

The Adventure Zone: Ethersea – Episode 36

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

You see the Coriolis, and it's upside down, and the... cargo bay has like, fully flooded. You see... Jimboclyde standing next to the bull-headed hunter with the axe. This jungle-like compartment is starting to fill up with water.

Jimboclyde: Miss Gris, you will have to move or we will have to move you.

Amber: Well, I got a great hunt planned for you. It's the most dangerous game. Me!

Justin: And then I run away with the auroch.

Devo: You help get these animals that you don't care off this station that you don't care about, and then next time we have the opportunity to destroy one of your enterprises? We'll let that one slide.

Tolliver: The ecology of this planet has been completely obliterated, Devo. There's a better world waiting for us.

Devo: Do you know how it got to be like that?! Because of assholes like you who focused on "better" and "the next thing."

Griffin: Moments later, you hear the sound of branches snapping, and then Devo comes crashing in through the ceiling, thudding to [chuckles] the floor with a terrible thunk.

And swimming at you, it's many rows of teeth bared... is another blink shark.

Clint: He casts *Speak with Animals*.

Griffin: It swims towards you and very gently closes its jaws around you and blinks. And you both disappear.

[intro music plays]

Justin: [singing] It is I, Captain Vegetable! With my carrots and my celery!

Clint: [from a distance] Oh my gosh.

Justin: [singing] Eating crunchy vegetables is good for me.

Griffin: Yeah.

Justin: [singing] It's good for you, so eat them too.

Clint: Keep going.

Griffin: Are you being—are you being held at knifepoint to give this endorsement?

Justin: I'm being held at fuckin' flavor-point by this carrot.

Clint: Crunch twice if you are in danger.

Griffin: Yeah.

Justin: Uh, how 'bout I crunch three times for my body's got all the C that it needs from this incredible carrot.

Griffin: Yeah.

Travis: Now I seem to remember that the rest of Captain Vegetable was him going to kids who like, like, spaghetti and stuff, and them being like "I only eat vegetables," and then the kid being like, "That's not a great idea, Captain Vegetable. You shouldn't just eat vegetables."

Griffin: Yeah, sort of—

Clint: And that was Betty. That was Betty who loved spaghetti.

Travis: No, I'm sorry Daddy. That was Eddie who loved spaghetti.

Clint: Eddie!

Griffin: I have no idea—

Justin: [singing in a squeaky voice] My name is Eddie, I love spaghetti!

Clint: [singing] Spaghetti!

Justin: Hey. Okay. Guys, we need to get—let's focus up.

Clint: [mutters] You're gonna crunch.

Justin: [chuckles] No, I'm not!

[Clint laughs]

Griffin: You are. [simultaneously] You're looking for a funny moment so you can crunchitize us.

Justin: [simultaneously] No, I was just wanna focus up on the incredible power of carrots.

Griffin: Okay.

Clint: Crunch.

Justin: Nutritious, you bet!

Griffin: Yeah.

Clint: [mutters] Here comes the crunch.

Justin: I just feel like—this is the thing, guys. On this—like, just on *TAZ*—Like my branding is obviously in [wheezes, laughs] fucking utter disarray at all times.

Griffin: Right right right.

Justin: But like even on *TAZ*, like I've made—like, I talked a lot about like, French onion soup, and a lot of like—

Griffin: Mm.

Justin: I just wanna be a good role model, and I feel like kids look up to Amber Gris, they look up to Taako, they look up to—

Griffin: Yeah.

Justin: —to all my great characters, and like I feel like they should be... like good role models. I don't think that's like, wild.

Travis: I do.

Griffin: Yeah, and we've all been waiting for you to like choose your cause.

Travis: Yeah.

Griffin: And I think beta keratine deficiency is...

[Clint laughs]

Griffin: A noble one. Okay, hey. Devo and Amber, go ahead and roll for initiative, please.

Clint: Wow, just jumping right into it after carrots.

[sounds of dice rolling]

Justin: It's usu—I wouldn't say that that's jumping right into it. When you think about what just happened.

Travis: Yeah, we spent quite a bit talking about vegetables.

Griffin: No. You spent about two minutes singing a song referencing something I don't know, which is rare that there's like a cultural reference that you three pull that I don't— I had— But I was like having a fever dream while you guys were singing that.

Clint: Really? You don't remember it?

Justin: Were you loving it? It's a *Sesame Street* thing.

Clint: Yeah.

Griffin: Oh, okay.

Justin: I don't know if they still—

Clint: Well, he didn't watch *Sesame Street*. That was—

Travis: What?

Justin: I don't know if he's still around.

Travis: Griffin, do—wait, Dad, are you saying Griffin just didn't watch *Sesame Street*?

Clint: No, he didn't watch *Sesame Street*.

Griffin: Naw, I was more of an *Allegra's Window*, or...

Clint: Yeah.

Griffin: A *Eureka's Castle*.

Travis: Yeah.

Clint: Si, Allegra!

Justin: They brought back Captain Vegetable, as played by John Leguizamo, true story.

Griffin: I do like that. If I could get that initiative roll from you, Amber Gris.

Justin: Oh, oh, oh! I'm so sorry! This is rude.

Griffin: That would be such an amazing—

Justin: I am being rude.

[Griffin chuckles]

[Clint snorts]

Justin: Hey. Let me be the first to say.

[sounds of dice rolling]

Justin: That I am the one respon—that's a 20. [laughs]

Griffin: God almighty.

Clint: Oh!

Travis: Mine was a 12.

Griffin: Yeah.

[thumping electro music plays]

Justin: I'm glad that I got a very high initiative roll because I'm very dialed into what's been happening.

Griffin: Uh-huh!

Justin: And I'm ready to make the first move.

[Clint laughs]

Griffin: [giggles] Well here, to paint the picture with a nat 20 initiative roll, you are facing off against these two hunters. You have Clyde, who is holding this big harpoon gun crossbow, trying to finish off this polar bear in this little hutch that you all find yourselves in. It's muddy, it's at an increasingly rakish angle inside of here.

You got some scared, trapped animals. You got a surly serval, you got a couple of ostrich-looking dealies, you got the wounded polar bear, and you got a couple of aurochs, one of which you are... I don't know if you're still astr— Are you still astride it?

Justin: I—Okay, I'm really torn. [wheezes] Because I feel like Amber, the person, would stay on the auroch. No, okay. You know what? I've just rethought it. She's not gonna be able to do much from up here.

Griffin: Alright.

Justin: So she's—

Griffin: Okay, yeah. So—

Justin: So she's gonna dismount.

Griffin: Okay, so you are not on the auroch. That's not your—a component of your turn. So that's the scene. And then you just hear like [from a distance] "Sacre bleu!" [imitates a loud crash] As Devo—

Travis: [angrily] It would've been "zute lorde," Griffin.

Griffin: Oh, that's fine. As Devo just comes crashing down.

[tree cracking and crashing sound effects play]

Griffin: Making a Devo-shaped imprint in the mud. Devo, actually you're gonna take a little bit of fall damage. Yeah, you're gonna take 10 points of crushing damage as you fall down into this thing. It should've been more, but the branches, you know, broke your fall. But not completely.

With a nat 20 initiative roll, doesn't faze you, this plummeting Frenchman into your zone here. And now you have two angry-lookin' hunters and some angry-lookin' animals. What do you do?

Justin: Hmm... If I were toooo... Like what is my immediate impression of the state of the animals currently?

Griffin: The polar bear's in bad shape.

Justin: Yes.

Griffin: The polar bear has been recently harpooned and is sort of like struggling to stay on its feet. Most of the animals are kind of cowered in the corner. The serval is sort of like striking a defensive pose in front of the ostriches and the other auroch, while the auroch you are riding is sort of like standing at your side. Your trusty steed at the point.

Clint: Who loves carrots.

Griffin: Probably.

Justin: And there's bull— Do we know the bull-man's name?

Griffin: You do not, but we can call him Bull-man.

Justin: Yeah, I'm gonna— I'm gonna take this opportunity.

Griffin: Yeah.

Justin: To try to...

Griffin: You also have a harpoon.

Justin: Yes. Are they— Oof, okay last question before I act.

Griffin: Yeah.

Justin: How threatening are they? Are they like— I mean obviously they're a little surprised from the turn of events, but like do I get the vibe that because we rolled initiative, like we are going to fight.

Griffin: Yeah.

Justin: Okay good, alright. Thank you, that's all I needed.

Griffin: Yeah, I mean Clyde has been the more cool-headed of the two of them, but he just got gored and now he is—

Justin: He's mad. Yeah, he's mad. He's pissed.

