

## The Adventure Zone: Ethersea - Episode 40

Published June 2nd, 2022

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

**Devo:** There is a guy named Benefactor Orlene. We, uh, think he might have some information regarding what is going on with, uh, you know, the Hand of Guidance and the Whisp and all of these things.

**Kodira:** May I... join you all?

**Griffin:** It is a, uh, a gentle green light, radiating from what appears to be a statue of a four-armed figure.

**Zoox:** I'm not sure it's a statue. I think it's something inside.

**Amber:** [shouting with dramatic reverb] My name is Amber Gris! What is your deal?!

[normally] It— It grabbed me and... I saw Koda. And he seemed like— he seemed like, proud of me or somethin'. Or like, pleased.

**Kodira:** Did anything else happen?

**Amber:** Well, I can do this.

**Justin:** And then I make my mega arms.

**Griffin:** Kodira is visibly shaken by what she heard.

Floating are... nearly a dozen of those enormous battleships that are made of bleached coral.

**Devo:** Tracer spike says that Orlene is here.

**Griffin:** The— The comms system aboard this ship is just fried. Amber and Devo... You both go out like a light. And you see... a half dozen of those battleships... are now staring directly in your direction, with their weapons aimed at you.

[intro music plays]

**Griffin:** Six battleships are idling in front of the Coriolis.

**Travis:** Bad for the environment.

**Griffin:** Aiming... Uh, yeah, that's fair. They're pump—

**Travis:** Oh, yeah.

**Griffin:** And you know that they're rolling coal. Um... they are aiming a few dozen sharp-looking coral projectiles in your direction, but so far they don't seem to be... acting on that threat.

Zoox, your friends are unconscious on the floor. Uh, and... as you look through the view port, you see that the ship sort of at the vanguard of— of this battleship formation, it shifts slightly and from the front of it exits a— one of those bleached coral beings that you saw at— at the auction. Uh, only this one is much larger than you or any Brinarr you've ever seen, or any of these coral figures you've ever seen.

Its— Its head is wide and thin, kinda like a, like a plate. And his body is made of the same sort of stark white glowing coral material that the ships and the— the dome below are made out of. And he swims in front of the Coriolis's viewport, almost like he's looking directly at you, Zoox. And he gestures, beckoning you, uh, to— to him, out in the open water.

**Clint:** Okay. Zoox checks the vital signs of his two compatriots, just to make sure they're okay. They are. They're resting comfortably.

**Griffin:** They're actually dead.

**Travis:** Awwww.

**Clint:** Oh.

**Travis:** He got us.

**Griffin:** Yeah, if you'd rolled a—

**Clint:** Twist!

**Griffin:** If you'd rolled a Medicine check, you would have found them to be quite dead.

**Travis:** Oh, *quite* dead? Damn.

**Griffin:** No, they are— they are fine. They are breathing, um... They are just seep— [in a cutesy voice] they're seepies.

**Travis:** [copying Griffin's tone] Seepy.

**Clint:** O— Yeah. Okay, so he takes—

**Travis:** [imitating cartoon snoring sounds] Honk shoo, honk shoo. Me me me me me me.

**Clint:** [chuckles] Yeah. [in a gruff voice] Snxxxxx.

**Travis:** What?

**Clint:** So he takes the—

**Travis:** Wait, hold on. What was that?

**Clint:** Oh yeah, that was Dagwood's. That was Dagwood's thing. [snores loudly] Snxxxxx. Yeah.

**Travis:** He said "snix"?!

**Griffin:** "Snakes"?

**Clint:** S-N-X-X-X-X.

**Travis:** Oh, boy.

**Griffin:** Yeah.

**Clint:** [chuckles] That Dagwood. [laughs]

**Travis:** [quietly] I guess...

**Clint:** Um Zoox takes—

**Griffin:** He's a pervert!

**Travis:** [laughs]

**Clint:** Zoox takes cushions off the seats and puts them under their heads so they'll be comfortable, then he heads for the moon pool.

**Griffin:** That's very sweet.

**Travis:** Smells like farts!

**Griffin:** Okay.

**Clint:** And dives through the moon pool, and... cautiously... swims up to this strange figure.

**Griffin:** Okay. As you approach this figure, they seem— their— their body language, or at least whatever you can read of— of their body language, seems, um, uneasy. But after a sort of moment of hesitation, they swim closer to you, and they reach forward and hold out their hand. And... you— you know that they are wanting to connect with you, um, in a similar way that you sort of connected with the skull of the— the coral being that you touched after the— after the auction during your escape.

**Clint:** Okay, um, Zoox..., uh, symbolically takes his hand off of... his crossbow, 'cause it had been resting comfortably on the crossbow.

**Griffin:** Sure.

**Clint:** Takes his hand off the crossbow, extends his hand, and takes the other... hand of the other Brinarr.

**Griffin:** Okay. As you do that, you see for a moment... the bleach white coral of— of this being's hand begin to very slowly fill with color. With *your* color. The color of your hand. And... you see that for a second, and then your vision fades. And

then you see... a vision that you know, because your mind is his mind in this moment. It is a vision that he is trying to send to you to communicate with you.

[eerie, whale song-esque music plays]

Um... and you see... the gate. It is all that this being cares about, it's all that any of these bleached coral beings cares about is— is the gate. Uh, it's a— a circular aperture about 15 feet in diameter. Um, he calls it a "passage", and that word sticks in your mind. And you feel just his unceasing desire, all of their unceasing desire, to create this— this Passage.

And in that moment, you completely understand what these things are. Uh, they are... They are just drones. Not with any sort of, you know, queen bee or master that is sort of giving them orders. They are driven solely by instinct to produce this— this— this Passage leading to another world.

And this instinct predates them. It is— It is ancient, and in their minds at least, it is divine. And you know that they have the power to... to generate this thing, and they have the craftsmanship to build it. All that they are missing is the knowledge of how it is actually made.

And then they show you the— the sort of crude shape of a man, and despite how rudimentary that shape is, you know it to be Benefactor Orlene. And you know that he came to them, promising to deliver that— that knowledge of how to build this Passage to their people. And... the— the coral beings agreed, and their naiveté made them sort of vulnerable, and in a moment, he took command of an army of their comrades, and sealed himself and them inside the dome that you see below.

You know that... their battleships have the fire power to break through that dome, probably, but they can't because that dome is, you know, it's made of coral. It is made of their— their people essentially, all sort of, uh, twisted and contorted into this— this grotesque shape.

Uh, and you feel this sense of betrayal and sadness and anger, but more than anything you feel... his desperation, and hope that you might be able to do something to help. Because, uh... these coral beings remember you from the auction, and they think you are powerful. And they feel like you will be able to access whatever is inside the dome and set their people free.

And then... you are sort of jarred back to reality as this being lets go of your hand quickly, and you see that the color has spread up to... like their bicep, or where a human bicep would be. And very slowly it sort of trickles away, back toward the fingers, sort of returning to its bleached white form. But, uh, this thing looks at you almost like it wants a— a response, because it has essentially laid out all the cards on the table.

**Clint:** Are we still in contact? The hands?

**Griffin:** No, you— you have— Uh, they have, they have released your hand. Uh, they are... Roll an Insight check for me.

[sounds of dice rolling]

**Clint:** Sheesh... Four. Not very insightful.

**Griffin:** Uh... It— It seem— It just seems uneasy. Wi— with you. Y— You know from the— the message that they sent that they think you're powerful, so you assume that is the—

**Clint:** Okay.

**Griffin:** — extent of it.

**Clint:** Um... Zoos gives the universal gesture of acceptance, he gives him two thumbs up. And maybe [imitates gunfire sound effects] The finger guns—

**Travis:** Oh, finger guns, yeah.

**Justin:** Oh, that's the universal—

**Griffin:** Okay.

**Travis:** That's very good, 'cause then that's a "I— I will, and also don't worry about it". Like [imitates single gunshot sound effect] "Gonna be simple."

**Clint:** "Got it covered."

**Travis:** "I'm a cool dude," yeah.

**Clint:** "Got it covered."

**Griffin:** Actually, when you stick out the finger guns, all of the—

**Travis:** Oh.

**Griffin:** — weapons on the battleships aim directly at you, because they sense it to be like a threat.

**Travis:** Yeah.

**Griffin:** Um...

**Clint:** Zoox— Zoox gives two peace signs. Two peace signs.

**Travis:** Oh, they're British, oh no!

**Griffin:** [chuckles] Their weapons, uh, lower.

**Travis:** Okay. [sighs]

**Griffin:** And, um, actually retract into the ship, and this huge coral being nods and swims back to that, uh, front battleship.

**Travis:** And then he does the universal coral symbol for okay, which is the jerkoff motion.

**Griffin:** He does the jerkoff motion. And...

**Travis:** And then you know—

**Justin:** [chuckles]

**Griffin:** You see—

**Travis:** You know everything's at peace.

**Griffin:** You see through the ship that once he gets back inside, all the other coral figures make jerk off motions too, and—

**Travis:** As they nod solemnly.

**Griffin:** And they nod solemnly, and with that, the battleships, uh, part. And... basically get out of your way, uh, and sort of assume a, uh, a perimeter around the dome.

**Clint:** Okay. Zoox travels back up to the ship, goes back up where Amber and Devo are, and very lightly..., uh, uses, uh, swarmkeeper magic.

**Griffin:** Woah.

**Clint:** Well, actually just *Mage Hand*, *Mage Hand* to kinda spray a little spritz on their faces of sea water, little cool sea water to try to rouse `em up, wake `em up.

**Griffin:** Okay. Uh, yeah, that— that— that works. Amber and Devo, you are met with a um a hand, a swarm hand— What's it made out of?

**Clint:** I guess, um... Some fun little, uh, like kelp.

**Griffin:** Okay.

**Travis:** Gross.

**Griffin:** You wake up to a slimy, kelpy hand, just sort of—

**Travis:** Yeah, no-one's ever been like, swimming in the ocean and some kelp brushed them and thought "How refreshing."

