermal:** Ah. Money! What's money between business partners?

**Devo:** So it is free?

**Nermal:** But it will cost— it will cost money.

**Devo:** Oh.

**Nermal:** No, uh. That's two for the armor, three for the Glamor Weave, and three more for the tonewheels.

**Devo:** So... now hold on. I... if I am going to have a logo emblazoned on it...

**Nermal:** Yes.

**Devo:** We will do two for the Glamor Weave, and two for the armor, and three for the phones.

**Nermal:** Ehh, yeah, whatever. This is the beginning of a long and beautiful relationship. That'll be seven Lux, please.

**Devo:** Done.

**Nermal:** Now listen! You're my guy now, you can't go out there and, y'know, get up to no good, and then people—

**Devo:** Oh, I did not promise this. Yes.

**Nermal:** "Some bandit got out there, killed like a hundred people, and for some reason this dude loved Nermal's Pile!" You know what I mean?

**Devo:** Nermal? I did not promise this. This was not part of the deal. I will try to be on the... on the, you know, good behavior.

**Nermal:** Okay.

**Devo:** And be on the level. But there's no guarantee.

**Nermal:** Fine. Fine.

**Devo:** Speaking of, what is fun to do here, in Joshy's Knuckle? What, if you wanted to, you know, blow off steam, you have had a rough week...?

**Nermal:** Oh, yeah, yeah... There's this...

**Devo:** What kind of stuff...?

**Nermal:** Yeah. There's this one big bay window. With a little crack in it. Toward the back. Like, just outside this alley, actually, and some algae grows on it.

**Devo:** Uh huh?

**Nermal:** And you can just rub your face up against the algae, and...

**Devo:** Oh, this does sound nice.

**Nermal:** And you eat it, and you— you get the caloric sort of... the content from it? And it, that good algae taste? Yeah.

**Devo:** I will have to check this out.

**Nermal:** Yeah. Yeah, you rub your whiskers all over it, and you just feel like a real bad girl, ya know?

**Devo:** I am clean shaven. Oh.

**Nermal:** Okay.

**Devo:** If I had known, I would have let it grow.

**Nermal:** Uh. Yeah. Are you gonna buy anything else?

**Devo:** No, this is all, I was just enjoying the company.

**Nermal:** Oh, okay.

**Griffin:** She smashes her face against the wall again, and all the doors and dressers close. And she says,

**Nermal:** Uh, protect those fucking cheekbones, okay?

**Griffin:** And she dives back down into the pipe.

**Devo:** Okay! Oh— bye.

**Griffin:** Okay. Let's talk levels. Let's talk characters, and the levels that they are, now.

**Travis:** Let's talk about depth! And levels. Layers, like an onion.

**Griffin:** Yeah.

**Travis:** You know?

**Griffin:** Um. I'm—

**Clint:** Let's talk about sex, baby!

**Justin:** Absolutely not—

**Travis:** Whoa, no, no—

**Griffin:** Nope. And then we'll—

**Justin:** Beep! Justin has hung up the call forever.

**Travis:** Oh noooo!

**Clint:** [wheezes]

**Griffin:** [laughs] I'm trying to... not go so turbo fast with the leveling, like we did in Balance, where you guys were level, y'know, God, by the end of it.

**Clint:** Level terrific!

**Griffin:** Right.

**Travis:** Sure.

**Griffin:** So you're gonna be at level five for a little while. So let's talk about what kind of new stuff you all have got going on! Devo, you wanna start?

**Travis:** Main thing I got is new spells.

**Griffin:** Right.

**Travis:** I have third level spells now.

**Griffin:** 'Kay.

**Travis:** I also have traded out a spell I was not using, from second level. To learn Suggestion, which is fun.

**Griffin:** Seems good. Big thing for bards— you moved up dice, right?

**Travis:** What?

**Griffin:** For your bardic inspiration? It was a—

**Travis:** Yes, yes, yes.

**Griffin:** Yeah.

**Travis:** So I'm— hold on, I also took Glyph of Warding.

**Griffin:** Oooh!

**Travis:** Which is a— basically a really fun, like— I can set a trap, basically.

**Griffin:** Okay.

**Travis:** And Sending, which lets me send messages to anyone. As long as they're... I think anyone on any plane, or some shit. It's... very huge.