Griffin: No pun intended, seeing red.

Justin: Alright, I'm gonna try to bury the harpoon in Bull-man's throat.

Griffin: Wow, okay.

Justin: Does he have an exposed— I figured it was exposed.

Griffin: Yeah, I mean that's not usually, I think, a *D&D* consideration, is like throat meat vulnerability. But I—

Travis: It should be, though!

Justin: Yeah.

Travis: Hey, version six, huh?

Griffin: Version six.

Travis: You listenin'?

Griffin: Target whatever meat you wanna target.

Travis: Justin activates his VAT system.

Griffin & Justin: [simultaneously] Yeah.

Griffin: This is basically a sharp quarterstaff, so we can say that you are [wheezes] you are uh... proficient in this weapon. So roll a d20 roll with— Wait, what weapons do you have? Do you have the quarterstaff in your... You don't.

Justin: In like the list? No, I don't. I just have my unarmed strikes.

Griffin: I mean, you could equip it.

Justin: Really? Okay. It's so cool.

Griffin: It is very cool.

Justin: It's really cool. Okay. I wanna do an attack with this.

[sounds of dice rolling]

Justin: And I got a 19.

Griffin: Yeah, that will—

Justin: 20— Plus five, 24!

Griffin: That will hit.

Justin: Woo!

Griffin: Roll that 1d8 plus two damage.

[sounds of dice rolling]

Griffin: Since I'm assuming you're using both hands with this.

Justin: Five damage.

Griffin: Okay, are you throwing it or jabbing it?

Justin: Jabbing.

Griffin: Okay, yeah. I mean that's a good hit. You— It glances off of his meaty neck, but you definitely hear some— the sound of success, as he roars gutterally and takes a step back. Anything else you wanna do? You didn't really move. Oh and also, I mean also you get to— You have so many things. I forgot, you are a monk, so you have an extra attack and a— you can make an unarmed strike now, as part of your first attack.

Justin: You know what? What I'm actually gonna do is I'm gonna use a bonus action.

Griffin: Okay.

Justin: To pop out my um... arms.

Griffin: Okay.

Justin: 'Cause he's close to me, so he'll have to uh...

Griffin: They'll both have to—I mean, they're both within distance of the effect there.

Justin: The arms. Yes.

Griffin: That is... They have to make a dex saving throw.

Justin: Yes, correct.

Griffin: Okay, this is for half damage. Okay, this one's for the Bull. That's probably gonna save. Versus DC 14, yeah that just saves. This one's for Clyde.

Clint: That was a 15, by the way.

Griffin: Yep, Clyde saves as well. They both take a step back, like "Whoaaa, cool," but they are not blown away by the force of your arms arriving.

Justin: Okay. And I think that's all I can do because I uh...

Griffin: When you take an attack action, you get to take two attacks. So you still have one attack pending.

Justin: It said as a— Wait, Flurry of Blows? Or...

Griffin: No. Extra attack. "You can attack twice instead of once whenever you take the attack action on your turn."

Justin: Okay, so I'm gonna stab him again.

Griffin: Okay.

[sounds of dice rolling]

Justin: Oooh, this time it's a 12.

Griffin: That is not sufficient.

Justin: [mumbles affirmatively]

Griffin: That time he— you try to stab him in the exact wound that you got him in last time and he sidesteps it like, "Really?" Okay, and are you moving?

Justin: You've brought that up twice now.

Griffin: It's just part of the turn, you're not—I'm not suggesting—you're not standing on a landmine. I'm not trying to trick you.

Justin: No, I wanna [chuckles] stay— yes.

[Clint laughs]

Travis: No, Justin! You are on a landmine!

Griffin: [from a distance] Oh no!

Justin: I wanna stay near my auroch.

Griffin: Okay. Cool, well next up in the order—

Justin: Roxy, by the way.

Griffin: Roxy, cool. Next up in the order iiis... the barbarian, who is going to take a step forward and, with blood dripping out of his mask, he is going to rear his great axe way up high in the air and swing it down at you. That is a crit failure. That is—

Travis: He flirts with you, Justin.

[Clint laughs]

Griffin: A toot does come out, and then he looks kind of sheepish, like "Aw, did I do that?"

Travis: And he misses a turn.

Griffin: He is... going to... Like continuing his motion of this great axe strike, he is going to step forward into the middle of this hutch, toward the rest of the animals at the back of the room. You do get to make an attack of opportunity as he steps.

Justin: Is it just a regular attack?

Griffin: Yeah. I mean, you can use whatever weapon you want.

[sounds of dice rolling]

Justin: Seven. Ah, bummer.

Griffin: No, you just miss him, as he does his sort of *Elden Ring* dodge roll away.

[Justin laughs]

Griffin: Next up in the order is Devo. Devo, as you come to your sense and things are not great. You are like buried in the mud, up to your ears. Well I mean face down, you have splattered down into the mud and it will take your move action just to rise from your grave.

Travis: I do that, yeah.

Griffin: Yeah.

Travis: And stand up.

Griffin: Okay.

Travis: So... I am clearly hurt.

Griffin: Right.

Travis: But what is the state of the animals and Amber?

Griffin: The only one that is like in re— Amber's fine, Amber's topped off.

Travis: Okay.

Griffin: The polar bear is... breathing real slow, and looking really rough. The rest of the animals are in a, you know, various states of malnutrition, but they are otherwise okay.

Travis: How close am I to the polar bear? A question I, Travis McElroy, have never said that calmly before.

[Clint wheezes]

Griffin: I mean this is a fairly intimate little battleground here, so you're pretty close to it. Maybe within 10 feet.

Travis: Okay, but I can't like touch it from where I'm standing.

Griffin: Um... no.

Travis: Okay.

Griffin: Not from where you're standing.

Travis: Um! Let's see, what can I do? As I've fallen in, are there any sticks nearby, something I can pick up as a weapon?

Griffin: Uh... Are there sticks nearby that you can pick up as a weapon? I mean, give me a Perception check.

[sounds of dice rolling]

Travis: It's not hard to see sticks.

Justin: Just fuckin' answer him, are there sticks or not? [wheezes]

Travis: It's not hard to see sticks, Griffin. That's a 15.

Justin: Just tell him if there's sticks there.

Griffin: Yeah, there's sticks.

Travis: It not like I, Travis McElroy, have ever been in the middle of a wooded area and been like, "Time to really focus and see if I can see a fuckin' stick on the ground." [sighs]

Griffin: Uh yeah, there's a stick. On the ground. It's a short stick, I'm gonna say it's like a short club.

Travis: Okay, I pick it up.

Griffin: 'Kay.

Travis: And I'm gonna throw it... at Clyde.

Griffin: Okay. I don't know if a club is something—

Travis: I have a boomerang, you see.

Griffin: Okay.

Travis: A boomerang's like a curved stick, Griffin, when you think about it.

Griffin: Yeah, you can throw this stick at him. It's gonna be 1d4 damage. I don't know what your boomerang's at.

[sounds of dice rolling]

Travis: 1d4 damage.

Griffin: Okay, perfect—

Travis: That's a nat 20 though, baby!

Griffin: Woooow, okay.

Clint: Nice!

Griffin: So roll, check this, 2d4.

Travis: Yah.

Griffin: Plus one.

[sounds of smaller dice rolling]

Travis: I do that, hold on. So that's five points of damage, and as it hits him, of fuck! It really fucks with his brain that I hit him so hard, 'cause that's Psychic Blades, baybee.

Griffin: Okay.

Clint: Ooo...

Griffin: Remind me of Psychic Blades.

Travis: 3d6 when you hit someone—

Griffin: Fuck me.

Travis: — with a... with a weapon attack. It takes one of your Bardic Inspirations to do so.

Griffin: Do they have— Do they roll a save?

Travis: No.

Griffin: Oh, Jesus.

Travis: Yeah, it just adds another six to there, so that's 11 total.

Griffin: Uh—

Travis: That I thwacked him with good.

Griffin: Okay. So he— You throw a stick at this dude, and for a second like he regains his composure. And he's like...

Jimbo Clyde: Did you just hit me with a sti— Ahh!

Griffin: As he has a sort of like full-blown panic over these Psychic Blades that have assaulted his brain.

Justin: I like the idea that the damage is caused by him being so upset that someone hit him with a stick.

[Travis laughs]

Griffin: [chuckles] Uh-huh.

Justin: Like, "No! I'm serious!"

Travis: "I've never been hit by a stick before, this changes everything I've ever thought about myself!"

Justin: "This is freakin' me out! It's just a stick!"