**Griffin:** "Ahhhh... That's the stuff."

**Clint:** Yeah but wouldn't that jerk you into consciousness though?

**Travis:** Yeah.

**Griffin:** Yeah, it definitely does. Uh, okay, Amber and Devo, you all are awake. Your ears are ringing, but... you— no— no damage has been done, uh, as far as you can tell. You wake up and you see Zoox standing over you. You see smoke coming from the, uh, the— the console, where the, uh, the tone wheel is, uh, and know that it has been thoroughly wrecked. Um, and a few moments later, Kodira walks in, holding her head, and she's like...



**Kodira:** What... What the whole shit... was that?

**Zoox:** Um... Okay, let me start off by telling you, they don't mean us any harm. And they're my new buds. They're not as... they're not best buds, like you all.

**Devo:** Uh,-huh.

**Zoox:** But they are— they are buds, they are on our side. They are out to get Orlenes too. Orlenes— Orlene has—

**Griffin:** It's just Orle— It's just Orlene. It's just—

**Travis:** There's just one of `em.

**Zoox:** Orlene—

**Clint:** Right, I know.

**Griffin:** There's just one, not multiple.

**Zoox:** Orlene has..., uh, kinda taken over a chunk of their buddies, and they're—

**Devo:** Yes, this is what he does, re— Yes, remember the clam?

**Zoox:** Yeah.

**Amber:** Yes.

**Devo:** [groans in frustration]

**Zoox:** Yeah, but they are not, they are not part of his crew, and they want us to get into that dome and— and free their friends. So we've got, we've got back up! We got back up! Um, you know, we've got the... the— the ninjas that'll repel down from the top of the fake volcano to help us out. So, um... We can... proceed! We can move on! Isn't that great?! Amber, isn't that great?!

**Amber:** Yeah, I— I guess. Is— I— All the coral stuff is, no offence, but I don't really... get it.

**Devo:** I— I— I also think— I— [sighs] And excuse me for being obtuse, but my head is still ringing.

**Zoox:** Sure. Yeah.

**Devo:** We are not in a dissimilar position then we were, you know, 10 minutes ago. We're still facing this dome that we do not see an entryway into, and Orlene —

**Amber:** [vomits loudly] Oh, I'm so sorry. That thing really fuckin' rung my bell. Damn it.

**Devo:** Oh, was this you?

**Amber:** Oh. [shivers in disgust]

**Travis:** I honest to God thought that was Dad.

**Griffin:** I did too. Your—

**Justin:** Amazing.

**Griffin:** You— Your yartz sound sounds like our dad's yartz sound.

**Travis:** Yeah.

**Clint:** [laughs]

**Griffin:** Uh,—

**Travis:** Man, genetics are so weird.

**Justin:** I just really like the image of Amber [wheezes] just casually vomiting.

**Griffin:** Uh...

**Justin:** Like this is a very normal [wheezes] part of Amber's day-to-day.

**Griffin:** You hear—

**Clint:** Well let me get— Let me get on the intercom. [imitates speaking over the intercom] “Urchin, clean up in—”.

**Griffin:** You fuckin’ turn on the intercom—

**Travis:** [wheezes] In ais—

**Griffin:** — and are immediately just blasted with another wave of— No. The intercom doesn’t work. Uh, but Urchi— It doesn’t matter, Urchin rolls down from the ceiling and he’s holding a mop, and he’s just like...

**Urchin:** Time to— Time to make the donuts.

**Clint:** [chuckles]

**Griffin:** And he starts cleanin’ it up.

**Justin:** [chuckles] I can’t believe he did that!

**Griffin:** The yartz. Yeah.

**Clint:** Aww.

**Travis:** He’s—

**Clint:** He’s really come around since we gave him a raise.

**Travis:** He’s gunnin’ for a promotion.

**Justin:** Yeah, really. I don’t even feel like he’s draining our resources anymore, don’t you think, Griffin?

**Griffin:** Yeah. Uh, no, he definitely is. Kodira says...

**Kodira:** So— So how are we supposed to get down there, ‘cause I’m— I’m about ready to fuck this guy’s whole deal up.

**Devo:** Thank you, yes. Thank you for getting onboard with this. This guy is a complete asshole at this point, right?

**Zoox:** Absolutely.

**Kodira:** Yeah. Um, he's been an asshole. Um...

**Devo:** Now Kodira, you probably have more experience with this technology, but the blink bay, we can't see, right? What's the... what's the risk of like, getting really close and just saying like, we are going to blink, you know, uh, 30 feet this way, uh... And then we will be inside the dome?

**Kodira:** The risk is tremendous.

**Devo:** Uh,-huh.

**Kodira:** Um...

**Devo:** Like, uh, percentagewise, where would you put it?

**Kodira:** I mean... it depends on how, how deep that barrier goes, how big the space is inside. I— You blink— You don't wanna blink into something, 'cause when you and something else occupies the same space...

**Devo:** Mm-hmm. Bad.

**Kodira:** It's real bad, it's *real* bad.

**Devo:** Okay. [makes contemplative noises] Hmm...

**Kodira:** But if that's our only option...

**Zoox:** Well, we— we had a plan. Didn't we have a plan where we were going to communicate with the dome and tell 'em we were turnin' in Devo?

**Travis:** Yeah, we kinda lost that though I think when our comm system fried.

**Clint:** Oh...

**Travis:** Um, now Ditto, in the, uh, image in the vision that Zoox got? Is the, um... Is the dome like, filled with water? Is it a pressurized thing that's like, keeping water out?

**Griffin:** They don't know. They don't know what's inside.

**Travis:** Oh, the dome is new.

**Griffin:** The dome is new.

**Travis:** Okay.

**Griffin:** Uh, you— you get a sense from the vision, and I'll just tell this to all of you, um, that this— this was their habitat.

**Travis:** Mm.

**Griffin:** That they have— This is their headquarters, essentially. But this— this dome is a barrier that, um... Orlene sort of... constructed so that he can do whatever he's doing in there, without, uh, being— being bothered by the other coral or really anybody.

**Clint:** And it's made out of the same stuff as the...

**Griffin:** Yep! It's all like—

**Clint:** The Brin—

**Griffin:** White— White glowing coral.

**Zoox:** Why don't I swim down— When I touched the— the— the Brinarr that I just talked to.

**Devo:** Mm-hmm.

**Zoox:** Communicated with. When I touched... his... hand, it started takin' on color like mine.

**Amber:** Hmm.

**Zoox:** And I wonder if I could swim down and touch the dome and see if it had the same kind of effect. Maybe that would lead to us gettin' in.

**Devo:** Now Zoox, when this happened, did it drain your color as well?

**Zoox:** I— Not that I— Not that I noticed.

**Amber:** Not that you perceived.

**Clint:** Did it, DM?

**Griffin:** Uh...

**Clint:** I didn't percept it doing that.

**Justin:** [chuckles]

**Griffin:** Make a um... Make a Perception check now.

[sound of dice rolling]

**Clint:** 19.

**Griffin:** Um... The hand that you touched that— that being with, the f— the fingers are a little bit weathered, are a little bit— are a little bit faded. They are still definitely your color, um... but this— this transaction, or you know whatever you wanna call it, uh... There— There was a— Some of whatever that represents, that— that did get sort of sapped away. Um—

**Clint:** But is it turning back now?

**Griffin:** Uh, it is, very slowly.

**Devo:** My worry, Zoox, is that if, uh,— if this is what happened, uh, when it was just one, you know, coral being, that if you touch this giant dome... the drain would be magnified. That this, uh, might be very dangerous for you.

**Zoox:** Well... How 'bout if I do this? How about if I tether up... to the ship. Because we can get close now, because the battleships aren't gonna hurt us. How about if I tether up, or— or we use the grasp— grappling arm, or whatever. And— And if you see me... gettin' into real deep trouble, you yank me off there?

**Devo:** Amber, what do you think?

**Amber:** I mean, I'm worried about it. I— I don't want you to get— I don't know. Like I said, I don't understand this stu— Don't ask me! I'm not votin'!

**Zoox:** Come on, let me try it. W— I mean—

**Devo:** Okay, I— this is what I'll say. It is your choice. Eh? And you— you have decided to put yourself at risk. I am not happy about it, but the— if— Okay, we don't have any other options at this point. Uh... Okay.

**Zoox:** And you guys just be standin' by, and if I can... you know, do something to open up a little hole of some kind. Zoom! In you go.

**Amber:** [nervously] Alright...

**Zoox:** Alright.

**Amber:** We'll— We'll be waitin'.

**Griffin:** Okay. Uh, so you're headin' right back out there?

**Clint:** Yeah. Yeah.

**Griffin:** Uh, you tether up to... We'll say that you just like take the cord off of the bathysphere—

**Travis:** Well, if— if he's just tryin' to open a hole, maybe we should just take the bathysphere. Right? So that way, we can be really close, so he doesn't have to open a hole big enough for the whole Coriolis to go through. We just need to try to get the bathysphere through.

**Clint:** Oh, I like that.

**Travis:** Or us.

**Griffin:** Okay.

**Clint:** I like that.

**Griffin:** Uh, alright. So is that the plan?

**Clint:** And have Kodira run the...

**Travis:** The ship.

**Clint:** Run the controls?

**Justin:** God, it was so smart to bring Kodira.

**Travis:** Yeah.

**Griffin:** Um... It—

**Travis:** I'm glad she can party.

**Griffin:** I'm assuming you all are—

**Justin:** [chuckles]

**Griffin:** I'm assuming you all are discussing this actually in— in character, uh, she says, um...

**Kodira:** Oh f— Fuck no. I'm com— I am comin' with y'all this time. There is—

**Devo:** So we're leaving—

**Amber:** Aww, there— I know who's gonna be the capitaine.

**Clint:** [gasps]

**Amber:** Urcho? What you think, bud?

**Zoox:** Oh, field promotion!

**Amber:** You're gettin' the call up.

**Urchin:** Yeah— Yeah, man. We can take care of it.

**Devo:** Wait, who's we?

**Amber:** We?



**Justin:** [wheezes]

**Amber:** Sorry, have you adopted the royal sorta pronoun, or?

**Clint:** [laughs]

**Devo:** The captain's we?

**Urchin:** Nah, me— me and Dylan can handle it.

**Devo:** Who's Dylan?!

**Amber:** Sorry?!

**Griffin:** Uh, from— from deeper in the ship, the door to the bridge opens up, and you all see just this skeezy wastoid of a dude walk in.

