

The Adventure Zone: Ethersea – Episode 35

Published April 14th, 2022

[Listen here on mcelroy.family](#)

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

Jimbo Clyde: You are on... a facility of, I would say, eccentric oligarchs. [chuckles] And uh, you have sort of caught the ire of some of them. You are being hunted.

Griffin: But you also see, inside of this pit, it's an auroch.

Amber: Shhh, it's okay. I'm gonna ride you now, and I need a win.

Griffin: And you see directly in front of you, a... muscle-bound, shirtless man, wearing a... a bull mask.

Clint: I want to drive away in the Dreams of Deborah.

And just before it gets to the dock, he activates the self-destruct and dives out of the moonpool.

Griffin: He... lifts up his mask, and you see... You see a young man.

Devo: Ah, Auctioneer!

Tolliver: Tolliver will do.

Devo: Oh, if you would be so kind as to show me to where my friend is kept and then let her out and then let us go, and then I won't... kill you.

Tolliver: Well, before all that happens. Have you spoken to—

Griffin: And then the side of the ship explodes.

[intro music plays]

Griffin: Zoox you have um... on this adventure, done some pretty gnarly stuff from time to time, I would say.

Clint: That's fair.

Griffin: Vis-à-vis you know combat and... wanton violence, but as you float in the waters of the Ethersea, that I would say you were just knocked back through with tremendous concussive force, as you sort of right yourself and take a look at the— the headquarters for Crescendo here, uh you realize that you've set a new bar for yourself.

Because there is... It seems like the ship is still being built, but you know that the opposite is true. You have just sort of disintegrated a good maybe quarter of the— of the vessel. The Upper Harbor, that you auto docked the Dreams of Deborah in before setting it to explode, is just gone.

Travis: Nice.

Griffin: And a little—

Travis: Hey, Dad. I've never been prouder to play *Dungeons & Dragons* with you. That is not sarcastic. That is one of the most Travis—

Griffin: Well!

Travis: I'm gonna say, one of the most Magnus things you have ever done.

Justin: Let's see how it— can we see how it resolves?

Travis: I mean, that's fine.

Justin: Could we maybe just see how it resolves?

Travis: Yeah.

Justin: Well, before we just standing out, uh what's the word, plaudits? Is that the word?

Travis: Yip.

Clint: Accolades.

Griffin: Zoox—

Travis: Yeah.

Justin: Accolades, thank you, Mac. I would just love to see how it all resolves.

Griffin: Yeah, 'cause there's a—

Travis: I wanna say "Mac— olades".

Griffin: There's a lot of.

Travis: When you tell Dad that he did a good job.

Griffin: I won't allow that, actually.

Travis: Okay.

Griffin: There's uh... There's a lot of flotsam and jetsam floating around. A lot of, straight up, lotta bodies. You get the impression that if any—

Justin: Mass murder, yeah.

Griffin: If anyone was—

Travis: You— Yeah.

Griffin: If anyone was standing in that Upper— Anyone standing in that Upper Harbor is... there is—

Travis: Aloysius Supreme?

Griffin: Aloysius Supreme—

Travis: Is now Aloysius Minimus.

Griffin: Supremely dead. It is a mass devastation. The Lower Harbor is just a junkyard, and— I mean, a floating junkyard, because it is completely underwater. And as you are sort of surveying your great work, in some of that wreckage in the Lower Harbor, you see some hull panels that are... a shade of purple that is very familiar.

Travis: Oh, no! Wait—

Griffin: And you realize that those hull panels do belong to the Coriolis. And it is uh— It is such a disaster down there, you cannot see the ship itself, but you know that it has sustained some damage in the explosion you set off right above it.

Justin: [quietly] On purpose.

Griffin: On purpose.

Justin: I just don't want that to get lost in the shuffle. Sorry.

Griffin: Yes. The uh—

Clint: Okay! Time out. Time out.

Justin: Sure.

Griffin: Alright, Zach Morris.

Clint: I have to defend myself.

Griffin: Yeah.

Travis: Do you?

Clint: A little bit.

Justin: [wheezes]

Clint: According to the rules of ship combat—

Justin: There he goes.

Clint: That you designed yourself, Griffin.

Griffin: Yeah. Yes.

Travis: Let the record show!

Justin: This isn't gonna work out.

Clint: According to the tools list.

Griffin: Yeah.

Clint: Self-destruct— When I set off the self-destruct.

Travis: Uh-huh.

Clint: I had another turn before it went off. Because at the start of your next turn, you get a chance to cancel the action with a DC15 Repair check.

Travis: Now, yes but that's—

Griffin: No—

Travis: You also said—

Griffin: Yeah. Okay, yeah. You left the ship though!

Justin: Yeah. Well, you left the ship!

Clint: I jumped into the moon pool!

Travis: Uh-huh.

Griffin: To leave the ship!

Clint: So I was still within the range.

Justin: So, wai— [laughs]

Clint: It was a—

Justin: Wait, hold on! [laughs]

Clint: It was a bluff to a bluff to a bluff.

Travis: No.

Griffin: But you didn't say you were gonna blow up the ship, so it's not— It's a silent bluff. Where you do the violence, but you don't say you're gonna do it.

Travis: Yeah, that's called—

Griffin: That's just— That's just an attack!

Travis: There you go.

Griffin: That's assault!

Clint: I think it's always better when you know the backstory behind somebody's thoughts.

Justin: Yes, thank you Griffin.

Griffin: Yeah, thank you Dad.

Justin: Let's not let— Yes.

Griffin: Absolutely.

Travis: Hey, Dad. I love you so much and I've literally known you my whole life. When you said "I start the self-destruct", you were not thinking "And I'm gonna stop it".

Griffin: "And I'm gonna stop it."

Travis: That was not—

Griffin: "I'm gonna go for a little swim first! But then damnit, once I'm refreshed— "

Travis: "From the moonpool— "

Justin: "I've earned it."

Travis: "— I will reach to the console of the ship!" [chuckles]

Clint: I guess people will not know the whole story til my memoirs.

Griffin: Sure.

Justin: No.

Travis: Hey, when are you gonna write those, by the way? 'Cause you need to get on it.

Justin: Yeah, you get— Might need to get a little hurry.

Travis: Yeah.

Justin: A little hustle in your bustle.

Griffin: I will s—

Clint: Countdown clock is clicking on.

Griffin: Is ticking. I will say that just based on sort of every person you met on this station and the kind of dirty dealings they were getting up to, maybe no huge loss.

Travis: Yeah.

Griffin: For humanity, in general. But the station itself is starting to... tilt, uh a little bit. And that's never a good sign for deep-sea installations.

Travis: And those things— As far as I understand it, and I'm no engineer. But I believe they're pretty meticulously designed.

Griffin: They do need to be—

Travis: To withstand high pressure.

Griffin: Yeah.

Travis: Very rarely is a deep-sea like thing designed and they're like "And you know, a quarter of it can blow up, it's fine".

Griffin: "A quarter of it can blow up and it'll be fine." Okay. Uh that is what you see, Zoox. You are, you know— You have swum back close enough to the facility to kind of like survey the damage. What is your sort of immediate inclination?