Travis: "My entire self-image is being undermined!"

[Clint chuckles]

Travis: "I've always been Clyde, the man who can't be hit by sticks! What am I now?!"

Justin: [screams in aggravation]

Griffin: What are you—are you doing anything else? You've still got your bonus action, I think.

Travis: I don't think I have any bonus actions that I can choose. Oh no, you know what? I totally can. I am going to say like...

Devo: Amber. You're not alone in this, I've got you. Let's fucking— I— They seem bad, right? So let's kill them. Get the animals, get out.

Amber: They're the worst. The worst.

Devo: Yeah?

[Amber groans in disgust]

Devo: Let's fucking do this!

Travis: And use Bardic Inspiration.

Amber: Bull-man especially, ugh.

Devo: Okay.

Griffin: Okay, you have Bardic Inspiration that you can add to any ability check, attack roll, or saving throw. That's a 1d8 now.

Travis: Yeah.

Griffin: So that's— that's beefy. Next up—

Travis: And just as a reminder, you can use it after the dice is rolled, but before Griffin has told you if it works or not.

Griffin: Yeah.

Travis: So you don't have to decide if you wanna use it before you roll.

Griffin: But you gotta go quick, 'cause I'm quick on the draw.

Travis: That's true.

Griffin: If I see an 11, I'm like, "Nope!" Come at it really fast. Okay, next up is the— is Clyde. Clyde... He like cocks his crossbow-thing that he's using and it seems to like widen a little bit? And he puts another harpoon in it.

Travis: Oh.

Griffin: So there are two harpoons in this, that he is going to fire, both at the same time, at Devo. Who just threw a stick at him and scared his brain. The first shot is—oh, wow. An eight.

Travis: Nope, that's a miss.

Griffin: Miss. No. Second shot is... yeah, a 20.

Travis: Yeah, now that is a hit.

Griffin: Okay. And... That's gonna hit you for nine, er— 11 points of damage.

Travis: Sheeeesh! Okay.

Griffin: And I need you to make a DC 12 constitution saving throw.

Travis: A DC 12 constitution saving throw. Okay.

Griffin: Yes.

[sounds of dice rolling]

Travis: Oh, thank you. That is a 19 plus one, a dirty 20.

Griffin: That is sufficient. You are—you feel poisoned, but then you flex, and you're like, "Get outta me."

Travis: [through gritted teeth] Get outta here, poison.

Griffin: And the poison gooshes out and doesn't stay in your body.

Justin: Nope. [chuckles] Nope. Do it again.

Travis: Yeah, it comes right out my pores.

Griffin: The poison—

Travis: Because I detoxified, Justin.

Griffin: The poison ji—jizzes out? I don't know what you want me to say. The... salvo of harpoons that have just flown by him has very much upset the auroch that you are standing next to, Amber. And he is going to charge at Clyde. And he is going to attempt to Gore it. Yeah, that's a 24 versus AC. And he is going to smash into him for—good Christ. [chuckles] 19 points of piercing damage.

Justin: You're gonna kill your own boy.

Griffin: God almighty. Yeah, that was— That was very close to max damage. Yeah, Clyde goes flying. Clyde is down on his tuckus. The auroch is stopped sort of outside this clearing now, sort of blocking off exit from the two baddies.

We'll take a break from that combat real quick to check in on Zoox.

[Clint snores loudly]

Griffin: Zoox. Hello, hi. Welcome back.

Clint: Hey!

Griffin: You... When you finish this blink, which is— I— You used the Blink Bay, right? In the last adventure?

Clint: Mm-hmm.

Griffin: It feels basically exactly like that. It is loud and instantaneous, and when you arrive at your destination, you see the blink shark that teleported you kind of swim away a distance. And this blink shark has two other associates here in this space, and they are the only points of light in this chamber. It is pitch black in here, save for these three green, faint lights.

So just using that faint green light, you can look around and see that this chamber you're in is... very unnatural. It's submerged, it's all underwater, and it's made of this like ridged, obsidian-like material, with these little nooks and crannies all over the place. Give me a Nature check for me.

[sounds of dice rolling]

Clint: That would be... 13.

Griffin: Yeah, this is a nest. Like you have seen— They're— It looks similar to... I mean, you know sea creatures and you feel pretty confident that these things are not natural sort of sea creatures, like anything you've ever seen before. But this is a nest, and it's huge, but it's like almost totally empty. It's far too large for these three creatures that seem to reside in it.

You also notice two other sort of points of interest in the middle of the room. There's just like sand all over the floor, and there are two kind of like squat, black cage-looking objects, both of which are covering dead blink sharks. The first of which is considerably larger than the other one, and it looks like it's had its like jaw ripped open. And the other, smaller corpse is completely charred on one side. Both of them are lifeless, these are essentially makeshift graves.

And the three sharks seem to confer for a minute, and the one that blinked you swims up and gestures towards you, and you hear that weird translation again as this like almost like alien language tries to become like syntax that you can follow. And you hear its voice say...

Blink Shark 1: This one made of colorful sticks did understand me. This is very good.

Zoox: Um... Yes! It is, it is good. Do you have a name? Do you have a designation?

Griffin: The one that blinked you looks back to the other two and they kinda shake their head, and they say...

Blink Shark 1: That was nonsense garbage words. We understand not them. We are very dangerous animals, but not now to you, yes?

Zoox: Um, you are not dangerous to me because you could've like—you could have bitten me in half.

Blink Shark 1: There—

Zoox: Or even some other fraction.

Blink Shark 1: There is an understanding.

Zoox: Um... Why did you bring me here?

Griffin: The blink shark that bit you looks back at the other two, who nod again, and it turns back and says...

Blink Shark 1: We have a favor job that you will be doing to escape eating from us. Acknowledgement?

Zoox: Ab— Yes. Yes—

Travis: Why is this making me so happy? Just hearing Griffin say that in such confidence is like triggering my ASMR, I think?

Griffin: [chuckles] Okay.

Justin: Worse. Thank you.

Clint: [whispers in a deep, husky voice] What um...

Travis: Nope.

Justin: Nope.

Clint: [still whispering] Can I do to help you?

Travis: Nope. And there it goes.

Griffin: I like it.

Travis: It's done now.

Griffin: I think it's great.

[Clint laughs]

Zoox: Whatever you would like me to do. I just— I need to get back to—

Justin: Don't say that. [laughs]

Zoox: — my friends.

Justin: They're the— They're the worst! Sorry, I'm not here.

Clint: Oh, right.

Griffin: The blink shark you've been talking to nods and says...

Blink Shark 1: Oh, yes. Yes. You will kill four-armed woman person until her death.

[Justin laughs loudly]

Blink Shark 1: Agreement?

Zoox: Oh, no. No no no. I can't do that. No.

Blink Shark 1: Hm.

Zoox: Four-armed— What'd you call her? Four-armed—

Blink Shark 1: Four-armed woman person.

Zoox: Yes, that's—

Blink Shark 1: Extremely bad!

[ominous buzzing music plays]

Zoox: But she's my friend.

Blink Shark 1: Mmm... You bring death to many shark lives?

[Travis snorts and chuckles]

Zoox: Me? No. I have never killed a shark.

Blink Shark 1: Not ve—Not very goo-ood. Not very goo-ood.

Griffin: The other two, in a chorus—

Blink Sharks 2 & 3: [simultaneously] Not very good.

Zoox: I see. Um... Is there any oth— She didn't do that to those two sharks, did she?

Blink Shark 1: Mm, yes. She did do this to these two sharks.

Zoox: Why?!

Blink Shark 1: Family. Only ones left. Now three. Not very many.

[Justin snorts]

Zoox: There are only three sharks left of your whole race?!

Blink Shark 1: In this world, yes, three sharks only. Makes sad.

Zoox: I tell you what.

Blink Shark 1: Makes sad.

Zoox: If— I will give her a stern talking to. I'm sure that she doesn't know that you're almost extinct.

Blink Shark 1: Mm.

Zoox: Or else I'm su— You know, I'm sure she wouldn't, you know... kill any more of you. You know, it's kind of a nature versus nurture thing. I think she's changed. I don't think she'd—no! I'm not gonna kill my friend! Now what are you gonna do about it?

Blink Shark 1: Mmm...

Travis: Ha, fun.

Zoox: I just blew up a ship and killed a whole bunch of people!

Blink Shark 1: Oh...

Zoox: I have killed a lot more people than you have!

Blink Shark 1: Mm.

Zoox: So maybe you should be doing me a favor thing. A gift favor, a whatever you said, job favor. Favor job. Yeah.