**Griffin:** Telepathically, right?

**Travis:** Yes. And they can respond to me.

**Griffin:** Cool.

**Travis:** Um. And... man, I just bought a tonewheel. Ugh. Anyways...

**Griffin:** [laughs]

**Clint:** [cracks up]

**Travis:** But yeah, so I also got an ability score increase. So, I increased, surprisingly, my Strength. Um... with my justification being that, you know, Devo's gotten more exercise now, and I wanted to be a little bit better in combat. So, I got a little bit better at that. My hit dice went up. And... yeah, so my bardic inspiration is now one d8. Um, I got—

**Griffin:** So, when you lend somebody aid, they get to add d8 to whatever check that they wanna do.

**Travis:** Correct. I also now have a thing where... when I take a short rest, it returns my bardic inspiration, um, instead of just on a long rest. So.

**Griffin:** Oh, okay! Cool.

**Travis:** Yeah. "Font of Inspiration."

**Griffin:** That is cool. You still only have— this is surprising. You still only have three... uses, of bardic inspiration. Which was— which has stayed steady, I think. Um. Cool.

**Travis:** Yes, but it's 1d8 now, so that's, you know.

**Griffin:** Right. So you are a better sort of... supporter, and trickster in general.

**Travis:** Indeed.

**Griffin:** Okay. What school are you? Is it the school of secrets or—

**Travis:** Whispers.

**Griffin:** Whispers!

**Travis:** It was Whispers, yeah.

**Griffin:** Okay, cool. Um. Zoox? What do you got going on?

**Clint:** Um. Zoox boosted... no. Dexterity! Boosted dexterity.

**Griffin:** Okay.

**Clint:** Uh, which... resulted in a boost in acrobatics, and put another point in Animal Handling.

**Griffin:** 'Kay.

**Clint:** Seemed like that was gonna be important. Um, hit points went up. Did— did Devo's hit points go up?

**Griffin:** Yeah, yeah—

**Travis:** Yes.

**Griffin:** Your hit points always go up whenever you level.

**Clint:** 'Kay. Well, he's got—

**Travis:** Thank. The lord.

**Clint:** He's up to 49, now.



**Griffin:** 'Kay.

**Clint:** And... I did the same thing, shuffled around some spells. I figured since we had other ways to track, I dumped one spell— anyway, I picked up Animal Messenger.

**Griffin:** Okay.

**Clint:** Which you can use an animal—

**Travis:** Why did I buy tonewheels!?

**Clint:** Just wait a minute—

**Travis:** God damn it!

**Griffin:** [laughs]

**Clint:** [laughs] “By means of this spell, you can use an animal to deliver a message. You choose a tiny beast—” I’m sure mine will be some kind of fishy thing.