Clint: Oh, well I think Zoox knows he's in trouble. He is in a little bit of trouble. I think his first concern is... To be fair, I don't think he really thought it was gonna be that big of an explosion.

Griffin: Well you've never self-destructed a ship before.

Clint: Yeah. But still, I mean—

Travis: He's self-destructed other things. An iPad—

Clint: I didn't think it would— Like a nuclear warhead or anything.

Griffin: Yeah.

Clint: Um...

Griffin: Well, now you know.

Clint: So I think his first concern is for... um for uh Amber and Devo.

Griffin: Okay.

Clint: I think he's thinkin' "Aw, I fucked it up now. This is bad. This is really bad".

Travis: Mm-hmm.

Clint: And his first inclination is to swim away, as fast as possible.

Griffin: Okay.

Travis: Oh, okay.

Clint: Pretend it never happened. But he starts—

Travis: So you're worried about Devo and Amber!

Clint: So he goes—

Travis: But in a really passive way.

Clint: He goes after Amber and De— So he says “I better check on Amber and Devo”. I assume the ship— The base is not only tilting but flooding?

Griffin: I mean, the part that you can see is the part that is exploded and exposed to open ocean. And so like— But you feel like, just based on the fact that it is tilting. Not dramatically, like maybe like a like 10-degree angle, that it is flooding, yes.

Clint: I think he jumps on the shell phone and tries to call `em.

Griffin: Okay. There i— There is no answer.

Travis: Hmm.

Clint: Uh did—

Travis: Not even a hilarious voicemail?

Griffin: Uh... no. There’s no hilarious voicemail. From two people? What would that sound like?

Justin: [laughs]

Travis: “Hey it’s Devo.”

“And Amber!” And it would be like.

Griffin: Yeah.

Travis: We’d done it together.

Clint: “Hit us back!”

Griffin: So you guys would have to do three of those for each pairing—

Travis: Yeah.

Griffin: Okay. Yeah, there's no response.

Travis: And one that's all three. We wanted to cover any occasion.

Griffin: Sure sure sure.

Justin: And then holiday versions, obviously.

Travis: Yup.

Clint: Um, okay. Man... Um... I think he starts searching for— There's no way to track 'em, it's a big facility.

Griffin: Yeah.

Clint: Does he have the sense to know, just lookin' at— at the base, where they were when they— You know, can he get to the... the fancy room?

Griffin: Well uh— The room that De— Here's the thing though, Zoox so far, like left the— the waiting room and went into the Dreams of Deborah, and left the station in the Dreams of Deborah, and then blew up the station. So like you don't know where the other two are. Right? You wouldn't know— You would not even know where to go. All you can see is what is in front of you, which is a big hole in the ship and some pieces of the Coriolis like in there somewhere.

Clint: Okay. He swims into the base.

Griffin: Okay.

Clint: First off.

Griffin: Right.

Clint: I think he starts searchin'. He starts lookin' for uh for Amber and Devo.

Griffin: Okay, give me... Give me an Investigation check.

[sound of dice rolling]

Clint: That's a 13.

Griffin: Uh, okay. With a 13, you float around and find like some doors, right? Like you find the door into the like little waiting room that you all were in with the fireplace and bearskin rug and all that jazz. And it is like fused shut at this point. Like the explosion has— has rendered that passageway completely inoperable.

And as you look around like bulkheads have dropped down to seal different compartments, uh some of which have, you know, done that job very well. Some of which like you see like bubbles shooting out of and you know like uh oh, that's— that's— Water is getting into places that it probably should not be getting into. Um but I mean, there is nothing in here that tells you where your friends are on the station.

Clint: Okay. There's obviously— He's not gonna be able to find Amber and Devo. Uh he does a quick swim around, obviously there's no sign of 'em. They won't answer their phones. So I think he swims for the Coriolis to check on it.

Griffin: Okay.

Clint: To see how mu— badly damaged it is.

Griffin: I— You are like following the trail of purple hull panels and it is like... You know, you're underwater and so you can push some stuff out of the way, put like there's a lot, a lot of junk down here. Uh why don't you give me just like an Athletics check to see like how this uh— your rooting around goes.

[sounds of dice rolling]

Clint: Mm. Not real strong. That's five.

Griffin: Okay. You are pushing stuff around and you see like the— you see the Coriolis. And it is upside-down. Uh and the... cargo bay has like fully flooded, you can see that, and you can see some of the cargo of the ship just like floating around in the water. Like your rations for the return

trip, like those are destroyed and gone. Uh let me see. Oh you didn't really have anything else in the cargo bay, so no— no great loss there.

Travis: Yay for minimalism.

Griffin: [chuckles] Yay! There are some sparks coming out.

[electric sparking sound effects play]

Griffin: Uh where there probably should not be sparks coming out. While you are like looking at that, uh a piece of— like an engine from another ship that just got destroyed, sort of pins you against another piece of hull, uh and you take... eight points of crushing damage. But you are able to... free yourself from that, after some toil, and are able to get to the ship. To the Coriolis.

Clint: Okay. Is it... completely full of water?

Griffin: Uh, you enter into the cargo hold and see that the bulkhead did seal here, and it's like an airlock bulkhead, so no. You can tell it's just like this, you know, one room had the opening in it. Uh stopped being a moon pool when the thing turned upside down, right? So it just flooded the room. But no, the rest of the ship looks fine. You can see some lights on inside, um so—

Clint: Can I get through to the control room— to the bridge?

Griffin: Uh, yes. It— Maybe it doesn't occur to you until you go through the airlock into like the main like passageway of the ship, connecting all of the different chambers, but everything's upside down. And so like, you can clamber toward the engine room, but it's— like you're avoiding light fixtures as you go.

The place is a mess, right? Like you go through the crew quarters and like the kitchen has turned upside down and like all the supplies and stuff are— have been all jumbled about.

Travis: Our marble collection is everywhere.

Griffin: There's marbles everywhere.

Justin: Wait, they've been—

Travis: E— The house of cards we were building.

Justin: Griffin, did you say that they've been "jambled about"?

Travis: [chuckles]

Griffin: Yeah, that's uh—

Justin: I'm not certain—

Griffin: Wow, someone—

Justin: "Jambled"?

Griffin: You haven't read much Mark Twain.

Travis: Huh.

Clint: [laughs]

Travis: "They've been jimble and jambled and jombled!"

Griffin: That's from—

Travis: "The pieces, they were everywhere!"

Griffin: Uh—

Justin: "Jambled" is obsolete slang for drunk.

Travis: Oh.

Griffin: Hey, I like that!

Justin: Yeah.

Griffin: That's cool, yeah.

Justin: Yeah.

Justin: That's cool.

Griffin: Okay, uh... You see it, from a pile of like nutri-bars or whatever, you see Urchin pop up, and he's like...

Urchin: Hey man, what— Um, what— what happened? [chews noisily on nutri-bars]

Zoox: Well, it's... not important. Just some horrible catastrophe has happened, and we— we gotta find Amber and Devo, so I thought maybe we had some kind of equipment on the bridge? That could, you know— Well, for one thing, we gotta turn this ship over! Uh... Where's the button that does that?