Griffin: Roll an intimidation check, you intimidating bundle of sticks.

[sounds of dice rolling]

Clint: 12.

Griffin: They bare rows of teeth that seem to be shifting and moving and growing and shrinking, and it is a terrifying sight. They do not se— Despite the sort of chillness of the voices that is being like— that are being translated for you, you immediately understand that their tone does not necessarily match their demeanor in this moment. It's just a sort of trick of the spell that you have woven.

Clint: Sure. Yeah.

Griffin: They say...

Blink Shark 1: We can eat you. You travel with four-arm woman person on iron whale. This is awful thing. Why friend with four-arm woman person?

Zoox: She has saved my life on numerous occasions.

Blink Shark 1: But with her many arms, she rips sun from sky and boils all the water. Misbehavior.

[Travis and Justin chuckle, then laugh loudly together]

Zoox: Are we talking about the same person?

Blink Shark 1: How many four-arm woman person you know?! [laughs]

Griffin: The others—

Blink Sharks 2 & 3: [laughs]

Griffin: The others do get a giggle out of that, and then they go immediately into shark-face mode again.

Clint: Mm. Okay.

Zoox: We could have a conversation about this. I—I don't think that—

Justin: So you're open to it, excellent! Sorry, I'm not there. [wheezes]

Clint: I'm not open to it!

Travis: All I know is that if Devo was there, he'd be kicking himself for not ever teaching Zoox how to lie. [chuckles]

Griffin: Alright, let's jump back to the combat.

[wistful piano transition music plays]

[ad break]

[thumping electro combat music plays]

Griffin: Back to the top of the order, it is Amber.

Justin: Oh, hell yeah. Um...

Travis: Now wait.

Justin: So, what's the scene?

Travis: Hold on, Griffin. Can I interrupt real quick?

Griffin: Yeah.

Travis: So none of the other animals are doing anything?

Griffin: Uh, no.

Travis: Okay.

Griffin: No, I have Initiative order with all the other animals on it, but they are... They— I mean, they've had a rough go of it, they're cowering in fear.

Travis: Got it, got it, got it, got it.

Griffin: Aside from the serval, who seems to have str— You know, is maintaining a perimeter.

Travis: Got it. Okay. I just wanted to make sure.

Griffin: Just sort of for spatial help's sake, Clyde has been knocked on his tuchus near the door, the auroch charged sort of through him to get there. The bull-faced dude is in the middle of the room, now sort of threatening the animals at the rear of the chamber. And... Devo is— I mean he's also threatening Devo, he's very close to where Devo is.

Justin: Is there a fire here?

Griffin: Is there a fire here? Um...

Justin: Where's the light?

Griffin: The light is— There's artificial lighting outside in the like artificial jungle where you are in, so it's like coming into this room in beams, through like the branches and the sort of twisting mangrove.

Justin: Alright. I guess that makes more sense than an open flame in your indoor, pretend jungle.

Griffin: Right.

Justin: I'm gonna really wail on Bull-man. I really hate his guts.

Griffin: Okay.

Justin: I don't know why. I'm gonna punch him in the— in the face, repeatedly.

Griffin: Yeah. And number the punches. There's gonna be a lot of punches, right? 'Cause now you have your—

Justin: Yeah, I got—

Griffin: You got arms, you got toys out.

Justin: I got all my bizz.

Griffin: Alright.

Justin: Let's just start hitting him.

Griffin: Alright.

Justin: Hold on.

Justin: That's a natural 20, oh dang.

Griffin: Holy shit.

Travis: Nice.

Amber: God, that one hurt, huh? Shit.

Griffin: [chuckles] Alright.

Amber: Don't go too quick.

Griffin: Okay, so 2d6, plus three.

[sounds of dice rolling]

Justin: Alright, that's eight.

Griffin: You used the plus two, I think it's— You can use your Wisdom modifier also, which is higher, which would be a plus three.

Justin: Okay, we can call it nine.

Griffin: Yeah. I mean he turns back to you as you say shit, and then he— you clock him in the grill, and it— he takes it like a champ.

Amber: No, wow. You really— You don't mind gettin' punched, huh. Well, I— Hold on. I don't wanna rush to judgment. Let's see.

[Griffin chuckles]

[sounds of dice rolling]

Justin: 10 plus five, 15.

Griffin: Yeah, that's a hit.

Justin: That's just one, plus two, three.

Griffin: Uh again, you see where it's...

Justin: Okay, well four.

Griffin: Okay. Again, you punch him right in the face and he reels back and then just kinda turns to you. And he actually snorts— You see some like steam shoot out of his nostrils through his mask, as he just kinda snorts in laughter.

Travis: Griffin, that's a mask. How did he do that?

Griffin: Yeah.

Justin: And now I'm gonna do a Flurry of Blows.

Griffin: Okay.

Justin: Which is more punches.

Griffin: How many punches?

Justin: Two more punches.

Griffin: Okay.

[sounds of dice rolling]

Justin: 10 plus six.

Griffin: Yip. It's a hit. On the first of the two arm punches.

Justin: Four.

Griffin: Yep.

Justin: 25. Wow.

Griffin: Fuckin' hell.

Justin: Wow. Heck yeah. And then that's a— man, gettin' bad damage rolls. That's another four.

Griffin: Okay.

Travis: Wait. A four on a max dam— Wasn't that another nat 20?

Griffin: No no no, it was a 19.

Justin: No, it was a 19 plus five.

Griffin: Okay, so eight more damage. This time he reels back and it takes him a while to kinda turn his head back toward you. And he's trying to do it like slow, cool, Terminator-style, but like this dude's bloodied and not havin' a very good time of it.

Justin: Alright.

Griffin: Is that—

Justin: I don't get a monk. Is that what?

Griffin: I don't think you've used your bonus action yet. 'Cause when you use F—

Justin: Yeah, the bonus action was Flurry of Blows.

Griffin: Nuh, Flurry of Blows I—

Justin: It's you spend one ki point to make two unarmed strikes as a bonus action.

Griffin: Oh okay. Cool, I didn't see that bottom part. Okay, and that's it.

Justin: Hey, I have a quick question.

Griffin: Yeah, please.

Justin: I have the ability to Deflect Missiles, right?

Griffin: Sure.

Justin: It says you can use your "reaction." Is that— how does that work?

Griffin: So every turn in— Every like player turn has four actions. There's the action, which is usually an attack or a spell. There's the bonus action, there's move action, and then your reaction, which you actually spend not on your turn.

Justin: Okay.

Griffin: So on the last turn, when you did an attack of opportunity, that was your reaction. So you couldn't have done that and deflected missiles in the same like round.

Justin: I feel like I'm learning new things every day, thank you Griffin.

Griffin: Yeah yeah, sure. I mean Monk has— Monk's got some like technical like meat to it, more than I think any— like most classes we've played, so. Okay. Next up is... that bull. I think that bull is gonna come at you now. You see that steam come out again and it is... almost like comical. Like cartoonish, the steam pouring out of this thing's mask. It is going to go Reckless. He swings his great axe at you, and he has advantage on it. Which is good, 'cause that's a critical failure. And the next attack is...

Travis: Well it's good for him, it's not good for Justin.

Justin: Yeah, kind of—

Griffin: 21.

Justin: Yeah, I mean obviously that hits.

Griffin: And that's going to be eight points of slashing damage. One thing about Reckless is "At the start of its turn, the berserker gains advantage on all melee attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn."

Justin: Cool.

Griffin: So.

Justin: Nice, okay.

Griffin: He has opened himself up to uh... to be attacked.

Amber: He's freaking out, end this idiot!

Griffin: And... Next up is Devo.

Travis: Um... Devo is going to, as best he can, approach the polar bear. I hope at this point the polar bear's like "This guy attacked guy with harpoon, and guy with harpoon hit him too, so enemy of my enemy. This guys is my friend," right? Me and the polar bear are cool?

Griffin: Yes, but it is also a wild and wounded animal. I'm going to say, using that logic, I will give you advantage on an Animal Handling check—

[sounds of dice rolling]

Griffin: — just to see is he lets you approach without contention.

Travis: Well that was a natty one, so...

Griffin: You have advantage.

[sounds of dice rolling]

Travis: Well, that was a 12.

Griffin: Um... Yeah. I mean he tries to push you away as you get closer. Or rather he tries to scramble away, but he is on death's door.

Devo: Trust me on this, I'm going to help.

Travis: And I cast *Cure Wounds* on... Ooh... How bad does he look?

Griffin: You don't know the polar bear's HP. Well I guess I do.

Travis: Well he has white fur? How pink is he?