**Justin:** [claps loudly]

**Griffin:** And is like...

**Dylan:** Hey, what's up? What's goin' on?

**Devo:** Who's this?! Who's Dylan?!

**Amber:** [simultaneously] Sorry, who are you?!

**Urchin:** This is my friend, Dylan.

**Justin, Clint & Travis:** [cackles]

**Devo:** Urchin, you brought a friend?!

**Justin:** This is simultaneously extremely surprising and not surprising.

**Griffin & Clint:** [laughs]

**Justin:** [wheezes] That Urchin has just like, a wastoid, skeezy friend. [wheezes]

**Clint:** [claps loudly]

**Dylan:** What do you need? You need someone to drive it?

**Amber:** No!

**Devo:** No!

**Amber:** Dylan! No, what the fuck?!

**Urchin:** Wha— Ur— Urchin can't have friends?!

**Amber:** Yeah, but like, how did he come over?!

**Urchin:** I invited him for a sleepover.

**Justin:** [cackles]

**Devo:** You have to ask us first!

**Urchin:** You di—

**Devo:** You have to ask us!

**Urchin:** You didn't ask me to bring this fucking cop on board.

**Clint & Justin:** [cackles]

**Devo:** We're senior— We are senior officers, Urchin!

**Amber:** No... Oh god, okay.

**Urchin:** I know, but it seems like you need some—

**Amber:** Alright, you shu— Eh!

**Urchin:** Yeah.

**Amber:** Shut up for a second.

**Urchin:** That's fair.

**Amber:** Dylan.

**Dylan:** Yo.

**Clint:** [wheezes]

**Amber:** D— Have you ev— Do you have any experience piloting a watercraft?

**Dylan:** I mean, I was a... I was a lieutenant with the Iron Welks for a little bit, but like, it wasn't me.

**Devo:** [astonished] Wait, really?

**Dylan:** Yeah. I wasn't— It— That wasn't me though, you know?

**Amber:** But it was you?

**Dylan:** I mean, yeah. Another life, but— another life, man.

**Amber:** Okay, that's all, thank you. Thank you. That's all I need to hear. Alright, I think they got it. [wheezes] I trus— I trust— I got a good read on people, except when I'm wrong.

**Clint:** [cackles in the background]

**Amber:** And I got a real good vibe on Dylan.

**Devo:** I jus— I just wanted to say, there— Out there in the world, there are rag-tag groups that would look at us and say "I don't know about them".

**Amber:** These are pretty rag-tag— These tags are about as rag as they come, man.

**Clint:** [laughs]

**Devo:** Oh my lord. We can one day aspire to be a rag-tag group. Like this is "Oh, if— Oh, if only we could be considered rag-tag, instead of whatever is happening now." Yes, okay. I just wanna say, there was a time where we could have hired an

octopus and a— a person who had like experience out here, and instead [chuckles] we have Urchin and Dylan. [groans]

**Griffin:** [chuckles]

**Urchin:** Dylan— Dylan's got a lot of big ideas.

**Clint:** [wheezes]

**Devo:** Oh, boy. Okay, save them for the weekly board meeting.

**Dylan:** Alright, man.

**Devo:** Oh...

**Dylan:** Y'all have fun, alright?

**Devo:** Okay. Ple— Oh boy. Alright. Yes. Yes!

**Griffin:** Okay, you all, uh,—

**Travis:** Hey, Griffin?

**Griffin:** Yeah.

**Travis:** Huff my farts. Let's go.

**Griffin:** Okay. [chuckles] Yeah. The four of you— I guess the three of you load up into the bathysphere, with Zoox sort of, uh, going outside of it and swimming alongside. And, uh, you all launch from the Coriolis and approach the dome. Do you have like a, you know, a point of entry that you are trying to enter into?

**Clint:** Um, I— I think Zoox, while the bathysphere is descending, maybe swims over to the lead battleship.

**Griffin:** [from a distance] `Kay.

**Clint:** In front of it, and kind of gestures back towards the dome to see if maybe they have any suggestions of a point to try. Like, you know with... I assume

there's some kind of lights or like, you know, spotlights or something they— they have for exploration.

**Griffin:** Huh interesting. Um...

**Clint:** Just to see if they have any suggestions.

**Griffin:** [sighs] Yeah, I don't know that they would know that. Um... The...

**Clint:** But they have more history than we do, is all I'm saying.

**Griffin:** Sure, but they don't know like— They don't know what is happening inside there. Whatever's happening inside there is kind of a mystery, so I don't know that they would be able to—

**Travis:** Now, hold— Now, Griffin. You said the coral dome was made out of their friends, so which of their friends was kinda the weakest.

**Griffin:** Oh, right. Um, I mean you could try to find that your— yourself. I don't know that they would be able to offer that—

**Travis:** Okay.

**Griffin:** Offer that information.

**Travis:** "Aim for Tom".

**Griffin:** If you wanna make an Investigation check—

**Travis:** "Tom sucks, dude."

**Griffin:** "Tom sucks."

**Travis:** "You can get right through Tom, no problem."

**Griffin:** "Tom's—"

**Travis:** "We played Red Rover with Tom? Man, that guy's a pushoverrrrr!"

**Griffin:** "His gains are a joke."

**Travis:** [laughs]

**Clint:** So, let me ask you this, and I'm— And really, as an observation, this dome.

**Griffin:** Yeah.

**Clint:** Made up of— of these— these... Brinarr. I mean, can we make out their forms and their features, or— or—

**Griffin:** Make a— Make an Investigation check. If you wanna...

**Clint:** Okay.

**Griffin:** Give this thing a look over.

**Travis:** I'm gonna say Brino, 'cause they're not Brinarr.

[sound of dice rolling]

**Clint:** Uh, that's 13.

**Griffin:** Um, you can see some— some shapes in here. A lot of it is... almost like a— almost like a web? There's like, several layers of coral, uh, in a sort of woven pattern going down, deeper into the dome, forming this like, pretty airtight seal.

**Clint:** Okay.

**Griffin:** Um, but inside of that, you do see the occasional form of a bleached Brinarr that was not like, fully— fully incorporated, but is like, completely inert.

**Clint:** I know what we call 'em.

**Griffin:** 'Kay.

**Clint:** Trav.

**Travis:** [intrigued] Oh?

**Clint:** Bri— Brinwere.

**Travis:** Mm.

**Griffin:** Well. Uh, okay. Uh, so, I don't— I don't think you see a— a weak point anywhere. Um...

**Clint:** Do I see anything that looks like a face? That's what I'm going for.

**Travis:** You're gonna touch the face?

**Clint:** Yeah.

**Griffin:** Uh... I mean, these things don't have traditional faces, but, um...

**Clint:** Okay.

**Griffin:** You— You do see— You do see heads. You do see, on— on— on these um... inert spots.

**Travis:** These are extra crispy faces.

**Griffin:** Yeah.

**Clint:** Okay, I'm going to sw— swim over to a point that has a head, and look for maybe eyeholes, nose hole.

**Griffin:** 'Kay.

**Clint:** Mouth hole.

**Griffin:** Sure, you see that.

**Clint:** Which would be a face. And very tentatively reach out with my hand and touch it.

**Griffin:** Okay.

**Travis:** Like a bowling ball.

**Griffin:** Where is—

**Clint:** [wheezes]

**Griffin:** Where, uh... On the dome, sort of where is this? Are you— Are you going in toward the top? Are you going in closer to the sea floor?

**Clint:** I think down towards the side, more towards the sea floor. That seems to me that that would have a— that would have better odds of— I mean, I think if you do it at the top, you're gonna be extremely visible. And at least this way there's a chance, if it— if it works, that we won't be spotted.

**Griffin:** Okay. Um—

**Travis:** Also, just for clarity's sake Ditto, um, Devo— Like the, you know, like the feelers of the bathysphere like, wrapped around, uh, Zoox.

**Griffin:** Sure.

**Travis:** And Devo's covering over the button.

**Griffin:** Yeah, okay.

**Justin:** Yeah.

**Griffin:** Um... Alright Zoox, I want you to, um... make a... hm. How have we handled this in the past, whenever you've like, communed? What is the roll that we've done?

**Travis:** Animal Handling.

**Justin:** It's been Animal Handling.

**Griffin:** Animal Handling?

**Justin:** Yeah.

**Griffin:** Okay, make an Animal Handling check, please.

[sound of dice rolling]



**Griffin:** Oh, God.

**Clint:** [sighs] Jeez...

**Justin:** Yikes.

**Griffin:** That's—

**Travis:** I hit the button! [chuckles]

**Griffin:** That is one of those—

**Clint:** Oh! I have bardic inspiration still!

**Griffin:** Do you?

**Travis:** He— I mean, he didn't use it.

**Clint:** I do still have bardic inspiration. I have not used it.

**Griffin:** Okay.

**Justin:** No, I used my bad bardic inspiration, if you'll remember.

**Griffin:** Okay, well you can roll a 1d8 to try and add—

**Justin:** Not that it mattered for me.

**Griffin:** You did roll a crit fail, which I should just hit you for, but go ahead and roll that bardic.

**Clint:** Even with my five?

**Griffin:** I mean, a crit fails a—

**Justin:** I mean a crit fails a fail, like it's— Yeah.

**Griffin:** A one is a one is a one.

**Clint:** Okay, but I mean, for these purposes, if I'm gonna add an eight, I mean it would be to the five, right?

**Justin:** I mean, it's debatable. Chu— You— I wouldn't push him too hard.

**Travis:** Yeah, bud.

**Justin:** I mean, you— you—

**Travis:** Hey, this gift horse is takin' off, get on board.

**Justin:** Yeah, he— he should just get— A one should be irrefutable. A one should be like get bent— you're done.

**Travis:** But you're— You're everyone's favorite character and we don't wanna kill you just yet, so.

**Griffin:** So. You can add the 1d8 to this.

[sound of dice rolling]

**Clint:** Four.

**Griffin:** Okay, that's a nine total then. We will— We will allow it. Um... You... reach out and touch it and the same thing happens, the color starts to flood into... this dome. Almost like in an ink blot pattern, and you see it first sort of spread through the outer layer of, uh... of— of sort of webbing. And then go a little bit deeper and a little bit deeper, um... But as it spreads, first of all, like, you are very discombobulated, because you are also the dome now. Or at least this very sort of small part of it. Um, but you— you see the effect like much more prominently now. The color is— is draining from you.