Urchin: Oh! The topsy-turvy lever!

Justin: [laughs]

Zoox: Yeah! Where's the topsy-turvy lever?

Justin: [laughs]

Urchin: There's not a topsy-turvy lever, man. I'm just—

Zoox: You were being sarcastic, weren't you?

Urchin: I'm just messing with you.

Zoox: I get it.

Urchin: It's got something to do... I think it's either the pitch or the yaw?

Justin: [snorts]

Zoox: Mm-hmm. Mm-hmm.

Urchin: That's— you gotta twist that baby. Um... but hey, do you guys have like insurance? 'Cause I'm not sure if I should be rolling with y'all.

Justin: [snorts]

Urchin: As deep as we're rolling if it keeps on getting all dangerous like this.

Zoox: Yeah. Oh, it is— it is dangerous, but I think it's probably—

Urchin: It's just that if you wanna keep me around, like you should make me feel like you've— like I'm gonna be safe.

Zoox: Are you go— Are you able to drown? Or—

Urchin: That's a great question. I think so.

Travis: Also a wild question to ask somebody else.

Urchin: Yeah, that sounds scary. Anyway, okay, come on!

Griffin: And he goes into the engine room with you. Or not the engine room, the cockpit. Yeah, helps you turn the ship around. It's got power, everything's working. There's some bad noises, and probably some alerts going off of hull damage, but you... you manage to get the ship upright.

Clint: Great.

Griffin: Uh, Let's jump over to... Amber.

Justin: Yup.

Griffin: You are unconscious. This explosion knocked you around something fierce. You were on top of an auroch.

Justin: Yeah.

Griffin: And facing down this bull-masked, axe-wielding hunter, and then you were—

Justin: Who fell on his—

Griffin: His own—

Justin: Quick check, did he fall on his— ?

Griffin: His own axe and die? Yeah.

Justin: Axe...and die?

Griffin: Like *Where the Red Fern Grows*.

Justin: And left a like—

Griffin: Um, no.

Travis: Is that what happens in that?

Griffin: Yeah, it's a gross book, so.

Justin: Damn. Bad podcast spoiling good books.

Griffin: Yeah.

Justin: I love it.

Travis: [snorts]

Griffin: You... come to and you are... slumped over the back of this auroch, who seems to have like put you up on its back and is carrying you, uh what at first you think is like up a hill, then you realize it's just forward in this jungle, because the back of the ship is now [chuckles] above— above you, 'cause of the way that this is flooding.

As you actually look behind you, you can see that like the back-most part of this jungle where you first kind of came to and encountered that polar bear, it is underwater. It is completely flooded. This jungle-like compartment is starting to fill up with water.

You are— Yeah, you come to on this auroch's back. They're— The axe-wielding hunter is nowhere in sight, um and it is with effort sort of pulling you uphill. What do you do?

Justin: Um... So the auroch's pulling me up a hill.

Griffin: I mean, you're on its back, yes.

Justin: And it's— Is it, uh... Does it seem to be responding to my whims?
[chuckles]

Griffin: Yeah, sure.

Justin: Okay.

Travis: I didn't expect that to be an affirmative answer!

Justin: Yeah, me neither. Di— Do I see— Do I see Pigman?

Griffin: No, you don't see Pigman. It's a bull, but—

Justin: Bullman. Bullman.

Griffin: Bullman. Bull. From the hit show, *Bull*.

Justin: Um... No sign of him, huh?

Griffin: You want there to be sign of— ? Uh, roll a Perception check.

[sound of dice rolling]

Justin: I would just like to know where it— Don't make me sound weird. Like I would just like— Well, I got a five, who cares. Okay, yep. That's not gonna be any good. How close am I to the ready room?

Griffin: So looking up, the ready room is... uh to the side. So like, the auroch has kind of gone off course a little bit and seems to be making its way toward like the side of the ship, as opposed to the aft.

Justin: Um, okay... [clicks tongue in thought] Let me see if I can redirect him towards the ready room. 'Cause I know that there's equipment there, so I'm still trying to get over there.

Griffin: Okay. Make an Animal—

Justin: Whatever is going on.

Griffin: Yeah, for sure. Make an Animal Handling check.

[sound of dice rolling]

Justin: That's a natural 20.

Griffin: Oh. My. God.

Travis: Hell yes.

Justin: Plus— Plus three.

Clint: Yeah!

Griffin: Uh, you're in control. You like, you know, hoist yourself up onto your tuchus and grab this— this cattle by the horns and are able to kind of like get it to go where you want. But it is— it is fighting you pretty intently. And even after you sort of tame it and are able to control its direction, it is whining in protest.

Justin: Um... It doesn't— It really doesn't wanna go to this place.

Griffin: Roll an Insight check.

[sound of dice rolling]

Justin: 11.

Griffin: It's not that it is afraid to go where you are going, it's that it really wanted to go where it was going.

Justin: Well, I mean that's animals for you. They don't always want what humans want, but I am the human.

Griffin: [chuckles] That's true. That's fair.

Clint: [laughs quietly]

Justin: I would rather it listen.

Griffin: Okay.

Justin: Does it look like you? [snorts]

Griffin: The auroch?

Justin: [chuckles] Yeah. Does it—

Griffin: Yeah, it—

Justin: Does it have any—

Griffin: It's got my face.

Justin: Does it have like a Griffin vibe [wheezes] about it? Where I feel like "Mmm, this seems meaningful. I should listen to this auroch"?

Travis: Is it one of those things where it's like, you know you see pictures of like "Look at these owners and their dogs, they look just alike!" Like, yeah, I kinda see it. Put glasses on that bulldog, it's that guy. Yeah!

Griffin: Um, yeah. First of all it's just my face, but with long horns on it.

Travis: Oh, boy. Nightmare fuel.

Griffin: No, it's cute.

Clint: [wheezes]

Travis: [skeptically] Well...

Griffin: It's actually really cute. Yeah no, it's— You know. You are in control. It seems uh... pretty— It seems sad. [chuckles] Is what I will give you. It is making moaning—

Justin: Sad.

Griffin: Moaning protest noises, but it is willing to go wherever you want it to.

Justin: Oh, whatever. You know what? Okay. I'm gonna change my policy. I'm gonna change my strategy, because it occurs to me that like,

of the possible assets that I have in the ready room, the actual asset I have is this auroch. [chuckles] So I'm gonna— I'm gonna lean into that, just— just head in the direction it wants to.

Griffin: Okay.

Amber: Come on. Let's get— Wherever you're goin', let's go.

Griffin: It uh... I smile up at you.

Travis: [snorts]

Justin: [wheezes]

Travis: Lord.

Justin: [chuckles] Griffin the auroch.

Griffin: And then—

Justin: It's horrible.

Clint: [laughs]

Griffin: And then it takes off in a gallop, toward a sort of thicket. It's muddy here, you get the sense that maybe there was some water here before, but it has drained out as the ship hit a weird angle. Uh and it uses its big—

Clint: For whatever reason.