Griffin: Pretty pink, dog.

Travis: Got it, okay. I'm gonna cast it on third level.

Griffin: Whoa, jeez.

Travis: Yeah.

Griffin: Does it—

Travis: That's going to be 18 total.

Griffin: Okay. You have stabilized this polar bear.

Travis: And, so let's see, that's my move. Oh and to continue my move a little bit, I'm gonna kinda scooch behind big polar bear boy I just stabilized, [chuckles] or polar bear person, I don't know the gender of the polar bear.

Griffin: I'm gonna say—

Justin: It's not a person.

Travis: That's fair.

Griffin: That's fair, it is a polar bear.

Justin: It's a polar bear.

Griffin: You... You're gonna take an attack of opportunity from the Bull if you do that. He is in berserker mode and if you try to like disengage to that level, he is going to— he's going to take a swing at you.

Travis: Okay, maybe I'm just gonna hunker down closer to the bear then. Like "Alright."

Griffin: Okay.

Travis: "Now you see I'm cool, my dude."

Griffin: Sure.

Travis: And, uh yeah.

Griffin: Okay. Next up in the order is Clyde, who is going to stand up. He's—

Travis: Oh you know what? Just for fun.

Griffin: Yeah.

Travis: I'm gonna change my Glamor Weave to look like polar bear fur.

Griffin: Sure.

Travis: So it's like now we're a pack. What's up.

Griffin: This very cool camouflage.

Travis: I'm not tryin' to blend in.

Griffin: Oh no. Okay.

Travis: I'm connecting with the polar bear of like, "See what's happening here? So we're cool, right?"

Griffin: Okay. So, Clyde's turn. He is going to stand up, as his move action, and he is going to reload and fire his Envenomed Crossbow. The first bolt he is going to launch at the auroch that just charged into him. That is... Yep, that's a hit. And just gonna nail that beast for six points of damage. And... He looks kinda woozy, the auroch does. The auroch is now kind of like... drifting back and forth, as it is envenomed.

The other shot is gonna come at you, Amber. That's gonna be a 16 versus AC?

Justin: Yup, that hits.

Griffin: You are going to take...

Justin: But wait!

Travis: Ah!

Justin: Not so quickly.

[Clint chuckles]

Justin: Because you see, Griffin. In *Dungeons & Dragons*, there are four different kinds of action.

Griffin: Yeah yeah, yes.

Justin: Okay, so I'm gonna try to Deflect Missiles.

Griffin: Okay, it ended up being a 15 damage, right? And you get to roll a 1d10 plus seven to reduce that. You gotta spend a ki point to pull this off, right? No, I guess you just do it.

Justin: I have to spend a ki point to throw it back at you.

Griffin: Okay, but that's only if you reduce the damage to zero. So if you roll an eight or more, you catch it. Which would be really cool.

Travis: It would be awesome.

Griffin: It would be really cool.

[sounds of dice rolling]

Justin: It's a four. Five— Sorry, four plus seven, 11. So I reduce it by 11 points.

Griffin: [mutters excitedly] You do also still have Bardic Inspiration.

Travis: Yeah.

Justin: Aww, alright! What's that, 1d6?

Travis: 1d8.

Griffin: 1d8.

Justin: What do I need?

Griffin: Three or more.

[sounds of dice rolling]

Justin: Four! [laughs]

Travis: Yeeeeeah.

[Clint laughs]

Griffin: Alright, yeah you catch the envenomed crossbow bolt out of the air.

Justin: Yeah, and I'm gonna— I am gonna go ahead and use that ki point to chuck it right back at his dumb ass.

Griffin: [chuckles] Okay. Does it give you— Let's see.

Justin: Just a ranged attack with a monk weapon. I don't think I have any equipped. Oh no no, it's right here, in my thing.

Griffin: Yeah. You have a dart.

[sounds of dice rolling]

Justin: 20. A natural 20.

Griffin: You are fucking kidding me.

Justin: No.

Travis: Hell. Yes.

Justin: It's a natural 20.

Clint: Woooow.

Justin: This is the coolest thing she's ever done.

Griffin: Then you see a bolt launch out. Not a bolt, a big fucking harpoon launch out and embed itself into the auroch, and... After seeing that, you just see, in a flash, he turns that big ass crossbow back towards you and launches out a bolt.

[explosive trigger sound effect plays]

Griffin: And you catch it right in front of your face. Do you want it— Do— What happens next?

Justin: I feel like she catches it in front of her face, and she just flicks a wrist and flicks the end around. And with very little pomp or circumstance just chucks it right back at him.

Griffin: Okay, roll damage. Oh it's a nat 20, so it's gonna be double dice damage. [wheezes]

Justin: Yeah, that's 12 points.

Griffin: Okay.

Travis: Plus venom.

Griffin: I mean that's— That 2d6 was... It goes through his chest.

Travis: What?

Griffin: And he looks down at the stick that is poking out of the front of him, and he looks back up at you and has a moment of calm where he looks at the polar bear. And he kind of like...

Jimbo Clyde: Hmm.

Griffin: And then falls down to his knees, and drapes over, dead.

Travis: That's one.

Griffin: That's one.

[Clint chuckles]

Griffin: Next in the order is... the auroch. The auroch is just gonna try and like get back into the hutch and... is like almost like absent-mindedly walking toward the other auroch, and is gonna take an attack of opportunity from the... the Bull. But the Bull is like so pissed off that— Oh wait, no the Bull still has advantage on all of its attack rolls— No, but attack rolls miss.

Justin: So who's dead?

Travis: Clyde.

Griffin: Clyde.

Justin: Clyde, okay good. [laughs]

Griffin: Yeah, so the... The bull sort of drunkenly tramples back into the room and makes it over to its partner, and then it just sort of drops down to its knees and kind of like rests its head on them. And they don't appear to be dying, but they are like knocked out from the poison.

Let's hop back over to you, Zoon. You've been con— What is your angle for this conversation where you're trying to convince them that you shouldn't kill your four-armed friend?

Clint: Zoon is gonna make them an offer. Whether it's legit or not... will probably depend on the kindness of the Dungeon Master. [chuckles]

Travis: Oh, a good place to be.

Clint: And Zoon communicates to... whatever this blink shark's name is.

Travis: Blinky.

Clint: And says...

Zoon: What if I were to offer you... a way to make up for those two deaths that you claim my friend is responsible for? What if I were to make up for that, and more? Would you... release this vendetta and maybe even take me to... her?

Griffin: The one shark that has been sort of the— taking point here looks confused when you say the word "vendetta." And it shakes its head, and you hear that translated voice say.

Blink Shark 1: Is not vendetta. Is not vendetta. We try to, um save our world? From boiling. And... Doing that means killing four-armed woman person, before she kills our whole world. Is not revenge. Is not revenge. Has not happened yet.

Zoox: Well maybe I can replenish that world, and then have a conversation with her to make her promise to never boil an ocean again. What do you think?

Blink Shark 1: World not need replenishing, world still alive. Is confusing.

Zoox: You're down to— You're down to three entities. You're down to three sharks.

Blink Shark 1: Hmm. We are heroes and sacrifices. We will stop much dying, but will not be not dead to swim. Um...

Griffin: But they seem to think about what you said about "replenishing" though, and the one swims back to the other two and they confer for a while, and then it swims back to you and says...

Blink Shark 1: You know other... stick people, like you but empty? Not like you. The stick people like you but not like you is empty. You know them?

Zoox: Yes. I know some, I— I'm— Oh! You mean... Yes, I do know of some.

Blink Shark 1: Is—

Zoox: They aren't born yet, but they're coming.

Blink Shark 1: [mutters] Is not born yet... Is not color? Empty. Empty of color stick people?

Clint: [whimpers] Oh, I feel like I'm in that movie where they had to interpret all the alien signs.

Griffin: I think it's called *Signs*.

Justin: *Mars Attacks*.

[Griffin giggles]

Clint: Yeah, that was it.

Justin: No, sorry. *Mars Against Moms*.

Travis: Yeah, there it is.

[Griffin and Justin chuckle]

Griffin: They say...

Blink Shark 1: [sighs] Empty stick people like you not like you, they bring terrible four-armed woman person to our home? And hang her in sky like big star. And see— You know. We say, sea boils, all death. You stop empty stick people... Four-armed woman person no come to home. All good.

Zoox: I will keep her from doing whatever it is you think she's going to do, I'm guessing? And I will convince her. No! I will tell you what, I will promise you!

Justin: Whoa.

Zoox: That she will not do... what you say she will. I will— I make you a solemn promise.

Blink Shark 1: What is, um... "promise"?