But you also feel like you have activated that— that coral barrier and, you know, because it is you, you feel some sense of agency over it. Um, not completely, because that was a shitty roll.

**Clint:** [chuckles]

**Griffin:** Uh, but you feel— you feel like if you... kept pushing on, you could enhance the effect.

**Clint:** Okay. I— He squints his eyeholes, scrunches `em up, concentrates, and keeps pushing.

**Griffin:** Okay. Uh, for this I need a Constitution saving throw.

**Travis:** Come on now. You got it.

[sound of dice rolling]

**Clint:** 12.

**Griffin:** Um... Okay. Uh... The... The color spreads. Um, not so much wider, but you see it going deeper into the barrier. Uh, and... it's— It is— In a lot of ways, it is one of the more troubling sort of, uh, connections that you have formed because this is— this stuff is dead. I don't know that you've ever communed with something that was essentially lifeless before, uh, and so that is a pretty terrible feeling to kind of fuse with.

But you... You can see, with Zook's eyes, uh, it is responding to your will, and a hole is starting to form in— in the— in the barrier. It is a *small* hole. It is, um... maybe a couple of feet, uh, wide, um, and it is— it is still sort of burrowing down. However, the color drain is— is— is becoming more and more troubling, uh, and you take 18 points of necrotic damage.

**Clint:** [whimpers]

**Justin:** Woof.

**Travis:** How far—

**Clint:** Okay.

**Travis:** How are up his arm is the drain?

**Griffin:** Uh, it's not— So it is like, leaving his arm and going into this thing.

**Travis:** Uh,-huh.

**Griffin:** So like, it is more coming from the— the rest of him. So you see that he — that this— the barrier is becoming more powerful. He is becoming less bright, essentially. Um, he's not bleached, by any stretch of the imagination, you still definitely see that color. He is just not quite as vibrant as he was moments ago.

**Travis:** Uh, and how big is the hole?

**Griffin:** Uh, just a couple feet wide. Definitely not big enough for the bathysphere.

**Travis:** Okay. Uh, I'm— I am going to start to position the bathysphere, wherever the opening is on the bathysphere, which I'm not quite sure of. Is it at the top?

**Griffin:** [quietly] Yes?

**Travis:** Okay, I'm trying to line it—

**Griffin:** No there's a— there's a— There's a hatch on the side.

**Travis:** Yeah. I wanna try to line that hatch up with the hole, so as soon as that is open, I'm going. How deep is the dome? Can we see?

**Griffin:** Uh, it is not— the color has not go— pierced all the way through it.

**Travis:** Okay.

**Griffin:** It is pretty deep.

**Clint:** Okay, um... He pushes again. Pushes more.

**Griffin:** Okay.

**Justin:** [exhales heavily]

**Griffin:** Um I need you to make a Constitution saving throw with disadvantage.

**Clint:** Okay.

[sound of dice rolling]

**Clint:** That is... 21.

**Travis:** Oh, that would be a good one, if you didn't have disadvantage.

[sound of dice rolling]

**Clint:** That is 15.

**Griffin:** Okay. It is becoming more natural now, and you don't know if that's a good thing or a bad thing. It doesn't hurt as much, but also now, like you are like half and half. You are half Zoox, half this dead webbing. But because of that, you are able to widen this aperture so that it is maybe twice— twice as wide, but it is also— You can see you have pierced through the barrier completely now.

[quiet sounds of high-pressured air movement]

**Griffin:** Um and air sort of shoots out of the hole that you have built. You see just like a— a— a stream of— of huge bubbles come shooting out of this hole. And you also feel a sort of vacuum effect, uh, sucking you and the— the bathysphere towards it. Uh, you also take 9 more points of necrotic damage.

**Clint:** [sighs]

**Travis:** As soon as I see the ho— the hole open all the way through.

**Griffin:** Yeah.

**Travis:** I— I think it's time to simultaneously retract, uh, Zoox, and try to wedge that bathysphere right into that hole.

**Griffin:** Okay, uh...

**Clint:** Zoox reaches up and undoes the tether.

**Griffin:** Okay. Oh, Zoox as soon as you do that, you— Zoox just, whip! Right into the hole. Goes— Goes flying.

**Clint:** Yeah, I gotta be— Surely it's not big— It's big enough that I could—

**Griffin:** Oh, easily. Yeah, you easily— you easily go through.

**Clint:** I could stop inside it, right?

**Griffin:** Yeah, and you are not— Yeah, as soon as you get sucked inside, you are no longer touching it and the— the drain has stopped. Um... Uh, why don't you make a— Where is the... Hold on.

**Travis:** Oh, the bathysphere?

**Griffin:** Yeah, the bathysphere chart...

**Clint:** Well, I wanted to try to open it up one more time.

**Griffin:** You did.

**Travis:** I'm not gonna let you do that.

**Clint:** Well I de—

**Justin:** He disconnected the tether.

**Clint:** I detached the tether.

**Griffin:** Um... Okay. Make one more Constitution saving throw.

**Justin:** Pshew.

**Griffin:** This time with disadvantage also.

**Clint:** Okay.

[sound of dice rolling]

**Clint:** Well. [chuckles] There's an eight.

[sound of dice rolling]

**Clint:** And there's a 14.

**Griffin:** Uh, okay. With the eight, you— as you are being sort of sucked through this tunnel, you are sort of smashing against the sides of it, and with every touch, uh, you feel that drain continue. Uh, and, just like flashes of color appear on— on the walls of this tunnel as you get sucked through, and it opens up wider and wider and wider. Uh, and now, uh, you see, from further back in the tunnel, from where you came from, the bathysphere can easily fit inside. Uh, and it is getting sucked into the tunnel with you.

Um but you—, uh, you very nearly almost lose consciousness because, uh, the— the— You feel... Man, you feel terrible. Uh, and you are—

**Clint:** How many points? Just tell me how many points!

**Griffin:** You're gonna take— You're gonna take 12 points of necrotic damage.

**Justin:** Ugh. How're you doin'?

**Clint:** Uh... I'm— [chuckles] I'm about a third alive.

**Griffin:** Um.

**Clint:** But I— Let him just be sucked in.

**Griffin:** Yeah.

**Clint:** Let him be— go— Let him— Let him go into unconsciousness.

**Griffin:** This— This— You're not unconscious. You're f— You are still with it, you're just, you know.

**Clint:** Okay.

**Griffin:** You have— You feel like shit. Um you have made the aperture wide enough though that the bathysphere easily, uh, fits inside of it, so it is sucked in right after you and you fly through this tunnel for a few moments, and... then you are in open air. And you fall just a— you know, just for a moment, because you didn't come in through the very top, thank goodness. Uh, and you are in the open air, and then you land in water. Uh, and just a few moments after, the bathysphere follows suit and splashes down next to you, uh, and the— you see

the aperture that you've created, uh, very slowly close itself around the cable that is attached to the back of the bathysphere, tethering it to the Coriolis.

**Travis:** Is it like deep water, or just like a puddle?

**Griffin:** So, you— you know, you can see through the— the— the hatch um of the bathysphere that— And you can see now, Zoox, as you sort of raise to your feet. Zoox, you are standing in waist-high water, inside of this enormous pocket of air that is filling up the dome. Uh, and as far as all of you can see, there are small... maybe 10 foot tall, bleach white coral trees just scattered everywhere around this place. It is a... It is a flooded forest of white coral.

And each of the many, many trees in here, each of their branches are stretching in the same direction, which is the center of this flooded forest, where one structure, uh, just looms high above the— the trees here. Uh, it's a tower made of white coral, and it is easily four stories tall. It looks different, as do the trees, from the dome. Uh, it looks— It— Just— Just in the... composition of it. The dome seems like this kind of monstrous thing, but these are... more natural.

Um and you sort of piece together that this is— this is something that was here before. This is something that the, uh, coral people sort of made their— their home base before, uh, Orlene showed up. Uh, this tower's like four stories tall and it's— it's pulsating very, very bright right now, and at the very top, sort of peeking over the, uh, the— well, the peak of this tower, uh, you see something, uh, foreign. Uh, you see Benefactor Orlene's ship, just kind of barely looking over the— the tower's roof. And... that's where you are.

**Travis:** As soon as the bathysphere hits the water and, uh, we're vape suited up, so whatever the, uh, the effect of that is in the water, um Devo's gonna jump out and rush over to Zoox. And say...

**Devo:** What the fuck is the matter with you?!

**Zoox:** Hmm.

**Devo:** There was a— What? No! There was a plan!

**Zoox:** Mm-hmm.



**Devo:** And then as soon as— We made a plan, and 30 seconds later, you're out there, ready to, what? To die?! To open a ho— What the fuck?!