Griffin: For whatever strange reason, you're not sure what happened. You probably could guess Zook did something. Uh and it like is pushing its way through this thicket with its long horns. And... after a couple of sort of clumsy minutes like that, it takes you into a clearing where you see a bunch of animals.

You see the other auroch that is missing and you see the polar bear that confronted you when you first arrived here. You see these two very tall, long-necked, silvery-looking birds and you see a very surly-looking like spotted wild cat.

And... as soon as this auroch comes into the— to this clearing, the other auroch like runs at it and they— they nuzzle, while the other animals kind of step back when they see you coming into their little safe zone here. And they all look pretty freaked out. The polar bear rears back up on its hind legs, trying to look threatening. What do you do?

Justin: How do they look? I mean like how healthy.

Griffin: Not— I mean, not, right? The... It's a sliding scale. The other auroch looks fine, right? Like the two aurochs look okay, and that makes sense because they are the most recent ones to be taken here. The serval, the spotted cat, looks... like it has been through hell. The serval looks pregnant, too. You're not like a, you know, [chuckles] an expert of serval biology, but uh... like it has been here for a long time. The ostriches too, like one of them has— One of them's wings is just drooping down, like not held in place right, like they have also been through the shit.

Justin: Okay, I wanna search this... facility place for some— some sort of useable equipment. There has to be something here I can use.

Griffin: Oh, okay. Yeah, roll a... Yeah, just roll a Perception check for me.

Justin: 17.

Griffin: Okay, there is... a very, very decomposed and, you know what? I mean, these things are in survival mode, so like largely eaten body. And you know what they call those? Skeletons.

Justin: Yup.

Clint: [laughs]

Griffin: And lying next to it, uh... There's some leather armor that it was wearing, like body— body armor, and you see some like scraps of red cloth that like other people that were working at this facility were— were wearing. And... there's a, one of those— Oh! You know what it is? You see a stun baton.

Travis: [gasps]

Justin: Yessss.

Griffin: But it's long— it's long since lost its— its charge, so it's just like a—

Justin: That's actually cool. I was gonna ask about it, 'cause it seemed like the kind of place that you'd find a stun baton.

Griffin: Yeah, it's fucked up. Like it's here, but it's not charged up.

Justin: Alright, I'm gonna take the armor and the stun baton.

Griffin: Okay.

Justin: No rags.

Griffin: When they see you brandishing the gear of this, you know, whether it was a hunter or, you know, some sort of groundskeeper or whatever, like that does not make the animals less scared of you.

Justin: Alright. Now I raise the stun baton over in the air, and then I snap it over my knee.

Griffin: Oooo... Uh—

Travis: The animals cheer and lift you on their shoulders.

Clint: "Yaaay!"

Justin: Probably not. That'd be weird, they're animals.

Griffin: The polar bear drops back down.

Travis: This is—! Hold on, this is a magical fantasy game, Justin!

Griffin: Alright.

Travis: You're rollin' around with a man made out of coral, and you're like "These animals can't cheer". [sighs]

Justin: I don't wan— Every meal that I have of meat in this game, I don't wanna have to stop and be like—

Travis: Oh.

Justin: "Did this dude ever write a book?"

Griffin: Yeah, sure.

Travis & Clint: [laughs]

Justin: Like I don't.

Travis: Yeah, this isn't Pokémon, you know.

Justin: I don't need that. Pokémon don't write books.

Travis: No, but they definitely befriend children, and get—

Justin: That's one of the wildest things I've—

Griffin: Mewtwo could probably write a book. Anyway.

Travis: Maybe Mr Mime too.

Griffin: All the animals uh— This very symbolic gesture like calms the polar bear definitely. The ostriches like go back to like just doing whatever they were doing. You know, peckin' at each other's nits or whatever. The serval still looks pretty fuckin' like—

Travis: Pregnant.

Griffin: Suss.

Travis: Oh.

Griffin: About you. And the aurochs come up to you and the... they bow. You are now the aur— the— the queen of the aurochs. You hear a voice from outside. It's Clyde's voice, or whatever you ended up calling him. And...

Justin: Who's Clyde?

Griffin: The—

Travis: The one who was hunting the polar bear.

Travis: The hunter of the polar bear—

Justin: Oh, yeah yeah yeah.

Griffin: — who told you where the room was.

Justin: What did you call him? It's your character.

Griffin: I called him Clyde and you said no.

Justin: [chuckles]

Griffin: And then I think his name is like Jimmyclyde. I don't know, this is like— We recorded that episode like—

Clint: Jimboclyde!

Griffin: Jimboclyde? Okay.

Clint: Jimboclyde, yep.

Griffin: Jimboclyde's voice, uh...

Clint: Not to be confused with Fronk Berblon.

Griffin: Yeah. [chuckles] Fronk Berblon Jimboclyde says...

Jimboclyde: Uh, Miss Gris? A word, please?

Amber: Yeah, what's up?

Jimboclyde: Uh, can you come out, please? Time is of the essence.

Amber: Oh sure, yeah, no problem.

Justin: And I come out astride an auroch.

Clint: [laughs]

Griffin: You see... Jimboclyde standing next to the bull-headed hunter with the axe. And Clyde has his big like harpoon gun at the ready. And when you come out like riding the auroch, the axe-wielder sort of starts like panting. He is— He is furious to see this sight. And he says— Uh Jimboclyde says...

Jimboclyde: I am sure you've noticed our uh, our current uh habitat seems to be in a state of... quite, quite deadly disrepair and we probably should be evacuating. Uh we would love to finish our hunt before that happens, and uh... I don't want you to get in the way of that. Um... so will you help us out, and then we can all— I have a ship, we can all get out of here, safe and sound?

Amber: Wait, you wanna finish hunting animals in here?

Jimboclyde: Are the rest of them in there?

Amber: Oh, yeah yeah yeah. For sure.

Jimboclyde: Then yes. Um... not exactly the most sporting end to our pursuit but um—

Amber: Yeah, it seems weird, right? To just— I mean, what's the point?

Jimboclyde: What's the point?

Amber: Yeah, what's the point? I mean, they're in captivity, that's not— I thought you were a hunter. Big tough guy.

Jimboclyde: Mmm, the hunt is... you know, the journey. The extinction is the destination, and it's most important that we get there. So yes, it is. I will— I am quite disappointed that it has come to this.

Amber: [sighs heavily]

Jimboclyde: I prefer to have a little bit of danger in it, but.

Amber: I get— I get it. Listen, I— I won't make you any trouble. I'm a pretty good like monk or whatever, but I won't make any trouble. Uh but can I ask one favor?

Jimbo Clyde: Yes.

Amber: Can I kill this one? 'Cause like I would love to get— There's two of 'em, and I would— I know I didn't pay to get in the hunt or whatever you did. I would love to kill one. Is that cool?

Griffin: Uh... The bull hunter like... screams inside of his mask. And... pluck—

Amber: That's it— Okay. He's a maybe, where you at?

Clint: [laughs]

Griffin: Uh Clyde says...