Zoox: I will make... Hm. We will make an exchange. I will show my goodwill that I will keep this bargain between us.

Blink Shark 1: [sighs] You will kill empty stick people like you not like you, or you will kill four-armed woman person who rides with you on iron whale, or we will do both. Those are options. Agreement?

Zoox: So I have to pick one of those?

Blink Shark 1: Other option, we... eat you. Hurt mouth on sticks. Not good, not very good. And then eat four-armed woman person. Maybe eat empty stick people like you not like you. Not ideal. Stick people very sharp.

Zoox: If I kill the white stick people.

Blink Shark 1: Yes, excellent! Acknowledgement!

Zoox: If I do that... we're good. We're cool, right?

Blink Shark 1: Mmm... We still die as noble sacrifices but world safe, so very good.

Zoox: But that does not involve hurting four-arm woman person.

Blink Shark 1: [exasperated] If empty stick people like you not like you aren't dead— are dead and cannot hang her in sky like star to boil seas.

Zoox: Then that solves everything!

Blink Shark 1: Everything is great!

Zoox: So we have an accord.

Blink Shark 1: Agreement!

Zoox: I will keep the white stick people from hanging four-armed woman person in sky to boil off sea.

Blink Shark 1: Like star. And use violence to do it and make them stop being alive!

Zoox: Yes! So, are one of you a notary?

[Justin laughs]

Zoox: By any chance?

Blink Shark 1: What is—

Justin: It's actually under the water, so it's a "floatery."

Travis: Yeah, there you go.

Clint: Ooh!

Blink Shark 1: What is a “notary”?

Justin: Floatery.

Blink Shark 1: What is “floatery”?

Zoox: Doesn’t matter.

Travis: No Dad.

Zoox: No problem.

Travis: No, Dad. Explain it to the shark.

Zoox: I’ll find a notary.

Justin: Explain notary publics to the—

Travis: Please.

Justin: Dad.

Clint: I will. I will!

Justin: I gotta say, Dad. As a notary public myself, you needn’t chew the Hallmark series.

Zoox: I will.

[Griffin chuckles]

Justin: It’s not intentional.

Clint: Every time— I have a solution for this one.

Justin: Okay, \$25 sir.

Zoox: We’re under the sea, right? We’re under the sea, correct?

Zoox: Yeah.

Zoox: Okay. Not— A floatery uses a seal. You know what a seal is.

Travis: Yuh.

Blink Shark 1: Delicious.

Zoox: Yes.

[Travis cackles]

Zoox: A delicious seal. So—

Blink Shark 1: A seal on the lips is—

Zoox: That's what it is.

Blink Shark 1: A seal on the lips is more shark on the hips. You know this?

[Justin wheezes]

Travis: [cackles delightedly] Okay.

Griffin: It floats forward and nods, and the other two look just as excited as this one did when you started communicating with it. You get the impression you're probably the first thing it—these guys have communicated with since they set off on whatever [chuckles] mission this is that they are on. And the one floats forward and says...

Blink Shark 1: I bite you now. Gentle. For moving.

[Travis snorts]

Blink Shark 1: Acknowledgement?

Travis: I've said that to so many people.

Zoox: Yeah, but do it in a different place, because you kinda— you got a little uh—

Griffin: It chomps down right on your torso.

Zoos: Oof!

[Justin laughs]

Zoos: Thaaaat's it.

Griffin: With—

Zoos: That's the spot.

Griffin: And with a loud pop—

[high-pitched pop sound effect plays]

Griffin: — you are suddenly back in the... cargo bay. Only it is drained out, and you see a very harried looking Urchin working on the pumps.

Travis: My boy.

Griffin: And he looks over at you like...

Urchin: I— What the fuck, man?!

Griffin: And the blink shark is also like—

Blink Shark 1: What fuck? Where water?!

Griffin: And then it blinks and is gone, and you are standing in the cargo bay with Urchin.

Urchin: Where'd you go, dude?

Zoos: Great big blink shark nest. That's not important. I'll tell yah all about it, you know, when we have our— You know that meeting we have afterwards where we all get together and— Yeah anyway, I— Hold on a second.

Clint: And I use the shellphone to call Devo.

Griffin: Okay.

Devo: 'Ello, you have Devo.

Zoos: Hey.

Devo: Yes?

Zoos: Sorry, it's been nuts here.

Devo: Oh, here too, yes.

Zoos: The cargo bay is clear. Can you get here?

Devo: Umm... Well, everything is tilting here and flooding here, so you might have to come to us?

Zoos: Okay. And I know where that is, because I tracked animals.

Devo: Yes, I know.

Zoos: Okay, I tell you what. Leave it to Urchin and me!

Devo: Oh, you have Urchin with you?

Zoos: Yeah, but I'm still thinkin' that we might be able to throw him off—

Urchin: Is that Devo?

Devo: Oh no, tell him I'm not here.

Zoos: Yeah, yeah. Here.

Devo: No, hang up.

Zoos: Say hi— Just say hi.

Devo: Hang on—

Zoos: Hey.

Devo: Hang up.

Zoox: Here.

Clint: And I hand the shellphone to Urchin.

Urchin: Hi Devo. I—

Devo: [imitates static on the phone] What?

Urchin: Oops, I dropped it!

Devo: What?

Griffin: He looks down and says...

Urchin: I dropped the shellphone. I can't do nuffin' right.

Griffin: As you all are doing this really cute little scene, a sprite floats up through the moon pool.

[light, plinky electro music plays]

Griffin: And it seems to be towing like a small chest, that it floats over towards you and then it lowers down on the floor and releases it. And it kind of like topples over and you see... Amber's belongings fall out of it. And the sprite whistles at you a couple times. And then it floats back down in the moon pool and is gone.

Clint: I feel so objectified by that sprite whistling at me.

Travis: I don't think it—

Griffin: Yeah, it— Yeah. It whistles at you like, [imitates cartoon flirty whistle] "Oh, daddy," it says out loud.

Travis: [in a deep voice] "Nice! Eyyyyy!"

Clint: So is it just Amber's belongings?

Griffin: It is, everybody else left— You all left your stuff on the ship. Amber was—

Clint: Right. Thank you.

Travis: They took all of Amber's when uh...

Griffin: Right.

Devo: She was— got taken to the jungle.

Clint: Okay.

Zoox: Urchin.

Urchin: Yeah.

Zoox: We have got to be the big heroes.

Urchin: Oh yeah.

Zoox: We have got to save everybody else. Let— I'm headin' to the bridge. You stand by for action!

Urchin: Absolutely. What am I, like co-captain? Lieutenant?

Zoox: Uh, how 'bout vice-assistant—

Urchin: Corporal?

Zoox: Vice-assistant captain pro-temp.

Urchin: Okay, and does that come with a salary bump or benefits?

Zoox: It'll almost double what we pay yah now.

Urchin: Oh, boy! So—

Zoox: Because I love the workin' man!

Urchin: Right.

Zoox: I believe in the workin' Urchin!

Urchin: Okay. So—

Clint: And Zoox runs up to the bridge.

Griffin: I'm just gonna double the readiness penalty that Urchin—

Travis: Noooo.

Griffin: Sort of— No.

Travis: You can't commit us to Dad's weird ramblings.

Griffin: I am gonna bump it up from three to four though, 'cause he is gonna start eating more food.

Travis: That's fair.

Griffin: Alright. Okay, you make it up to the bridge. I mean, you're floating in front of a like half-melted debris field, with like corroded metal and like, you know, rebar and other sort of structural shit and sparks just like flying out of it right in front of you, but also that is where— that is the direction the animals are in.

[piano music plays]

Clint: So I— I move through. I start moving towards where the signal is.

Griffin: 'Kay.

Clint: And I keep movin' through.

Griffin: 'Kay.

Travis: Uh-huh. Oh, I like that.

Clint: Dodging the big stuff.

Travis: Oh, yeah.

Clint: But if it's free-floating, how much damage could it do?

Travis: That's true.

Griffin: I mean, does— is— does Zoox— I don't know how Zoox would work that math out. I will say, if you look—

Clint: Zoox spends his life swimming through the water.

Griffin: That's fair, that's fair. I will say, you saw the Coriolis from the outside. It's a little bit beat up, which if you look at the character sheet for the Coriolis, it's at about half-hull right now. But also, the Coriolis is a biiig ship that you all picked for its bigness, so it is, you know, it's a tough old gal.

Clint: And don't we have a Repair Sprite?

Griffin: No. That was on *The Dreams of Deborah*, which you famously exploded.

Travis: Yip.