**Amber:** He's p— Wait, bully— bully him later, let's get him into the shower.

[Zoox vomits in the background]

**Devo:** No!

**Travis:** It's— As soon as Devo gets over there, he's also gonna cast a third level *Cure Wounds*.

**Clint:** [coughs]

**Griffin:** Okay.

**Justin:** Whoa!

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

**Travis:** Yeah.

**Griffin:** That's some main boy healing.

**Travis:** That's 3d8. That's, uh... What, that's 12 plus 8 is 20 healing.

**Justin:** [mutters] I would— I woulda put him in the water first before I [crosstalk].

**Griffin:** He is in the— There's water everywhere. There's waist-high water inside of this...

**Justin:** Beautiful.

**Griffin:** This place, so. Um yeah, a combination of that and the— the—

**Justin:** I thought it was like special water. No, it's just Ethersea water, huh.

**Travis:** Yeah.

**Griffin:** Yeah.

**Justin:** Okay.

**Griffin:** Between that and the... the magic the Devo has cast upon you, you— you— you feel the color return to your— your body, and you heal for— for 20.

**Devo:** What were you thinking exactly?!

**Zoox:** I don't know, I just, you know, wanted to get everybody inside and, you know, I kinda planned that all along.

**Devo:** Oh, so you were lying.

**Zoox:** No, I wasn't *lying*. Oh, I don't feel good. Thank you for the heal, by the way. Thank you very, very, very much.

**Devo:** Do you expect pity?!

**Zoox:** Am I—

**Griffin:** [chuckles]

**Zoox:** Am I— Is my color coming back?

**Devo:** Oh my fuck.

**Travis:** And Devo just starts walking towards the tower.

**Griffin:** Okay. You— You splosh down from the bathysphere.

**Justin:** [snorts]

**Griffin:** Into, uh, the water.

**Justin:** That's the verb.

[splash sound effect plays]

**Griffin:** Um...

**Zoox:** Was that tough love? Was he giving me tough love there? Is that what that was?

**Amber:** I think he's just—

**Zoox:** He cares, doesn't he.

**Amber:** He tries.

**Zoox:** I know. [mutters] It's so sweet.

**Griffin:** Um okay. Are the rest of you following Devo toward the tower?

**Justin:** Sure.

**Griffin:** Okay, um...

**Clint:** I picture Amber helping Zoox along, 'cause he's still recovering.

**Griffin:** That's up to Amber.

**Justin:** Um... I mean, how bad is it?

**Travis:** Yeah.

**Justin:** I feel like you got a pretty chunky heal, right?

**Griffin:** [chuckles]

**Clint:** I ain't heavy, I'm your Brinarr.

**Travis:** [laughs]

**Griffin & Justin:** [simultaneously] Yeah, alright.

**Griffin:** That's pretty good.

**Justin:** Excellent, good. Good good good.

**Griffin:** I like that. Alright, uh, Kodira hops out, uh, with you, and— and— Amber, you're going after Devo too, toward the tower?

**Justin:** Sure, yeah.

**Griffin:** `Kay. Uh, I won't make you roll for this, you feel— you feel pretty uneasy being here, and it is not your usual... nerves. Amber's pretty tough, but something feels off. Um... The— The four of you walk, trudge toward the tower. This is definitely sort of difficult terrain out here, uh, except maybe not for Zoox. Uh, but for the rest of you it is definitely difficult terrain. You are sort of struggling to keep up, uh, and you start walking through this flooded forest, toward the tower.

This— This air pocket here is— is pretty huge. It is, you know, filling the dome, and so it is quite a distance to get to the tower. You also don't see any door on the tower. You don't see any like immediate entrance, at least not on the like ground level. Um there are a few areas a little bit higher up the tower where it's a little bit patchier, um but you get the sense that to get up to those, you are— you are going to have to scale this thing a little bit.

And... I want all of you to make an Investigation check. Or, no! I'm sorry, a Perception check.

**Justin:** I have a...

[sound of dice rolling]

**Justin:** [clicks his tongue in thought] [mutters quietly] Perception...

**Travis:** That's an 11 for Devo. It's not great.

**Justin:** They should put these in alphabetical order.

[sound of dice rolling]

**Justin:** 19.

[sound of dice rolling]

**Clint:** 15. Amber wins!

**Justin:** Hooray.

**Griffin:** Uh, Zoox and Amber... You... see a light that does not quite match the rest of this— this bright white light that is sort of coming off of the— the tower. You see... inside the water, further forward, maybe 40 or 50 feet, uh, just a very, very brief... flash of green light. And then two others like it.

And... where those flashes came from... you see the water ripple a bit, in a line. Almost as if something is... is swimming through— through this water now.

**Travis:** Devo doesn't see it. He's still trudging, man.

**Justin:** And how far up is it?

**Griffin:** Yeah.

**Travis:** He's still goin'.

**Clint:** [chuckles]

**Griffin:** Un—

**Justin:** How far up?

**Griffin:** You are not stopping, Devo?

**Travis:** No, he doesn't see it!

**Griffin:** Okay.

**Justin:** Um... Does it look organic?

**Griffin:** Uh, I mean it is— it is— it is swimming like a sea creature swims.

**Justin:** I'm gonna do a Nature check.

**Griffin:** Alright.

**Justin:** Is— Am I close enough for that to be useful?

**Griffin:** Um, sure. Make a Nature check with advantage.

[sound of dice rolling]

**Justin:** [mutters] With advantage.

[sound of dice rolling]

**Justin:** 17... And a 6, so 17.

**Griffin:** Uh, okay. You know what these things are. And... you realize it maybe a moment too late. Make a Dexterity saving throw, Devo.

**Justin:** Come up with new animals! [wheezes]

**Clint:** [laughs]

**Justin:** I'm so tired of these motherfuckers!

**Clint:** [laughs]

**Griffin:** Hey, you're the one who decided to tie your fate to them.

[sound of dice rolling]

**Travis:** Uh, 13.

**Justin:** That's a 13.

**Griffin:** Oh, not you, Amber. Uh, it is weird that you both rolled—

**Justin:** Oh, sorry.

**Griffin:** Devo is— Devo is—

**Travis:** We both rolled 13.

**Griffin:** Uh, about, uh, is a good distance ahead of you guys, because he... is— he just set off on his own.

**Justin:** Amber says...

**Amber:** Bli—!

**Justin:** [wheezes]

**Griffin:** Uh, and—

**Amber:** Bli—!

**Griffin:** And you feel... a horrible pain on your leg, Devo, as the jaws of a blink shark close around you and pull you down into the water. Uh, you are going to take 11 points of, uh, of biting damage.

**Travis:** Okay.

**Griffin:** Uh, and... Devo... disappears.

[ad break]

[an ambient rushing sound fades in]

**Griffin:** Uh, let's all roll initiative.

[sounds of dice rolling]

**Travis:** Ugh, boy. These rolls. A four!

**Justin:** Ugh, a five!

**Travis:** Ho, boy!

**Clint:** I can never remember where the roll initiative is.

**Travis:** It's right in the center, baby!

**Justin:** Yeah, I know. It's right next to your little armor picture.

**Clint:** Ah, there it is. Yep, okay.

[sound of dice rolling]

**Clint:** And that's a seven.

**Travis:** Oh, boy.

**Griffin:** Holy shit, guys.

**Travis:** Hey, Griffin.

**Griffin:** Nobody is—

**Justin:** This is just to determine the order!

**Griffin:** [snorts]

**Justin:** Calm down!

**Clint:** But none of us wanna do it. [chuckles]

**Justin:** Yeah.

**Clint:** Apparently.

**Griffin:** Okay, uh...

**Justin:** We're lulling him into a false sense of security!

**Clint:** Ah.

**Justin:** It's the rope a dope!

**Griffin:** Uh, first in the order... is... the shark that has its jaws around you, Devo.  
Uh...

**Travis:** Uh,-huh.

**Griffin:** It is going to...



**Justin:** [low voice] Bite him? [chuckles]

**Griffin:** Well, it's already doin' that. Uh,—

**Justin:** Yeah, double bite.

**Griffin:** It— You feel it pick up speed as it kind of drags you through the water, and it is going to..., uh, aim for one of those trees and try and just crush you against it.

**Travis:** Fair.

**Griffin:** Uh, make a Dexterity saving throw.

[sound of dice rolling]

**Travis:** Oh my god! It was almost a 19, but instead it's a nine.

**Griffin:** Yeah, it sort of drifts as it like swims extremely fast to the side and you just smash up into this tree.

**Travis:** Uh,-huh.

**Griffin:** Uh, and you are going to take, uh... eight points of bludgeoning damage. You see, uh, next, another one of these sharks. Uh, and you can— you can see— Maybe you saw for a second as it sort of, uh... approached Devo that this thing's fin, the one the bit down on him, this is the alpha. This is the much larger shark that has chomped down.

Uh, you see two more ripples in the water moving toward the, uh, three of you; Kodira, uh, Amber, and Zoon. Uh, and... they are going to make a beeline, both of them, toward you, uh... Amber. And the first one of these somewhat smaller sharks is going to, uh, try and bite you. It has Pack Tactics because it has, uh, an ally within five feet, so it's going to have advantage on the roll. Uh, but I assume a 21 is going to hit you.

**Justin:** Yup!

**Griffin:** Okay. It doesn't drag you down, it's not big or strong enough to do that, but it jumps up out of the water and closes its jaws around your arm, and then

kind of just like wheels off you and splashes back down into the water, but not before doing nine points of damage to you. Uh, and the next shark is gonna do the exact same thing, with advantage from Pack Tactics. That's—

**Justin:** How many po— points of damage, sorry?

**Griffin:** Uh, nine.

**Justin:** Nine.

**Griffin:** Nine points. Uh, does a 14 b— beat your AC?

**Justin:** No!

**Griffin:** Okay. What about a... Oh, an 11!

**Justin:** No!

**Griffin:** Wow, okay.

**Justin:** I'm getting good. I'm getting good at fighting the blink sharks.

**Griffin:** Why is your armor class so high? Oh, right. Okay, I know why it is. Um... okay. Yeah, the second one tries to do the same thing, but it— you— you saw it comin' this time around. And you manage to kind of dodge out of the way and it jumps up and bites down into nothing, and splashes down into the water.

**Justin:** Sucker.

**Griffin:** Um... those two sharks are still pretty close to you all. They have not had a chance to kind of swim— swim away. Uh, and next in the order is Zoon.