Jimbo Clyde: That is not my quarry, so um I won't be heartbroken, but I do not think that my associate here will allow that to happen.

Amber: There's two big— Shit, let me kill one!

Griffin: The bull takes a step forward and Clyde puts a handout to stop him and says...

Jimbo Clyde: Now, listen. I— I understand the appeal to be one of the ushers of these beautiful animals off of this world. I certainly understand that, but unfortunately you are not a member of Crescendo, and so it is, I am afraid, out of the question.

Amber: It's a cultural thing. I've run aground— I've made a cultural faux pas, is that right?

Jimbo Clyde: That is quite right, now will you please dismount the animal and... leave us to our work.

Amber: Um, yeah, but don't you think we should make it fair?

Jimbo Clyde: Mmm... How do you mean?

Amber: Well I mean, they're just in there. Why don't you go in there with your bare hands, tough guys? Come on.

Griffin: [chuckles]

Jimbo Clyde: I—

Amber: Go in there and fight 'em! You're an usher.

Jimbo Clyde: It's not.

Amber: Ush!

Jimbo Clyde: It's not about the fairness of the hunt, Miss Gris. I explained this. We need to kill these animals and that is that.

Griffin: Uh there's another like sort of like popping sound in the distance and the whole installation groans. And Jimmy Clyde says...

Jimbo Clyde: Uh, Miss Gris, you will need to move or we will have to move you.

Amber: Yeah, alright. Yeah, okay. Fuck! [pause] Well, I got a great hunt planned for yah. It's the most dangerous game.

Justin: And then I pull out two halves of the stun baton and chuck it at both their faces.

Clint: [laughs]

Amber: Me!

Justin: And then I run away with the auroch.

Clint & Griffin: [laughs]

[pumping electro beat plays]

Griffin: Hey everybody, this is Griffin McElroy. I'm your Dungeon Master, and your best friend, and I have a used car to sell you, it's a Subaru Hi—

Uh Hyundai Elantra. It's a 1996, only got 10,000 miles, and after I'm done selling you that, I do want to tell you about some of our sponsors for this week's episode of *The Adventure Zone*.

[ad break]

Griffin: Devo, you come to and... you are still in the— the gallery room, overlooking the jungle. The... glass overlooking the jungle has completely been blown out and... there are shards of it sort of all over the room you're in now. In fact, the room you're in now is a fucking disaster.

Travis: Mm-hmm.

Griffin: There's like broken glassware and chairs and... all of the like hanging, you know, plaques with the animal heads on them have all sort of fallen down. The room is a mess and you too are pretty— You are lying in— in the mess. Uh Tolliver, however, seems to be completely unbothered by what's just happened. He is—

Travis: So if I needed any clear indication that he's, yet again, another projection or whatnot, that's probably a pretty clear one, right?

Griffin: Um, I mean roll a... Roll an Investigation check.

[sound of dice rolling]

Travis: 12 plus three, a 15.

Griffin: 15. Something else is going on. He... seems to be... shimmering, in a way. Like light through water. This is not some hard light projection, but like something is wrong because the way he is standing should not be— Like it's not physically normal.

Travis: Is he moving?

Griffin: He is standing still, looking out at the destruction of the ship.

Travis: But I mean like is there any movement to him?

Griffin: Uh—

Travis: Like is he breathing?

Griffin: Yes, you can see that.

Travis: [quietly] Okay.

Griffin: And... he sees you come to. And he says...

Tolliver: Oh! You're alive. Okay. I wasn't sure how bad that was, but it seemed bad and lots of people died, but you're not one of 'em. That's uh... fortunate.

Devo: Ho— How do you not— What? How— Why are you fine?

Tolliver: I... am... I'm a strange one, Devo.

Devo: Okay. Is this—! Okay... There was just a big explosion. We've gone through— This is, what? Uh a second time that I have been somewhere where you were in charge and things went to shit, and your response to my question is like [in a mocking tone] "Oh, I'm gonna be very coy right now!". Come on.

Tolliver: I mean, I am not the one who exploded this or any other facility.

Devo: How do you know?

Tolliver: How do I know?

Justin: [snorts]

Devo: Yeah.

Tolliver: I'm standing here talking to you.

Devo: Mmm...

Tolliver: Okay!

Justin: That's circumstantial.

Tolliver: Yes, I— [chuckles] I suppose so.

Clint: [laughs]

Griffin: He says uh...

Tolliver: Eh, it's no great loss though. This or the auction house, I s'pose. They both have served their purpose.

Devo: [tiredly] Okay. Yes, I get it. You're very cool and mysterious or whatever the fuck. I still— Can I tell you? Here's the weird thing. You are uh physically, somehow, unchanged by a big explosion, but my purpose for being here uh... I'm not now suddenly like "Oh no, rescue!". I need to get animals and my crew out of here. So like nothing has changed for me either. Oooh! Look, we're both so cool.

Griffin: He walks o—

Clint: [cackles]

Griffin: He walks over to you and holds out a hand to help you up.

Travis: I don't take it.

Justin: No.

Travis: Fuck this dude!

Griffin: Okay. He...

Justin: Chip on your shoulder.

Griffin: He uh—

Travis: [shouts] He's a poaching asshole! I don't like this guy.

Justin: Alleg— Alleged. Alleged.

Griffin: Alleged, yeah.

Justin: Alleged, alleged.

Travis: Hmm.

Clint: And it would not be a bad way to find out if he's real of a projection.

Griffin: He—

Travis: Well I don't wanna touch him, either. Gross.

Clint: Oh, right.

Griffin: He shrugs his shoulders and he walks over and he says...

Tolliver: You can have the animals. I mean, if you can get them [chuckles] out of here safely, which seems like it's going to be quite a challenge on its own, but— They're animals, Devo, and they're... I'm not [sighs] that complicated of mysterious, Devo. I am a fan of what is to come. The world to come. This one is over, right?

Devo: Hm.

Tolliver: This world. I think— We're all sort of like kickin' around and keepin' ourselves busy, but uh... the ecology of this planet has been completely obliterated. And I disagree that, you know, one or two animals are going to make that big of a difference in it, but uh... You can have them and take them back home, and one day they will get old and die and there will be no other animals to replace them, and... [inhales deeply] The food supplies will get challenged and— I don't understand why you're so eager to fight for preservation when it's [chuckles] a drop in a bucket that has so many holes in it.

Devo: Show me your hands.

Griffin: He shows you his hands.

Devo: Okay. Now imagine you lose, let's say your left hand in an accident to one of these animals that don't mean anything, right? Now you're left with five fingers, right? That left hand, it's not going to grow back. Oh! So I say, I'm going to chop off another one of your fingers from your right hand, just a drop in a bucket! You've already lost five fingers, what's

another one? Except that the more you lose, the more important it becomes to protect what you still have, you pessimistic asshole.

Clint: [snorts]

Tolliver: I am— I—

Devo: Because there are children! That are in Founder's Wake, that have never seen a fucking polar bear! And we have the chance to save things so that, maybe right now, you don't care anymore, but maybe they will! Huh?! Maybe it's not about you, you selfish piece of shit. But you know what? Because you are selfish, I'm going to offer you a deal. Right?