**Travis:** Fuck!

**Clint:** [laughs]

**Griffin:** [laughs]

**Clint:** Delivers a message to anybody, even people without tonewheels, it says here.

**Travis:** Why didn’t you tell me this before!?

**Clint:** Well— well, I tried to last time we recorded, [laughing] but we—

**Travis:** You didn’t try shit!

**Griffin:** Okay, we—

**Travis:** Wasted my money on buying you a tonewheel!

**Griffin:** With the tonewheels you guys can talk to each other, sort of without limits, now—

**Travis:** Oh, okay, yeah, good point.

**Griffin:** But with these spells it sounds like you can... you know.

**Clint:** Communicate with anybody.

**Travis:** I guess that's important, yeah.

**Griffin:** Right, exactly.

**Travis:** Okay. I guess that's alright.

**Clint:** Also... Hail of Thorns went up.

**Griffin:** Right.

**Clint:** From 1d10 to 2d10.

**Griffin:** Well that's just if you cast it as a second level spell.

**Clint:** Right. Right. The other one— Swarmkeeper magic, I got a new Swarmkeeper magic, which is Web.

**Griffin:** Yeah!

**Clint:** Which creates a mass of thick sticky webbing... that sticks like— twenty—

**Griffin:** Big sticky mess.

**Justin:** [laughs]

**Travis:** [laughs]

**Justin:** [laughing] Sticky foam!

**Clint:** Uh—

**Travis:** Blue foam!

**Justin:** Blue foam!

**Griffin:** [laughs]

**Clint:** Um—

**Justin:** Sorry, Dad.

**Clint:** It's alright—

**Justin:** If you listen to our great... [laughing] Paul Blart podcast... you...

**Clint:** [laughs] I will, now.

**Justin:** Yeah. You can only get a certain year—

**Travis:** Finally! We got him!

**Justin:** Yeah.

**Clint:** So mine will be like seaweed, I guess, probably.

**Griffin:** Sure.

**Clint:** The other one I got, that I can't wait to use... is... Summon Beast.

**Griffin:** That sounds fun.

**Clint:** "You call forth a bestial spirit. It manifests in an unoccupied space you can see within range. This corporeal form uses the bestial spirit stat block. When you cast this spell, choose an environment—" probably water.

**Griffin:** [laughing] Yeah.

**Clint:** "It resembles an animal of your choice, that is native to that..." But anyway, it allies to us. And takes rounds in combat.

**Justin:** [laughing] It'd be weird if it aligned against us.

**Travis:** Yeah.

**Clint:** [laughs]

**Travis:** "I hate you, Dad!"

**Griffin:** "I managed to— cool barracuda! Ow, fuck!"

**Justin:** "Thank you, God, for life! Now I'm going to bite your nuts!"

[Various laughter]

**Clint:** I'm thinking of a manatee, but I'm not sure.

**Travis:** Ahh, nature's greatest warrior!

**Justin:** [laughs]

**Clint:** [laughing] The manatee! Well then, the next time we ask, y'know—

**Justin:** The manatee— the manatee o' war?

**Clint:** Ohh, that's good.

**Griffin:** That's fun. Uh. You have not mentioned the biggest thing, Dad, and I don't know if you've noticed it yet. But also you have an extra attack now. You can attack twice, whenever you take the attack action.

**Clint:** Oh right! Yeah. I was getting to that. As soon as you mentioned it—

**Griffin:** I don't know if you've ever attacked, though. You mostly just shoot fish out of your face, or whatever.

**Justin:** [laughs]

**Clint:** Well, that's an attack, isn't it?

**Griffin:** It— in a manner of speaking, for sure.

**Clint:** Uh, I've got—

**Travis:** Now to be fair, if someone shot fish out of their face at me—

**Griffin:** Yeah.

**Travis:** I would take it as an attack.

**Griffin:** Uh—

**Clint:** And I'm trying to see if I have any more bonus actions. Two weapon fighting, but I don't know... how that's gonna... come into it.

**Griffin:** Just two crossbows?

**Travis:** Oh, we need to find you a sword.

**Griffin:** Two fish?

**Clint:** Yeah. Two fishy fish!

**Griffin:** Uh. Okay. We'll fit— we'll... run the numbers on that one. I'm not sure how that works.

**Clint:** So I'm kinda excited about those, those are kinda fun.

**Griffin:** Okay. Yeah.

**Clint:** Especially if I'm gonna be stuck with them for... five more rounds.

**Griffin:** Uh. Amber, what do you got going on?

**Justin:** Well, I have an ability called Telegraph. It lets you pound the ground, to send messages, to anybody...

**Clint:** [bursts into laughter]

**Travis:** God damn it!

**Justin:** And then they can send messages back—

**Travis:** Noooo!

[Someone claps]

**Justin:** Um. I picked up a feat called Crusher. That... first it increases my constitution by one. And then, once per turn, when I hit a creature with bludgeoning damage, I can move it five feet to an unoccupied space, provided the target is no more than one size larger than me. Um. And also, when I score a critical hit that deals bludgeoning damage, attack rolls against that creature are made with advantage until the start of my next turn.