**Clint:** Uh, Zoon casts *Beast Bond*.

**Griffin:** Oh! Describe this, please.

**Clint:** You establish a telepathic link with one beast. The spell fails if the beast's Intelligence is four or higher. Until the spell ends, the link is active while you and the beast are within line of sight of each other. Through the link, the beast can

understand your telepathic messages, and it can telepathically communicate simple emotions back to you.

**Griffin:** Okay. Uh...

**Clint:** Um, and! At second level or higher, you can do two beasts with it.

**Griffin:** I don't see that.

**Travis:** Yeah, I— I don't see it as an option for you on second level, Dad.

**Clint:** Okay. Alright.

**Griffin:** Did you f— Was that a fib?

**Clint:** No! I— I just read it, but now I don't see it.

**Justin:** [chuckles] Did you—

**Clint:** When I first clicked it—

**Justin:** Dad. Did you do a fibskee? Here?

**Travis:** Did you fib?

**Griffin:** I—

**Justin:** On *The Adventure Zone*?

**Griffin:** Are you trying to fib?

**Travis:** Did you just tell a lie?

**Griffin:** [jokingly indignant] Are you trying to touch two sharks, instead of one?! 'Cause that's a fib, Dad.

**Travis:** Were you—

**Clint:** I will not touch two sharks.

**Travis:** Hey. Were you— Were you fibbin'?

**Clint:** No. I really did see—[stammering]

**Travis:** Uh,-huh.

**Clint:** When cast at second level or higher, but I don't have it at second level.

**Travis:** Yeah.

**Griffin:** Okay.

**Clint:** Is my problem.

**Griffin:** Uh, okay. So you are touching... which one? The one that bit Amber, or the one that missed Amber?

**Clint:** Well. I—

**Griffin:** 'Cause you are not close to the alpha that is dragging Devo through the water.

**Clint:** Okay, then I guess the one that bit Amber.

**Griffin:** Okay. You touch it and..., uh, immediately, you have a telepathic link to it. What are you— what are you trying to say to it?

**Clint:** I'm going to communicate to it that I am much more delicious. Than Amber. That if— I mean, yeah sure. I'm sure blink sharks eat shark fighters all the time, but when was the last time you got a chance to tuck into a really scrumptious...

**Travis:** Gross.

**Clint:** Incredibly delicious...

**Travis:** Gross.

**Clint:** Brinarr? And I know it's— it's a lot of work, but it's like oysters.

**Travis:** Gross.

**Griffin:** Mm-hmm.

**Clint:** You gotta get through that hard shell to get to that delicious oyster meat.

**Travis:** Hey Dad, you're eating oysters wrong, my dude.

**Griffin:** Yeah, I don't think that's specific—

**Travis:** That's not how it works.

**Justin:** [chuckles] Yeah, crunch your way through that shell.

**Travis:** Dad, Dad, Dad. That is not—

**Griffin:** I think you—

**Justin:** [laughs]

**Clint:** They don't—

**Griffin:** "Why do people— Why do people like these things?"

**Clint:** Blink sharks don't have opposable thumbs, so I figure they have to.

**Griffin:** They hurt so badly.

**Travis:** Dad, this is the edamame incident all over again.

**Griffin:** Oh, no.

**Travis:** Don't eat the shells.

**Griffin:** Um.

**Clint:** It is.

**Griffin:** Okay, um it communicates back to you. You hear it say...

**Blink Shark:** All of you will be eaten by the finish.

**Griffin:** And it turns and, uh, you see it and the other smaller shark kind of like wheel around in the water, and begin swimming toward you.

**Justin:** Okay.

**Griffin:** Uh, actually, wait. You were touching that one, so it definitely, uh, stops for a moment and is— is distracted by you. The other small one is— is going to wheel around and start swimming toward you.

**Clint:** Bring it.

**Griffin:** You also— The emotion you feel right now is one of absolute desperation. This is a— In this thing's mind, this fight that is embroiled in with— with your party is its— is their final stand. Uh, next in the order is..., uh, Amber.

**Justin:** Um... I'm currently being— being bitten?

**Griffin:** Uh...

**Justin:** Or I'm unbitten.

**Griffin:** You— You've—

**Justin:** I've currently been bitten.

**Griffin:** You've been bitten, yeah.

**Justin:** Okay. Um... Is it still on me though, is what I'm trying to assess.

**Griffin:** It is not still on you, no.

**Justin:** Okay. Uh, how close am I to— We're still like half-submerged?

**Griffin:** Yeah, you are all in like waist-deep water.

**Justin:** Okay. Um, how close am I to— I mean, I'm sure my movement speed is impeded.

**Griffin:** It is.

**Justin:** Am I like—

**Griffin:** You are at half movement, essentially.

**Justin:** — within range?

**Griffin:** When you are here.

**Justin:** But am I within range of—

**Griffin:** Oh, absolutely.

**Justin:** Of—

**Griffin:** You are in range of, uh, two of them. You're in range of the one De—, uh, Zoox is touching, and you're in range of the one that has— the other small one, that has sort of swam backward to get back on y'all.

**Justin:** Oh, fucking great. I will summon my gigantic arms, as well as the visage of the astral self.

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

**Justin:** It's time to fucking go.

**Griffin:** So they need to roll a... Dexterity saving throw.

**Justin:** Correct.

**Griffin:** So I will do that first for the shark that is— that just bit you.

**Justin:** Mm-hmm.

**Griffin:** That's not gonna do it, that's a six. Uh, and the other one that is approaching is making a Dex save. And that is a... three, Jesus. Okay, so they both are going to be hit by your wave of force. Uh, so go ahead and roll 2d6 force damage.

[sound of dice rolling]

**Justin:** Ho, yeah! Ten!

**Griffin:** Ten points of damage, okay. Uh, they are rocked backward, a— as your enormous arms appear, uh, and they both— you— Zoox, you hear one scream as this, uh, as this force sort of passes through them, and they both take ten points of damage.

**Justin:** Um... Am I close enough to the alpha to hit it?

**Griffin:** Uh, no. The alpha is a ways away, where— where Devo kinda walked off on his own.

**Travis:** Come in on— Uh, come in on Devo.

**Griffin:** Yeah.

**Justin:** Um but I can't reach it.

**Griffin:** No.

**Justin:** Um I um, I'm go— Could I move close enough to reach it?

**Griffin:** Um... You cannot. I— I don't think you could trudge through the water and— and reach it, no.

**Justin:** Okay. Um I'm going to, uh, grab the, uh, the one that screamed, and punch it in the... face.

**Griffin:** Uh, okay. Uh, roll your attack roll. Uh... You're doing arms of the astral self?

**Justin:** Uh, yee— Uh, I guess yeah.

**Griffin:** Yeah. That's fine.

**Justin:** Yeah.



**Griffin:** Uh, that's— That is the one that has been empowered, so that's a— that's— that's plus six, so just— The attack roll doesn't change, just the damage roll on that.

**Justin:** Okay, i— Did you do that on my sheet, or?

**Griffin:** Uh, I have— I— I added a custom action here, but I don't see it.

**Justin:** Okay, well let's see if I hit first.

**Griffin:** Sure, sure, sure.

[sound of dice rolling]

**Justin:** 19!

**Griffin:** Yeah, absolutely. Uh,—

**Justin:** Fantastic.

**Griffin:** So roll 1d8 and add three.

[sound of dice rolling]

**Justin:** Five plus three, eight.

**Griffin:** Uh, okay. You blast this thing, uh, with one of your huge fists.

[water spray sound effect plays]

**Griffin:** And it like wraps around your strike, and it send like a... an explosion of water up into the air as you punch downward. And— and I think even you are surprised by the— the force of this thing. Um and you get to attack, uh, again, if you'd like.

**Justin:** Yeah, a second attack, for sure.

**Griffin:** On the same one?

**Justin:** Oh yeah, for sure. I'm gonna— I wanna kill this fuckin' thing. [quietly] I'm done foolin' around. With these incredible arms. 16.

**Griffin:** Yup!

**Justin:** 1d8 plus three.

[sound of dice rolling]

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

[water spray sound effect plays]

**Griffin:** Again, another huge splash of water as you bring the other sort of colossal fist down on it. Uh, and cer— you feel it crush against the ground. You feel it crush against the sea floor as you punch downward onto it.

**Justin:** I'm—

**Griffin:** And this— this shark is looking fuckin' rough. Uh, its fin is bent as you sort of— with this second attack that you smash it against the ground. Uh, Devo, you are... up. You are still being drugged? Dragged by the alpha—

**Travis:** Druggen.

**Griffin:** Druggen by the alpha blink shark, um so you are... You know. You are having a rough time of it, obviously.

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

**Griffin:** Uh,—

**Travis:** Um, I have a question.

**Griffin:** Yes.

**Travis:** And there's no wrong answer. Clint, and Griffin, I suppose.

**Griffin:** Yes.

**Travis:** Did Zoox relay his experience with the blink sharks to Devo and Amber?  
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**Clint:** Um, I think I had the shell phone on speaker, so maybe it, uh,—

**Travis:** Yeah, absolutely. That's not retconning at all.

**Griffin:** No, yeah. I think that would be a pretty.

**Travis:** That's, yeah.

**Griffin:** A pretty heavy retcon, because I imagine you and Amber would've [chuckles] had a conversation about her mortal enemies asking you to kill her.

**Clint:** Okay. Well in that case, I did not yet, Travis. In all due honesty.

**Travis:** Okay. Well, then that's gonna make it a lot easier for me to decide what to do! Uh, I am going to use— Let's see. Can I speak?

**Griffin:** No. I— You are being dragged through..., uh, like waste-high water, so I — I think you're going to have a hard time doing that, unless you can wrest yourself from the... the clutches of the blink shark.