Tolliver: [quietly] Okay.

Devo: You may not care about what goes on, but you do seem to have a lot of enterprises going, am I right?

Tolliver: Uh... yes. I'm afraid you misunderstand the purpose of those enterprises, but go on—

Devo: Sure, I don't care.

Tolliver: [quietly] Okay.

Devo: So here's the deal that I will offer you. You help get these animals, that you don't care about, and my crew, that you don't care about, off this station, that you don't care about, and the next time we have the opportunity to destroy one of your uh enterprises? We'll let that one slide.

Justin: Well, that seems a big thing for us to promise. We don't know how bad the next thing'll be.

Griffin: [chuckles] "I have a plan for some pretty naughty stuff coming up", right—

Justin: [chuckles]

Griffin: Roll a... You know what? Roll a Persuasion check.

Travis: Okay.

[sound of dice rolling]

Travis: Uh, a— Oop, a 14. Not my best. Nine plus five.

Griffin: Uh... He cocks his head and looks at you, and... kinda nods his head. And uh... he looks up and a sprite floats up off the floor, one that you'd seen destroyed starts glowing again. And he says...

Tolliver: Go help reunite these uh lost sheep.

Griffin: And the drone flies off.

Devo: What is your deal? To "reunite these lost sheep"? Ugh.

Tolliver: That was needlessly dramatic, and I do apologize for that.

Devo: Yes!

Griffin: He looks down at you and says...

Tolliver: Look, Devo. There's a better world waiting for us.

Devo: [exasperatedly] Oh my lord...

Tolliver: No, listen to me! Actually listen. I am not— Now I'm not being dramatic. It is the truth.

[pleasant piano music plays]

Tolliver: The Vestiges came to this world from their own, after their own became uninhabitable. The same will be true for the survivors of this world, but only once there is not enough here to sustain them. I am not trying to bring this world to extinction out of some sort of nihilism. The opposite is true. I am but a midwife for the world that is to come. So...

Devo: [sighs]

Tolliver: You can look at me like I'm some sort of monster, and I understand that. But the truth is, Devo, that there can be a place for anyone in the world that... we are going to, someday, migrate to. And...

you can come with and have a place in that world, anyone can come with and have a place in that world, but this one's dead. This one's beyond saving, and you know that in your heart of hearts, so.

Devo: You think you are very special, because you feel this way. You think that you have a big picture kind of mentality and you see things in a clear way that no-one else sees. But I'm going to tell you a secret, sir. I grew up surrounded by people like you. People who live their life and make their decisions because of some promise of a better thing coming, right? And that everything they do now is all worth it because of what's to come, right?

But the problem is, when you are looking at the big picture? The things that you often miss, right? It's the little things, right? And so you become so focused on the big picture and working towards the next thing, that you lose focus on how you are affecting the world you are in now. You think the world will be better, huh? The next one. Do you know it got to be like that?! Because of assholes like you [chuckles] who focused on "better" and "the next thing" and growing and taking more and being more and having more. And instead, maybe if you focused a little bit more on what was going on now, we wouldn't be in the fucking predicament here under the ocean, surrounded by polluted water, that we are! D'you ever think about this, huh?!

Griffin: Make a Wisdom saving throw.

Travis: Alright.

Clint: That was a great monologue, though.

Travis: Thank you.

Clint: It really was.

[sound of dice rolling]

Travis: 13 plus two, a 15.

Griffin: He... In like a flash, he... like deforms. Almost into like a puddle. That... in like a very small wave just pushes towards you. And as this

puddle sort of splashes against your— your feet and your legs, as you're sort of posted up on the floor, you start to have a vision. And... it is...

[wave crashing sound effects play]

Griffin: Of a sunset, over... an ocean. And... you've never like been to the surface of the planet, right? Because you were born after the— after the flood and everything. So you don't know like exactly if this is an accurate depiction of the world before things went to shit, but it's— it is beautiful. And it is natural. There's no like civilizations or cities that you can see, it is just untouched, glorious... nature.

And... this— it's not enough to sort of sway you one way or another, but... as you see this vision, you feel Tolliver's conviction that it is real and it is... waiting. And there is no malice behind that conviction, it is... it is earnest, completely. And as the vision fades, you come to and you are alone in this room, and Tolliver is gone.

Devo: Fucking asshole.

Griffin: What do you do now?

Travis: Well, you know, here's the thing. I think anybody else, that moment would've been like impactful.

Griffin: Yeah.

Travis: But I would argue that Devo spent his—

Griffin: He picked the wrong one.

Travis: Yeah. Devo spent his whole life dealing with people who don't think they're doing the wrong thing.

Griffin: Right.

Travis: And feel massive amounts of conviction. It's like, "Yeah, okay".

Griffin: [laughs] That's a fair point, yeah.

Travis: Yeah, like “Cool, dude”. So the sprite went, right? And so Devo is gonna try to find his shell phone.

Griffin: Yeah, I mean you’ve got it in your pocket. It has one missed call.

Travis: Yeah. I’m gonna call Zoox back.

Griffin: Okay. Let’s hop over to Zoox. Zoox, you are in the cockpit of the Coriolis, right? With Urchin.

Clint: Right.

Griffin: You’d just gotten the ship righted and it had started to clear out the water. Urchin is helping sort of go through the different sort of protocols required to do that, and your shell phone rings.

Zoox: Helloooo! You’ve got Zoox!

Devo: [darkly] What did you do?

Zoox: No! Wait a minute! Why do you jump to the conclu—

Devo: Because I know where I am! I know where Amber is!

Zoox: Okay. I’ve—

Devo: And I don’t think anyone else on this station would blow it up!

Zoox: Okay, okay. So like um, Aloysius was firing on me, he was shooting at— I was in his ship.

Devo: Uh-huh.

Zoox: I kinda stole Dreams of Deborah.

Devo: Sure.

Zoox: And... He started comin’ after me, and he was shootin’ at me! So he wanted to destroy the ship!

Devo: Ah, so you shot back.

Zoos: No... Um, I set the self-destruct.

Devo: What?

Zoos: On Dreams of Deborah.

Devo: Uh-huh. Ah, so then you—

Zoos: To be honest—

Devo: — got onto the Coriolis and you got away.

Zoos: I— I kinda had a little misunderstanding about how long the timer was.

Devo: Oh...

Zoos: I thought there was like a, you know, an opportunity to, you know, turn it off. And... so... I realized I was wrong, so I swam out as far as I could. It blew up.

Devo: Yes.

Zoos: And I didn't know it would damage the base and—

Devo: Wait.

Zoos: Kill a bunch of dudes.

Devo: Sorry. Hey, Zoos.

Zoos: Yeah. Yeah.

Devo: I'm not mad.

Zoos: Aww, really?

Devo: But you didn't know when you—

Justin: You sounded mad.

Devo: When you blew—

Justin: Well you sounded mad.

Devo: Well, I'm frustrated. When you blew it up.

Zoos: Uh-huh.

Devo: You didn't know that it would damage the base?