Clint: Well, I'm—

Griffin: Mere episodes ago,

Clint: Alright, so he just starts moving through the water, starts moving through the debris. Trying to find his friends.

Griffin: You see that sprite again, floating in front of you, and it seems to be kind of like illuminating the way. And you follow it for a while through the wreckage, and then it comes to... a big, sealed door in a chamber that you did not see before the ship half-exploded, and it starts to pulsate.

We're gonna jump back over into the fight and Amber. You have— Clyde is dead, the barbarian is in the middle of the room, still sort of in its berserk mode. The bull is knocked out with its other— Or the auroch is knocked out with the other auroch, and the polar bear is back and healthy.

Justin: I'm gonna take advantage of the Bull's frustration.

Griffin: `Kay.

Justin: And punch— Stop me if you've heard this one. Punch it in the head.

Griffin: `Kay.

[Clint laughs]

Griffin: Go ahead and roll with advantage.

[sounds of dice rolling]

Justin: 11.

Griffin: Neither of those actually.

Justin: Alright, here comes the second attack.

Griffin: Okay.

[sounds of dice rolling]

Griffin: And...

Justin: 19 plus five.

Griffin: Yes.

Justin: That one hits.

Griffin: That one does hit.

Justin: Alright, that's seven points of damage.

Griffin: Okay. This punch makes him stumble back quite a bit, and... it takes him a minute to kinda come back to his senses. And he tries to shake it off, but he is slowin' down a little bit. Is that it?

Justin: Let me check my ki. Yeah, I'm gonna hold off.

Griffin: Okay.

Justin: I think, yeah.

Griffin: Alright.

Justin: I'm gonna drop that Flurry of Blows.

Travis: Yeah.

Griffin: Okay. That will be four more attack rolls. [chuckles] For— Because you get this advantage.

Justin: Yeah, let's just power through these, okay?

Griffin: Yeah.

Justin: 17 plus five, 22.

Griffin: Yes. So the first one hits.

Justin: And then this, 21.

Griffin: Yeah, so that's the first one, hits.

Justin: Okay. Well, no. I knew that hit, so that was the first roll of the second attack.

Griffin: When you roll advantage, you roll the dice two times.

Justin: Oh my god. This is ridiculous. There, 16.

Griffin: Yeah, that also hits.

Justin: Four— Actually 22.

Griffin: Yeah, good. Two good ones.

Justin: Two good ones. Let's see that damage. Uh eight. Wow, two eights.

Griffin: God almighty.

Justin: Yes!

Travis: Feels good. Feels goood.

Justin: 16 points of damage. God, I'm so mad at this dude, I punched him the hardest I've ever punched anybody, twice. Ooph.

Griffin: Yeah, he is looking very, very rough. He... takes a moment to stand up and it looks like he's— He takes a big deep breath like he's about to start monologuing, and then you hear [large animal roar], and a polar bear crashes into him with its claws. I guess its claws are always bared.

Travis: Yeah. But this time it's B-E-A-R-E-D.

Griffin: Mm-hmm. [chuckles] That's very good. And that's gonna do 12 points of damage against him. He goes down on his knees, but he is still stan— Well he's not standing. [laughs] He is not quite dead. And he's gonna take one last desperate—he loses his rage, he's gonna take one last swing at the auroch, his quarry. He buries his axe in the auroch, in its hind leg, and you hear it cry out and the other auroch starts to stand to its feet and looks quite pissed off. Devo, it is your turn.

Travis: So he's down on his knees, is that still true?

Griffin: Yeah.

Travis: Devo is going to approach him. Eyes glowing blue. And he is going to begin to whisper. But first he says...

Devo: So you think you are a big man, huh? With your axe and your mask and you attack these animals. Even now, they stand over there doing nothing and you attack. I'll show you what it's like to be a defenseless creature and be attacked. [starts whispering sinisterly]

Travis: And I'm gonna hit him with *Dissonant Whispers*, level two.

Griffin: Oooh. [chuckles]

Travis: Which is 4d6 damage.

Justin: Dang!

Griffin: He makes a wisdom saving throw.

Clint: Ooh!

Justin: Man, I miss magic, it's so cool. You just say it and it just does it.

Travis: He has to make a wisdom saving throw, yes.

Griffin: 11?

Travis: No.

Griffin: Okay.

Travis: So he gets hit by 15 points of damage.

[mystical, tonal music plays]

Griffin: He grabs his mask like around his horns and starts to just kind of tremble. And he falls down face first in the mud and is like trembling in fear, and you see bubbles kind of popping up as he gasps for breath, face down in the mud. And then the bubbles stop and he is still, because he died.

Travis: Oh, okay.

[Justin laughs]

Griffin: And you all are—

Justin: He's still standing.

Travis: Yeah.

Griffin: [laughs] He's still standing,

Travis: [laughs] That's the—that's the amazing thing.

Griffin: The proud warrior.

Justin: Though he may lie on the ground [wheezes] in the water.

Travis: In his heart, he still stands.

Justin: He still stands.

Griffin: Yeah. It's quiet for a minute as the animals kind of like rise to their feet. You all are out of Initiative now.

[piano music plays]

Griffin: One of the auroch starts like licking the other one's wounds. It seems like it— that one got like a bump of adrenaline from being attacked, so he is starting to get back to his feet. And the animals start to surround the two of you, and it's— there— it's a beautiful little circle of life.

[metallic, echoing clang sound effects plays]

Griffin: And then the ship groans. And in the distance, you all see from one angle...

[more metallic shifting and clanging sound effects play]

Griffin: What Zoox sees from another angle, which is that sprite blinks faster and faster, and then it goes off like thermite and just dissolves the wall in front of you. And you see the jungle now, which starts to very quickly fill up with water. And you two can see, like sort of looking down the slope of the jungle, the Coriolis just sort of bob up and down in the water.

Devo: [mildly surprised] Oh. Let's— Okay. Time— Let's go! Time to boogie.

Amber: We gotta get these animals on the ship.

Devo: Yes, I agree! Come on.

Justin: There's no way we could get the technology they used to enshrink them, right? That's like not available to us.

Griffin: Uh, hm... You know, that's an interesting concept because they would have—I'm gonna say yeah. Like if they have that technology, it would be wild for them to send you to get these animals without giving you that technology, right?

Travis: Yeah.

Griffin: But maybe you—

Travis: For them to be like, "Hey! You can bring that polar bear back with you, right?."

Griffin: Yeah, maybe you—it's Pokémon rules though, where they have to be willing to get [chuckles] into them in order for them to work, but yeah. I mean you definitely have the containment orbs. They probably sent you like one for each pair of animals, so yeah.

Travis: Now here's— So this is also— I'm so proud of myself, Griffin.

Griffin: Yeah.

Travis: Something we never do.

Griffin: Yeah.

Travis: I'm also gonna do just a real quick search of Clyde and the Bull. Just to like see if there's any like cool shit or like Lux.

Justin: You know why we never do this? 'Cause it's not narratively fun for Griffin to be like—

[Clint laughs]

Justin: "He's got \$8 and a photo of his dog."

Travis: I know.

[Clint laughs]

Travis: But I'm still five lux in debt. [wheezes]

[Justin laughs]

Travis: I need some shit to sell.

[Clint cackles]

Griffin: Yeah! Okay, the great axe is there, right?

Travis: Mm-hmm.

Griffin: The Bull had it. The mask seems to be like super-glued to his face.

Travis: Doesn't come off, okay.

Griffin: You can't find any way to sort of get it off. But the great axe you could definitely grab. It is a stupid weapon. Like it is so heavy and imbalanced, like it is— This was a weapon that a rich asshole saw and was like, "That's a cool axe, I'm gonna use that to slaughter cattle and feel like a real big man—" but like it's not actually a very effective weapon.

Travis: Yeah.

Griffin: It is fancy enough though.

Travis: Yeah, nice nice nice.

Griffin: So you can throw that in your inventory and try and hock that later.

Travis: What about that harpoon gun?

Griffin: The harpoon gun, uh... Yeah. You could grab that harpoon gun too. It is a big—you can't really quite assess it, but it is just as fancy as the great axe is and seemed to be capable of, you know, of some quick shots, so—

Travis: What about any wrist watches or diamond cuff links?

Griffin: Yeah, one of `em has on, weirdly, a bunch of— there's some emerald earrings.

[Clint laughs]

Griffin: And a big golden potion— No.

Justin: I didn't expect that.

Griffin: It's really just those two things.

Travis: Okay, I grab those.

Griffin: Clyde had a jerkin on, but now it's got a big hole in it.