**Travis:** Okay, then I am gonna, uh, stab it with a dagger.

**Griffin:** Oh, sure.

**Travis:** That seems like a thing y— one might do when being dragged by a shark.

**Griffin:** Um, yes. Absolutely.

[sound of dice rolling]

**Travis:** Uh,— Ooo, that's not gonna hit. A 13?

**Griffin:** Yeah— Nope, that hits.

**Travis:** Huzzah!

**Griffin:** Yeah, these— these are not, uh,— they are not ar— you know, armored. So.

**Travis:** Yeah, I'm not a strong boy.

**Griffin:** That's fine.

**Travis:** Uh, so that's four damage. Buuut! What I do got is I got my psychic blades. Uh, and so I can expend, uh, my last bardic inspiration to hit it with 3d6 more. Really trying to get it to let go here.

[sounds of dice rolling]

**Travis:** Uh, so that— Ooo, that was almost max. That was, uh, 17 points of damage, added to that four.

**Griffin:** J— Jesus, wow.

**Travis:** That's a hefty 21 total.

**Griffin:** That's a six, six, five. That is crazy, yeah. Alright.

**Travis:** Yeah. Let go!

**Griffin:** He do— He does, yeah.

**Travis:** With your cold, dead eyes.

**Griffin:** You, uh...

**Travis:** Do blink sharks have cold, dead eyes, or do they have very lively...

**Griffin:** I think we've described blink sharks—

**Travis:** Beautiful eyes.

**Griffin:** — as having like anything that can be upsetting on them is— is upsetting.

**Travis:** Mm.

**Griffin:** Um...

**Travis:** I actually think it would be—

**Clint:** Like a doll's eyes.

**Travis:** I actually think it would be— If I saw a shark, with like big anime eyes, I think that would be way more upsetting.

**Griffin:** I would love— I would love that.

**Travis:** Frankly.

**Griffin:** Um, okay.

**Travis:** [quietly] Yeah, you would.

**Griffin:** With— With that, uh, this thing howls, and as it does it— it, uh, loosens its jaws on you and you, uh, you manage to wrest yourself from its grip, and it sort of swims away, uh, uh, a distance.

**Travis:** Do I get an attack of opportunity?

**Griffin:** I'm gonna say no, just because you are...

**Travis:** Okay.

**Griffin:** You know.

**Travis:** Oh, yeah, yeah, yeah. I'm underwater.

**Griffin:** You were getting dragged through water, so I'm going to, uh, say that you are able to kind of get to your feet, but you are not I don't think in any position to get an attack of opportunity. Um...

**Travis:** Fair, fair, fair.

**Griffin:** Next up is... Kodira, and Kodira is going to, uh, reach back to a sheath on her back and draw a, uh... a long dagger, uh, almost a machete, I would say. So a shortsword, I suppose. Uh, and sh—

**Travis:** Well, certainly it's one of those three.

**Griffin:** And she is going to, uh, try to stab it downward, uh, into the blink shark that you attacked, Amber. I think she's a little bit lost as to what is happening right here, but she knows that—

**Justin:** Mm-hmm.

**Griffin:** — if you're attacking this thing, she should probably attack this thing too. Um so...

**Justin:** Okay.

**Griffin:** She jabs downward and hits it for.. Uhhh, ten points of damage. Uh, and that one looks really, really bad off right now. Uh, it is— it is trying to swim backwards and obviously not doing a very good job of it. Um she actually turns to you and says...

**Kodira:** You wanna tell me what the fuck's goin' on?

**Amber:** Um, these are the meanest sharks you can possibly imagine. And w— It's kill or be killed.

**Kodira:** Alright. Say no more!

**Griffin:** Uh,—

**Amber:** Oh and keep your eyes open.

**Griffin:** [chuckles] Okay, she's gon—

**Amber:** Don't. Stop. Ha— I say this to everybody. Don't stop having your eyes open.

**Griffin:** [chuckles] Uh, as you say that, you see the alpha shark, uh, dash past Devo and— No, you know what? Devo just fucked it up, I think the alpha shark is

going to retaliate. Uh, Devo, the alpha shark swims to you, uh, and you are, uh, damaged, so it is going to attack with advantage for Blood Frenzy.

**Travis:** Oh, man. You hate when that happens.

**Griffin:** Uh, that's good, 'cause the first roll was a crit fail. The second roll... Wow! The second roll is a three plus six, nine!

**Travis:** That misses.

**Griffin:** Okay maybe you've just like freaked its shit out, uh, but it jumps up to try and— and chomp down on you, and it just *Free Willy's* right over you. It completely—

**Travis:** Aw, sick bro.

**Griffin:** It completely beefs its, uh, its— its line of attack. Uh, and it splashes down in the water, and now I think it is, uh... heading toward the, uh, the rest of the group. Uh, go ahead and make an attack of opportunity with your, uh, with your dagger. I suppose your— Well, your boomerang's definitely not gonna get it done, but you can swing your dagger at it.

**Travis:** That's a 23.

**Griffin:** Yup.

**Travis:** Baby.

**Griffin:** Alright, roll damage.

[sounds of dice rolling]

**Travis:** I mean, three.

**Griffin:** Okay.

**Travis:** Three points of damage.

**Griffin:** That ain't nothin'. Uh, okay. The, uh, the heavily damaged blink shark that just got stabbed by Kodira, uh, is going to try and retaliate as well. Uh, it is

going to have advantage also because it is still within 5 feet of the other smaller blink shark. Uh, and, uh, yeah, they are going to bite down on Kodira's sword swingin' arm, uh, for seven points of damage.

You see her like kinda get freaked out, but she's big and tough and just kinda flings it, uh, off of her. And the other blink shark is gonna go at you, uh, Amber. Uh, that is a nine.

**Justin:** Mmm...

**Griffin:** And a... 17 versus AC.

**Justin:** The nine does not hit.

**Griffin:** 'Kay.

**Justin:** And the 17 does.

**Griffin:** Uh, and that is five points of piercing damage as they crush their jaws down onto—

**Justin:** Okay.

**Griffin:** We'll say just like, it— it just sort of scratches against your— your side. It doesn't really get like a good chomp on you, but definitely gets some, some teeth in there. Uh, and then we are on to Zoon!

**Clint:** Well, you said the alpha was badly damaged?

**Griffin:** Uh, the alpha— I mean the alpha is pretty badly damaged after that attack from, uh, Devo, but not nearly as bad as the one that, uh, Kodira just stabbed.

**Clint:** Okay, I'm gonna— Yeah, I'm casting *Ensnaring Strike*. The next time you hit a creature with a weapon attack before this spell ends, a writhing mass of thorny vines appears at the point of impact and the target must succeed on a Strength saving throw, or be restrained by the magical vines until the spell ends.

**Griffin:** Uh, okay. Where is this? On your sheet.



**Clint:** Uhh... Oh. Wait. I...

**Justin:** [chuckles]

**Clint:** I haven't, uh, I haven't learned it. [chuckles] Sorry.

**Justin:** Well that's gonna be a huge headache for us to do.

**Travis:** Yeah, you're gonna have to make it up as you go.

**Griffin:** Yeah.

**Travis:** Which isn't recommended for magic.

**Clint:** Well, I can learn it real quick.

**Griffin:** [chuckles] No. You— You have the spells that you've got.

**Travis:** Do you have open slots to learn?

**Justin:** This i— I'm sorry.

**Clint:** [quietly] No...

**Travis:** Yeah.

**Justin:** We've had a lot of fun with magic here, [chuckles] over the past few years.

**Clint:** [laughs quietly]

**Justin:** I do not think [wheezes] that— [cackles] "I'm being attacked by blink sharks. Now's a good time to pick up a new hobby."

**Griffin & Clint:** [laughs]

**Travis:** "Let me read this book."

**Justin:** "Hey, does anyone have a pamphlet, or perhaps a brochure?"

**Griffin:** [chuckles]

**Justin:** "With lots of pictures?"

**Clint:** Okay.

**Travis:** "A— A YouTube how-to video?"

**Griffin:** Yeah.

**Justin:** Yeah! "I could play it at accelerated speed."

**Clint:** I'm going to cast—

**Travis:** "I'll put it on 1.5 and get rid of all the pauses."

**Clint:** Alright! Alright! I'm sorry!

**Justin:** Alright alright alright.

**Clint:** I will cast *Web* on the alpha shark, and then shoot it with my crossbow.

**Griffin:** That's, uh... two actions.

**Justin:** Two actions.

**Clint:** Whi— Can I count one as a bonus?

**Justin:** What? [laughs]

**Griffin:** Clint McElroy!

**Justin:** What the heck, Mac? Dial in!

**Griffin:** No, you can't—

**Clint:** Alright, I'll cast— I'm gonna cast *Web* on the alpha shark to stop it.

**Justin:** There we go.

**Griffin:** Um okay. It has to roll a Dexterity saving throw.

**Clint:** Mm-hmm.

**Griffin:** Umm... Well, wait. It does that on its turn. Each creature that starts its turn in the webs, or that enters it on its turn, must make a Dexterity saving throw. Uh, so you can for sure like put this thing down on it, but it won't be until its turn that we determine whether or not it's a success or not. Um...

**Clint:** Yeah, so it looks like— it's all kelpy and it looks like, you know, like a su— sushi roll um wrappin' around it.

**Griffin:** Oh, that's fun. O— Okay, so that appears underneath it and we'll resolve that when we get back to its turn. Uh, and—

**Travis:** Anything else you wanna say? No? Okay.

**Griffin:** Is there a..., uh...

**Clint:** Hmm...

**Griffin:** Is there a bonus action that you can take? I don't think so.

**Clint:** [mutters] Action... Bonus... Action... Actions in combat. Two-weapon fighting, but that doesn't help any. Um...

**Griffin:** *Writhing Tide*.

**Clint:** I'm not gonna use that yet. Hold on, I'm saving that.

**Griffin:** Okay, cool.

**Clint:** Well, I could attack it with, uh, *Gathered Swarm*.

**Griffin:** That's only, uh,—

**Clint:** It's a bonus action.

**Griffin:** That's only after a successful attack attack, so.

**Clint:** Then there's nothin' else.

**Griffin:** Alright, then we move on. Uh, and we are to Amber Gris. Amber.

**Justin:** Okay.

**Griffin:** You have this one that is like on death's door at your feet, there is another one close by of the, uh, smaller blink sharks that just, uh... just attacked you. That is, uh, also close by.