Zoos: ... Would you be happier with me if I did?

Devo: You know what, you're right. The point is moot. Moot.

Zoos: Okay.

Devo: The point is moot. I've located Amber and the animals, and I hope they're still cool. I think the explosion was on the other side, so I would say tentatively cool for now. Are you—

Zoos: I'm on the Coriolis.

Devo: Okay, good start. Good start.

Zoos: And it's... [verbalizes tentatively] it will... I wouldn't say run, but it'll limp.

Devo: Okay... Is there room on the Coriolis to put some animals?

Zoos: Um, like gerbils?

Devo: Mmm, you know the animals we're here to get. Polar bear—

Zoos: Um, okay. If— If I can get the uh— Oh, I gotta get the cargo hold pumped out, 'cause it's full of water.

Devo: Awesome.

Zoos: But if I can do that, then yeah. Yeah.

Devo: Okay, so I need you to work on that, oh, ASAP.

Zoox: Right.

Devo: And then get the ship over to the opposite side from where the docks... were. And uh... then we need to figure out a way to get these animals, and us, onto the ship. Yes?

Zoox: Okay.

Devo: And right—

Zoox: Will d— Okay.

Devo: Right now, I need to find Amber and the animals. Uh... But the good news is, I imagine everyone is pretty distracted, so it should be relatively simple.

Zoox: Oh—

Devo: To get them off the ship.

Zoox: I can help! I can help with that!

Devo: Oh?

Zoox: I can help you find `em.

Clint: And he casts *Locate Animals or Plants*.

Griffin: Oh, yeah!

Clint: “Describe or name a specific kind of beast”. So, he describes an auroch with Griffin’s face.

Griffin: [chuckles]

Travis: Yes.

Justin: Zoox wouldn’t know that.

Travis: And Devo pisses his pants in fear.

Griffin: Yeah, everyone.

Travis: What?

Clint: And it— “You can learn the direction and distance to the closest creature or plant of that kind within five miles”.

Griffin: Okay.

Clint: And then I can just tell Devo where that is.

Travis: Yup.

Griffin: Okay, yeah. There’s some fuzzy triangulation that happens there, ‘cause you guys are on opposite ends of the ship, but sure. Yes. This is your jam, so I’m not— This is the— How often is Zoox gonna have a chance to actually use this spell in this undersea environ.

Travis: Right.

Griffin: So, ab— absolutely. I think, Zoox you are able to tell Devo where to go.

Devo: Okay.

Clint: Okay.

Devo: Um, so you get on the repair, I’ll get on the regrouping. Um... I would say time is of the essence. Right? So it doesn’t have to be perfect, but—

Zoox: For whatever reason, time is of the essence.

Devo: Yes.

Griffin: Yeah.

Devo: For un— Completely unavoidable circumstance.

Clint: Yup.

Justin: [snorts]

Devo: Time is ticking.

Justin: Through no-one's direct fault.

Clint: [wheezes]

Devo: Yes. We couldn't have done it any different!

Justin: [wheezes] Yes. Our hands are tied by fate.

Clint: This happens. Stuff happens!

Justin: This happened. That's in the past, yeah.

Devo: Yeah, we cannot change the past! We must—

Clint: Let's not dwell.

Justin: The purposeful, well-considered, in no way accidental exploding of the Dreams of Deborah.

Devo: Everything is going exactly to plan. Just like we discussed on our way here, this is exactly how we knew it would be.

Justin: Yeah, this is when you do the flashback.

Travis: Yeah.

Justin: To the *Ocean's Eleven* like planning sequence. Like "Okay, you go over here and you blow up the ship".

Travis: Yeah.

Griffin: [laughs]

Justin: "And it'll seem like it's for no reason."

Griffin: Yeah.

Justin: "No, don't move the Coriolis first."

Travis: "No."

Justin: "That's what they'll be expecting you to do!"

Griffin: [laughs] Alright.

Clint: [laughs]

Travis: How far down is it, Griffin, from like the window to the jungle floor?

Griffin: It is... I mean, there's trees that you could maybe jump to? If you were— If you were feelin' gutsy. Otherwise, you would... have to sort of scale down the wall. Which, you know, it would also be doable, if you were smart about it.

Travis: I mean, are there some like tapestries? Or—

Griffin: Sure, yeah.

Travis: Curtains?

Griffin: There's nice fancy— This is a fancy place.

Travis: Yeah, okay. I'm gonna like do my best to like use some stuff. Because like I said, time is of the essence, right?

Griffin: Yeah.

Travis: So, if I take a little bit of fall damage, I'm just trying to like mitigate.

Griffin: Yeah, sure.

Travis: That.

Griffin: I got you. Okay. Uh... Yeah, so you're just gonna try to climb down a tapestry out of the window, down into the jungle floor?

Travis: Uh, well. [sighs] I still need, hmm... Let me think. 'Cause I'm gonna need a way to get out. Woah, wait, no! The sprite went to do something.

Griffin: Yeah.

Travis: So, I'm gonna wait for the sprite.

Griffin: Um...

Travis: And I'm gonna yell out the window. [chuckles]

Devo: Amber! [muffled, from a distance] Amber! If you can hear me! I realize now, this is a wild assumption to make! But if you can hear me! We're working on a plan! Just sit tight, stay safe! We're gonna come around and pick you up. See if you can find any of the animals! Get the animal— Can you he— Amber?!

Griffin: I don't— Amber can't hear you, I don't think.

Travis: No, yeah. I was assuming.

Griffin: This room is so— Okay, cool.

Travis: Yeah. But I mean it'd be weird not to yell. Right?

Griffin: Tell me how you're getting down to the jungle floor so that we can move on.

Travis: I'm just gonna look for like, I don't know, like tapestries or whatever. Anything that I can like, you know.

Griffin: Yeah.

Travis: Tie off to something and lower myself down as quick as possible.

Griffin: Yeah, you can definitely do that. Make a— Make a Athletics check with advantage.

[sound of dice rolling]

Griffin: 'Cause you found a nice long tapestry to do this with.

Travis: Uh well, that's a four plus two. A six.

[sound of dice rolling]

Travis: Ohhhh and a natty one, so then a six is your best!

Griffin: Fuck me. Okay. Well, we'll—

Travis: Fuck you?! Fuck me, sir!

Griffin & Clint: [laughs]

Griffin: And Zoox, you said that you're going down to the cargo bay, to uh...

Clint: Pump out.

Griffin: Pump out the water. Okay.

Clint: Pump out the jams.

Griffin: Pump out the jams. Then we'll jump to Amber. Amber, you are... in control of this auroch still, and you have charged away from that thicket and the two hunters that were there? Is that right?

Justin: Mm-hmm.

Griffin: Okay. What's the uh, what's the endgame here? What are you— What are you doing? You've gotten— You've gotten clear of them. You hear the sound of... footsteps in pursuit. Heavy footsteps, I would say, in pursuit. And you cannot see the people chasing you, but you know that they are. What do you do?

Justin: Um, actually yeah, I didn't really have a plan. I'm gonna do... [clicks tongue in thought] I'm gonna do like a wide arc around to try to

get back. Like take a wide arc through the forest to get back to the— the animal facility.