**Griffin:** That's cool— so you took that in lieu of a stat increase? Okay. Cool.

**Justin:** Yeah. Yeah, there was just nothing that I was really...

**Griffin:** That's fun! That's a fun power that you are going to be able to use a lot.

**Justin:** That was kinda what I thought, it'd be fun...

**Griffin:** Yeah!

**Justin:** Fun thing, to make me more— a little bit more practical.

**Griffin:** Okay.

**Justin:** Um. I also got Slow Fall, so don't even worry about falling. Anymore.

**Griffin:** You can just fall— you can just fuckin' fall? As much as you want?

**Justin:** Uh. I can use a reaction, when I fall, to reduce any falling damage you take by an amount equal to five times my monk level.

**Griffin:** So 25. That's a lot, that's—

**Justin:** I mean, I'm not a math guy, but that [laughs] sounds right.

**Griffin:** [laughs]

**Clint:** [laughs]

**Griffin:** Okay.

**Justin:** And then I got the extra attack as well.

**Griffin:** Looks like you got some more ki points, or vibe points.

**Justin:** Uh. Probably, yep. And then... I... I'm not looking at that sheet right now. But. Um. And then I got Stunning Strike. Which lets me... uh... interfere with the flow of vibe, in an opponent's body. I can burn a vibe point, to attempt a stunning strike... if they fail a constitution save, then they'll be stunned, til the next turn.

**Travis:** Nice!

**Griffin:** Wow, that's a huge one.

**Justin:** Yep. That's cool.

**Griffin:** Uh... just looking—

**Travis:** I can suggest things to people—

**Justin:** I can do that, too.

**Griffin:** Yeah.

**Travis:** Aw, man.

**Griffin:** Uh. Is Step of the Wind new? And Patient Defense?

**Travis:** Damn, dude, you got a lot of new shit!

**Griffin:** I dunno, you may have already had that stuff. But I didn't notice.

**Justin:** I don't know that I've... I mean it's probably been in there, but I also don't... recall seeing it, unless it's like automagically added... in the... 'Cause I was just looking in the builder...

**Clint:** [laughs]

**Griffin:** Uh, yeah—

**Travis:** Are you laughing at "automagically," Dad?

**Clint:** Automagically! What a great word!

**Griffin:** Yeah.

**Justin:** Thanks, Dad. Um. Nnn... that may be part of my...

**Griffin:** I think it may be built in. You may have already had it, just never used it.

**Justin:** Anyway. I can use `em— yeah, I can just do some different stuff. I don't feel like— We need more opportunities to fight people. [laughs]

**Griffin:** Yeah yeah yeah.



**Justin:** In fist fights.

**Clint:** In the air! [laughs]

**Justin:** Yeah, instead of like, giant squids.

**Griffin:** Mmhmm.

**Justin:** Or whatever.

**Griffin:** Uh. Okay, cool. Um. Do y'all want to do some ship shopping? Real quick? Or should we save that until—

**Travis:** Um, I— I should also say, 'cause I just remembered...

**Griffin:** Yeah.

**Travis:** The reason— another reason I took strength, uh, is 'cause it adds to athletics, as a result of Devo—

**Griffin:** You learning to swim?

**Travis:** Learning to swim.

**Griffin:** That makes sense. Okay.

**Travis:** Yeah.

**Griffin:** Um. Yeah, do you guys want to ship shop, or you want to save that until after you take— figure out what your next mission's gonna be, or...? It's up to you.

**Travis:** I mean, I'd like to ship shop.

**Justin:** Well, why don't— but doesn't it make more sense to figure out the next mission? Because we don't know what we need to be prepared for.

**Travis:** That's true. Yeah, yeah, yeah, that's true.

**Justin:** Right?

**Clint:** Hey, speaking of that.

**Griffin:** Yeah?

**Clint:** Just table talk. You know... there's a mission on there, where... actually, you know, Amber, you could be... working for the Chaperones.