**Justin:** Uh, okay. I'm going to... punch the... one that is very badly hurt.

**Griffin:** Okay.

**Justin:** Just as hard as I can.

**Griffin:** With your, uh, with your big fists?

**Justin:** Uh,-huh.

**Griffin:** You already got `em out.

**Justin:** Yeah, I mean the big fists are out, let's use `em.

**Griffin:** Okay. Uh, roll your attack roll.

**Justin:** Now this is— Okay, so we were debat—

**Griffin:** This is a plus six. Use the arms of the astral self Wis, and then we'll just —

**Travis:** [chuckles] Whizz.

**Clint:** [giggles]

**Justin:** [quietly] Nice, dude.

[sound of dice rolling]

**Justin:** 23.

**Clint:** Yikes!

**Griffin:** Fuck yeah. Yeah, absolutely.

**Justin:** Okay, and damage is—

**Griffin:** Uh, roll a d8.

**Justin:** Oh, a d8, okay.

[sound of dice rolling]

**Justin:** Four, plus... something?

**Griffin:** Three.

**Justin:** Three? Four plus three, seven.

**Griffin:** Okay, w— w— with that, uh, everybody sees again like a— like an undersea mine has been detonated, just a straight vertical splash.

[water splashing effect plays]

**Griffin:** That sort of parts around you as you slam your great green fist down into the water. Uh, and... when the water comes like splashing down, it settles for a moment, and then a lifeless blink shark floats to the surface of the water.

**Justin:** Great. I'm gonna grab that lifeless blink shark and use it to hit the other one.

**Griffin:** Holy shit.

**Clint:** [laughs]

**Griffin:** Jesus Christ. Um...

**Justin:** Well, I can take it as a— I get two attacks.

**Griffin:** Yeah, for— Yeah, for sure, for sure. Uh, okay.

**Travis:** I mean, sharks weigh a lot.

**Griffin:** Why don't you roll the, uh,—

**Justin:** Quarterstaff?

**Griffin:** Roll the unarmed strike damage. If you can hit with this, I'll— we'll... do something.

**Clint:** [chuckles]

[sounds of dice rolling]

**Justin:** 18.

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

**Clint:** [laughs]

**Justin:** Yes.

**Griffin:** Uh, we'll say that the— do the 1d6 plus two, for the bludgeoning damage.

[sound of dice rolling]

**Justin:** Six! Plus two, eight!

**Griffin:** Jesus Christ. Okay, and then, uh, roll 1d4 psychic damage. [chuckles]

**Clint:** [laughs]

**Justin:** [laughs] Okay. That's great.

**Clint:** Is there an emotional damage you can roll at this point?

**Griffin:** That's what this—

**Justin:** Emotional damage!

**Griffin:** That is what this is.

**Clint:** [laughs]

**Justin:** Two.

**Griffin:** Alright. Jesus Christ, ten points of damage. Yeah, uh... This thing pops up out of the water to like try and locate its, uh, its companion, and it sees it come hurtling down at its fucking face.

[big splash sound effect plays]

**Griffin:** And you smash the— you—

**Justin:** As I— As I'm whi— I'm holding it above my head, and I'm— I just swing it down, she just kinda whispers at it.

**Amber:** [whispering] Everything you've heard is true.

**Griffin & Clint:** [laughs]

**Justin:** And then I smash it into its head.

**Griffin:** Alright, you bonk it good. Uh, aaand... it— Well, it's not gonna swim away, 'cause it doesn't want to take that attack of opportunity, 'cause it probably wouldn't survive it. Uh, but you see it dive deep down, like deep under the water, uh, which is not that deep but still not, you know, easily punchable at this point. Uh, anything else?

**Justin:** But I can't reach it. [sighs]

**Griffin:** I mean, uh, yeah. You can. This is it trying to cower, essentially.

**Justin:** Yeah, I'm gonna go ahead and give it a flurry of blows real quick.

**Griffin:** Oh my god.

**Justin:** Use a ki point on that.

**Griffin:** Okay.

[sounds of dice rolling]

**Justin:** 14 plus five, 19.

**Griffin:** Yes.

**Justin:** That's four... six damage.

**Griffin:** Okay... It is still, uh,— It— It— You— You punch down in the water and there's another explosion and, uh... there i— This time the explosion is getting a little bit like pink, just because of the, uh, the— the water surrounding you and, uh, how sort of bloody it has gotten. Uh, but you still see it moving slightly, uh, swimming toward your ankles, as, uh, as you land this blow. How many attacks do you get with flurry?

**Justin:** I thought it was just one.

**Griffin:** No, it's two.

**Justin:** Oh. Flurry of... Yeah, two arm—

**Griffin:** Yeah.

**Justin:** Unarmed strikes.

**Griffin:** Okay.

**Justin:** So here's another one. [laughs] That is gonna be, I don't know. Nine plus five, 14.

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

**Clint:** Choo-hoo!

**Justin:** Alright! Fantastic. Five plus two, seven. Come on.

**Griffin:** This is a... Even for you... the— the like legendary slayer of blink sharks, I think you impress yourself. Because as you bring this time just a regular, not



glowing green fist down into the water, you feel it just collide with meat. And you feel something crack, and then that blink shark floats lifeless to the surface of the water too.

And you look at the damage you have wrought in a single turn, uh, decimating the blink shark population [chuckles], uh, and, man that's gotta feel pretty good.

**Justin:** It feels great.

**Griffin:** [chuckles]

**Justin:** I have no moral ambiguity about this. I hate these motherfuckers.

**Clint:** [chuckles]

**Griffin:** Yeah. Uh... And we move on to Devo. Uh, Devo, the alpha is the only one that was left, uh, it is s— It was swimming toward, uh, the— the rest of the crew when, uh, a web of kelp was cast over it. You can't quite tell if it has been entangled in this or not, but that is— that is what you see. You also see some of your own water turning a bit red, partially from the— No, entirely from you, because the psychic blades didn't really do a lot of—

**Travis:** Yeah.

**Griffin:** You know, actual hacking and slashing.

**Travis:** Uh, tell me again. The tower.

**Griffin:** Yeah.

**Travis:** Is there a clear entrance? Is there an entrance?

**Griffin:** Uh... There is. It is— It is like way up. It's like 40 feet up.

**Travis:** Okay.

**Griffin:** It's, uh... It's— It's high up there.

**Travis:** Um Devo casts *Suggestion*.

**Griffin:** `Kay.

**Travis:** Um and says to the blink shark, "Blink me to that entrance, and I'll let you live".

**Griffin:** Hmm.

**Travis:** And yo— The target will need to make a saving throw.

**Griffin:** Alright, I'm gonna roll this. I'll roll it public. Yeah, that's a one.

**Clint:** [laughs]

**Justin:** Oh, God!

**Griffin:** Which is the lowest, traditionally, number you can receive, uh, on that die.

**Justin:** Whole numbers.

**Griffin:** Um...

**Travis:** Yeah that's true, there are, uh, both negative integers, as well as, you know, decimals. Fractals and fractions.

**Griffin:** Okay, um—

**Clint:** Someday I will roll those.

**Griffin:** Yeah... Here's what happens.

**Clint:** [chuckles]

**Griffin:** Um... well, first, the first thing that happens... This is gonna be a pretty complex sequence of events, so bear with me. But first, it... tries to swim towards you to make this happen, but it has to get out of these webs. It's gonna make a Dexterity saving throw.

Yeah, I think that's gonna do it. 16? That beats your spellcasting modifier, right? Zoox?

**Clint:** Yeah, it was 12.

**Griffin:** Yeah. Um, okay. It pulls away from this kelp and it takes, uh, quite a bit of it with it, right? Like it manages to rip it off of— out of the sea floor where this kelp was sort of anchored, uh, but it is sort of carrying just streams of kelp along behind it as it swims toward you, Devo. And it dashes towards you with its mouth open. Do you... do anything?

**Travis:** No.

**Griffin:** Okay, you trust in your own, sort of, uh, ability to suggest as the shark swims towards you, and as it comes close—

**Clint:** And the rest of us are watching this in complete and total horror.

**Griffin:** You would have to be, right? Um, as it comes close... you see it sort of retract its teeth. And it encloses its mouth around you, and you feel no pain. You feel maybe some discomfort, right? But it... closes its mouth around you and then you see a flash of green light that takes your breath away. And then the rest of you see... him appear, with the shark, 40 feet up in the air.

And the shark and you are just sailing toward the tower entrance, and you... Make a... [clicks tongue in thought] Make an Acrobatics save for me. Or an Acrobatics check, Devo.

**Travis:** [groans in pain]

**Griffin:** Actually, no. I'm gonna say this, it'll be a Dexterity saving throw.

**Travis:** Okay.

[sound of dice rolling]

**Travis:** Uh, 16. 12 plus four.

**Griffin:** Okay. It... is arching through the air. You feel the wind sort of blowing past your face as you sail toward the entrance, and it has— it just barely doesn't have enough height. And you and the shark crash into the side of the tower, just underneath the entrance. But you, with your quick thinking and quick reflexes,

you manage to grab a hold of just a— this barb of coral sticking out, uh, just below the entrance, and you hang on for dear life.

The shark... You meet eyes with it as you manage to make this grab and it has its mouth around you, and its eyes look up at you with... desperation, but... against its own volition, it releases you and it falls. And it smashes against the side of the tower a few times, just taking damage as— as it falls. In its last moments, the alpha blink shark turns its gaze to you, Zoox. And when it does... you feel, even without direct contact, you feel its intent. You feel it communicate one last thought to you, and it is this.

**Blink Shark Alpha:** It falls to you now. Stop your friends. Save our world from devastation. Acknowledgment?

**Griffin:** And then it looks to you, Amber... with... *unbridled* hatred. And then its head hangs low. And the last blink shark is gone.

[outro music plays]

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