Griffin: Okay. Hmm... I'm not gonna make you roll for that. You're in control of this thing, you already rolled for that, and I— it is uh faster than a person just like running on their feet. So you're able to sorta do a lap. When you do get back to the thicket, you do not see either of them. You hear roaring coming from inside of the— inside of the little clearing that the animals were in though.

[cricket chirping and distant roaring sound effects play]

Justin: How're they being restrained?

Griffin: Who?

Justin: The animals.

Griffin: They're not?

Justin: They're not?

Griffin: Why did you think they were being restrained?

Travis: They're not in a storage facility, they're just all like grouped together, hanging out.

Griffin: Yeah, they— they're in like a bunch of branches and shit. This is like a secret hideout that they've found themselves in the jungle to hide from hunters, right? So this is not some like holding cell.

Justin: Okay.

Griffin: This is like their own little hideaway that they have had going for a while.

Justin: Okay. And I hear roaring from where?

Griffin: From inside of that little thicket hideaway that they had, by the time that you loop back around to it.

Justin: [sniffs] Alright, then I'm— I'll head in there, see what's goin' on.

Griffin: Okay. As you... enter, you see... the... serval is standing in front of the two silver striders, as they kind of cower in the corner. You see... the... polar bear is standing in front of the auroch, who is also kind of cowering, and the polar bear is— the polar bear has a harpoon through its— through its shoulder and is breathing heavily. And as you come in, Clyde is readying another harpoon.

Justin: Clyde came in here.

Griffin: Yeah.

Justin: But he's not looking at me, right?

Griffin: No.

Amber: Sic `em.

Clint: [giggles quietly]

Griffin: I— I don't— We've never done mounted combat before.

Justin: I— Well I won't be mounted for long.

Griffin: Fair.

Travis: I would also say, we have done an animal friend that attacks with you, when you—

Griffin: That's a fair point, yeah.

Travis: So this feels like this isn't mounted combat, so much as like—

Griffin: As a pet combat that you're riding on? Fair.

Travis: Yeah.

Griffin: Roll a— Roll a d20, Amber. Like I said, you are in control of this thing. So when you give it the order to attack, you are... You are in charge of that.

[sound of dice rolling]

Travis: 'Cause at this point, the auroch is the weapon. [chuckles]

Justin: 11.

Clint: Do you wanna— Do you wanna use the stats from Bestial Spirit?

Griffin: Um...

Clint: I mean—

Griffin: No, you're— That's a— That's a good idea. Plus four. Okay, so that's a 15 total. Yeah, that's a hit. Roll a 1d8.

[pumping electro music starts playing again]

[sound of dice rolling]

Justin: Five.

Griffin: Okay. The auroch charges forward and gores Clyde, right in— in the back. He kind of rolls off the horn, but there is a spray of blood as he is— he is wounded quite deeply by this thing's horn, and his second harpoon shot goes wide. And you charge in now, in with all of the animals, and uh— So he reels from this wound, and is— is trying to sort of right himself and get back up on his feet.

Justin: What happened to the harpoon that went— that went wide? The one that missed?

Griffin: It imbedded in like a pretty thick like, you know, trunk of this like— I'm imagining sort of a mangrove situation, so it's— it's there.

Justin: I wanna try to grab that out of the tree. That's it.

Griffin: Yeah, easy. That's no problem at all. You can— Uh, well make a Strength check.

[sound of dice rolling]

Justin: I feel like when one goes from “No— Yeah, go ahead. Go for it” to “Roll”.

Griffin: Yeah.

Justin: It’s like...

Griffin: It’s like sometimes we’re revising.

Justin: [quiet and defeated] It’s a three plus two, a five.

Griffin: Okay, yeah. You get it out, but it takes a little bit. Just a couple seconds longer than— than you probably would have wanted, because by the time that you do finally get this harpoon out and you are armed, Clyde has gotten back up on his feet and is readying another shot. Also, you hear splashing.

[water splash sound effect plays]

Griffin: And the bull-headed hunter has charged into the— the arena [chuckles] here, as it were. And Clyde says...

Jimbo Clyde: Well, this is— this is very disappointing, Miss Gris! Because now we have to kill everything in this room. And I know you think of yourself as a very clever hero, but the numbers are just not in your favor right now, Miss Gris.

Griffin: And then moments later, you hear the sound of branches snapping above you.

[branch snapping sound effect plays]

Griffin: And then Devo comes crashing in through the ceiling.

Justin: [wheezes]

Griffin: Thudding to the floor [chuckles] with a terrible thunk.

Justin: [chuckles]

Griffin: Zoox, you head down into the cargo hold, going back through the airlock, and... It is— It is still flooded, but you know sort of this ship by now, and you know the... You know, pumping mechanisms in here and— and how to do this, right? Make a... Perception check.

[sound of dice rolling]

Clint: Wow, that's weird. 16. It jammed up against the side of the screen.
[laughs]

Griffin: [chuckles] That'll happen sometimes, with the virtu-dice. You are getting started working on the pump and it's like taking a few tries to get it going. And, you know, between pulls of the ripcord of this— this pumping apparatus, you sense that you are not alone in this cargo hold.

With a 16, you turn around and it is still pretty dark in here, the lights are not on, but you can see something glowing about 20 feet in front of you. And it approaches and you see something that you have only seen from a distance, up to this point, but another member of your crew is quite familiar with. Floating in front of you and swimming at you, its many rows of teeth bared, is another blink shark. What do you do?

Clint: [sighs]

Travis: He ends the episode so he can have a week to think about it.

Clint: Um... [pause] [sighs]

Justin: [wheezes]

Griffin: [whispers] Fuck— Fuck the shark.

Travis: [whispers] Dry hump it, Daddy. Dry hump it.

Clint: He casts *Speak with Animals*.

Travis: Oh! Yip yip yip!

Griffin: Okay.

Clint: "You might be able to persuade a beast to perform a small favor for you, at the GM's discretion."

Justin: That is level dependent, though. The ability to cast that spell, I believe, right? Or is it— I guess it's *Speak with Animals*, not like a domination thing though.

Griffin: Yeah. Okay. You've cast this spell before, right? What usually—

Clint: Yeah.

Griffin: What usually happens with you when you cast this spell?

Clint: Usually can send like an image into the beast's brain, that they can comprehend.

Griffin: Okay. Something different happens this time.

Clint: Okay.

Griffin: Your mind is flooded with... a language that defies the rules of language as you know them. Even— Even [chuckles] You know, compared to dolphin language or barracuda language. Other sea life that you have spoken to using this spell, it has been easy and it has made sense. This is... There is no other word for it. The way this think is speaking to you is otherworldly.

And... its thoughts... fill you mind. And... it looks up at you... with... [sighs] What you can know, because of this— this connection that you have formed with it, is excitement. And it swims towards you and very gently closes its jaws around you and blinks. And you both disappear.

[outro music plays]

[ukulele chord]

MaximumFun.org
Comedy and culture
Artist owned
Audience supported