**Justin:** Mmm! That could be interesting.

**Travis:** Mmmm!

**Clint:** There's a contract on there from Ballaster Kodeira.

**Justin:** Oooh, that could be fun.

**Travis:** Mmmm!

**Clint:** Called "the Bio Mass Swarm..."

**Griffin:** And also— and also, mmm, this is another one, mmm! I haven't updated that list yet, mmm!

**Clint:** Mmm!

**Justin:** Mmm!

**Travis:** Mmmmmm!

**Griffin:** 'Cause I didn't think we would get to this part in this episode.

**Clint:** Are you going to add to it?

**Griffin:** Mmmm!

**Clint:** Or replace?

**Justin:** Prove it! [laughs]

**Clint:** Mmm!

**Griffin:** Mmm. Or, maybe— maybe—

**Travis:** Well, Ravi promised they would still be there.

**Justin:** Alright, now, Griffin? Now— say something then, that, for the end of the episode, where it's like...

**Travis:** Yeah, big, dramatic—

**Griffin:** Sure, sure—

**Clint:** Kinda foreboding.

**Justin:** Yeah.

**Clint:** Yeah.

**Griffin:** Yeah.

**Justin:** Pretend that you don't have...

**Griffin:** M'kay.

**Justin:** Um. Like, big live show to prepare for and you don't have all these other things going on, but like. And that this hasn't been a very mechanical...

**Griffin:** Yeah, yeah— so like I have—

**Travis:** Yeah, make `em really piss their pants

**Justin:** Like— like, make it like... turn it on, you know what I mean? That classic magic.

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

**Clint:** Hit us, baby!

**Griffin:** Yeah.

**Justin:** Yeah, we're ready, baby!

**Travis:** Here he is!

**Justin:** Hold on.

**Griffin:** Okay, here we go. [pause] Down in Magic Town...

**Clint:** [bursts into laughter]

**Justin:** Shhhh! Dad! Shut up!

**Griffin:** Shut up! Shut the fuck up.

**Justin:** [laughs]

**Clint:** Okay.

**Griffin:** Down in Magic Town, the wizard takes the seeds.

**Justin:** [stifling laughter]

**Griffin:** He rolls them around in his palm.

**Justin:** [whispering] Say "well-practiced."

**Travis:** Yeah, well-practiced.

**Griffin:** Oh. The well-practiced wizard takes the seeds...

**Justin:** [laughs]

**Griffin:** He... holds them to—

**Travis:** Talk about— what's the air feel like, Griffin?

**Justin:** [wheezes with laughter] Can't...

**Griffin:** The air is... stagnant, and st... and lurid.

**Justin:** [wheezes] It's—

**Clint:** Does he blow on them? Does he blow on them?

**Travis:** Yeah, does he blow on his seeds?

**Griffin:** He takes the seeds, up to his mouth, and whistles to them.

**Justin:** [laughs]

**Griffin:** And—

**Travis:** Does he have a familiar? Is there a familiar—

**Justin:** Shhhh! Shut up!

**Griffin:** One of the seeds wiggles. And then stops. And from the wizard's heart...

[Ethersea theme music begins to play]

**Griffin:** A dream of a better tomorrow...

**Justin:** [wheezes]

**Travis:** Mmhmm. Yeah yeah yeah.

**Griffin:** Is whispered.

**Justin:** [giggles quietly]

**Griffin:** And fills... the... fills Magic Town.

**Clint:** [laughs]

**Justin:** [giggles louder]

**Travis:** Now, Griffin, end it with something cryptic, like, "it's begun," or—

**Justin:** [bursts into laughter]

**Clint:** Yeah! Yeah!

**Griffin:** The— the shadows—

**Justin:** Night falls!

**Griffin:** The shadows have... convalesced.

**Justin:** [laughs]

**Griffin:** And the...

**Justin:** [through laughter] In bed?

**Griffin:** The wizard—

**Clint:** The shadows felt better!?

**Justin:** The shadows are dead?

**Travis:** Shh!

**Griffin:** Shush! Shush!

**Travis:** Shh! Shh!

**Griffin:** [solemnly] The wizard takes his seeds... and puts them in the garbage can.

[Clint, Travis, and Justin burst into laughter]

[Ethersea theme music plays out]

MaximumFun.org

Comedy and culture

Artist owned

Audience supported