Justin: [mumbles] Clyde jerkin' on.

[Travis and Clint laughs]

Travis: Now, would you say now that there's a hole in it, he's got a jerkin' off?

[Justin and Clint laughs]

Griffin: Alright.

Clint: Oh, the door was open and he stepped through.

Griffin: I wish it wasn't.

Justin: Alright.

Griffin: Okay, you all gather up the animals inside of their containment units and loot these corpses. The ship is starting to tilt pretty quick now.

Travis: Oh yeah, okay. Time to run.

Griffin: So you have a pretty steep and getting steeper run toward the Coriolis.

Amber: Alright, let's go. Let's go!

Griffin: Make an Athletics check, both of you.

[sounds of dice rolling]

Justin: 11.

Travis: Eeek, uh seven plus two, a nine for me.

Griffin: Okay...

Clint: Did you— Did they shrink all the animals?

Griffin: They did.

Justin: Yes.

Clint: Okay.

Griffin: Yeah, you stumble and fall, trying to just like navigate this jungle. First of all, the terrain has like... started to just kind of slough away. It's also very muddy and wet in here. This jungle was not meant to exist at a sort of 45 degree angle.

Travis: What jungle is?

Griffin: And it is getting much, much steeper, to the point where you kind of have to hold on so you don't fall down the jungle, toward the water below. It's not quite 90 degrees yet, but because the terrain was just a little bit too difficult, you guys are still a good 100 feet away from the Coriolis when you lose your footing—

Travis: Wait, is the Coriolis above us or is it below us?

Griffin: — and now you're just hanging. Below you. The water is rising. Imagine the Titanic sinking.

Travis: Yeah.

Griffin: Right? And you all are sort of on that top level, and this chamber is filling up with water very, very quickly and the ship is tilting very quickly.

Clint: Oh! [gasps in sudden realization] Oh.

Griffin: You can shellphone `em.

Travis: Okay.

Zoox: I've got something! Oh, I've got something!

Travis: Is it a kidney stone? What are you doing?

Clint: Zoox can see `em, right?

Griffin: Sure, yeah.

Clint: And they're just kind hangin' on and they've got all those animals?

Griffin: Uh, yeah.

Clint: He uses the Blink Bay.

Griffin: Okay...

Clint: To bring `em on board the ship.

Griffin: The Blink Bay can only recall things that have blinked, but you can try and blink out to them and grab them and retrieve them

Travis: Ah, full-blown Nightcrawler.

Griffin: I would let you roll for that.

Clint: Blink... Okay. So like blink so that I'm hovering in mid-air?

Griffin: And grab them in the air and then [chuckles] blink back with them.

Clint: Yeah, let's go for it! Alright.

Justin: Be a good roll, I beat. It's gonna need a good roll.

Clint: What do I roll?

Griffin: Uh... Okay, let me think. Here's how we're gonna do this. You are aiming yourself toward the distance, so I'm gonna let you just roll your [chuckles] crossbow attack, and I'm gonna give you your target. I want you to hit—if you hit a 17, you will hit exactly where they are and have no further complications.

[Clint chuckles with dark delight]

Griffin: So—

Clint: I love this game.

Griffin: Yeah, roll your d20 plus eight. That's if it goes good, that's best case scenario.

Travis: Yeah.

Justin: Yeah.

Clint: You don't have another Bardic Inspiration on yah, do yah?

Travis: You can't hear me from there.

Griffin: Yeah, not from that distance.

Clint: Okay.

Justin: You got it though.

Clint: Here we go. Yeah. So it wouldn't work over the shellphone? No, okay. Oh lord, here we go. [mutters] Come on, baby. Come on, baby. Come—

[sounds of dice rolling]

[Clint cries in anguished disappointment]

[Justin wheezes]

Travis: Now...

Griffin: That's a three plus eight. That is short of the goal. Or rather, you know what it is? It's quite far of the goal. You go way past them, and now you are freefalling, back down toward the Coriolis. Devo and Amber, you see now— you see Zoox just suddenly beam up and appear.

[high-pitched popping sound effect plays]

Griffin: Like 30 feet above you, and then start plummeting back downward. What do you do?

Travis: Reach out to catch him?

Justin: Wait, what's he do— So what am I seeing?

Griffin: You [chuckles] see Zoox in freefall, falling toward you all, just off the floor of the jungle, now falling downward back toward the Coriolis. This whole room is—

Amber: Fuck fuck fuck fuck fuck fuck fuck!

Justin: Alright, Amber reaches into her bag, drops the auroch out of its ball, and chucks the ball at Zoox.

Griffin: [wheezes] The auroch will fall? I don't—

Justin: I mean we're on steady grou— I mean we're standing on something.

Griffin: I mean, you guys are like holding on to tree branches and shit to avoid— This room is at a 90 degree angle now, it is facing— yeah.

Justin: Oh... Yeah, that's kinda. I mean—

Travis: We should catch him.

Justin: That was my idea. Griffin said it wasn't cool enough, so we gotta do something different.

Griffin: No I said— No, if— Okay.

[Justin laughs]

Griffin: If you can tell me how to get a bull out of a—

Justin: I'm just kidding.

Griffin: Out of a Pokeball and not just immediately plummet—

Travis: So that when Zoox hits the ground...

Griffin: — to its death.

Justin: Do I have any extras?

Griffin: Mm...

Justin: They certainly would have given me an extry, right? [wheezes]

Griffin: But yes, because they gave you enough to bring back all the animals, and all the animals are not... alive.

[Clint laughs]

Justin: Great. I'm gonna chuck my extra Pokeball with a bit of fishing line tied to it.

Griffin: [uneasily] Okay... Okay.

Travis: Wait, before Amber throws, just— Devo's like...

Devo: Please do not miss!

Travis: And that's my last Bardic Inspiration. [chuckles]

Griffin: Very inspiring.

Travis: I did say “please.”

Griffin: Yeah. Yeah, okay. Make a ranged attack roll at Zoox. I’m not gonna give you anything special for this, you gotta fuckin’ hit him.

Justin: Let me do my Deflect Missiles attack on this?

Griffin: You have a dart.

Justin: I just don’t have it equipped, um... This is a ranged attack—

Griffin: Click the button— Just click the button in your inventory.

Justin: [sighs] [mutters] It’s a real momentum killer.

Griffin: [quietly] To click one button?

Justin: I just clicked two to get to the tab.

Griffin: [quietly] Oh my god.

Justin: [wheezes] Um, okay. Yes, okay.

Griffin: You gotta hit his AC too.

Justin: What?!

Griffin: Yeah.

Justin: Why?!

Griffin: Be—

Justin: He’s willing!

Griffin: Just to hit his body.

Travis: As he’s falling.

Griffin: With this Pokeball you’re throwing at him. This— As he’s falling. It’s oka— It’s fine, you just have to roll a nine or more.

[sounds of dice rolling]

Justin: It's a... 13.

Clint: 13! [claps]

Griffin: What's your AC, Zoox? Can you confirm that for me?

Clint: [timidly] ... 14

[Justin cackles]

Griffin: Uh—

Justin: Oh oh oh oh oh! My Bardic Inspiration. Right?

Griffin: Yeah.

Justin: Yes?

Griffin: So just don't roll a—

Justin: Okay.

Griffin: You have to roll a one or more.

Travis: Yes.

Justin: Is it a d8?

Griffin: Uh, yes. Just don't roll a zero.

Justin: I know you're joking, but—

Clint: No, is there a zero?

Justin: Five.

Griffin: Yeah. Alright.

Justin: Okay, good. [sighs]

Griffin: The Pokeball hits [chuckles] Zoox in mid-air. Zoox, are you willing? To get in the Pokeball?

Clint: I think—

Travis: Yes.

Clint: How does oblivious stack up?

Griffin: Yeah, fair. Okay, that's fair. Yeah, that's neutral enough.

Clint: Yah.

Griffin: Then you see a flash of light and Zoox, all of a sudden you're standing in— let me think. The rhinos are the ones that went extinct, sadly, so you're in a sort of savanna type situation all of a sudden. And you're all— you're in there like "What the fuck's going on?," and then you're immediately kinda just like thrown all around as this Pokeball and the fishing line like then sort of swings downward and bonks into the jungle floor. And Devo and Amber, you see it shake once. And then twice. And then three times.

Travis: Yes!

Griffin: And then it clicks and it stands still [chuckles] as you have caught—

Travis: Satisfying as hell.

Griffin: You have caught a wild Zoox. Okay, you got—

[Clint laughs]

Justin: She catches it in the air and she said...

Amber: Yup. Gotta catch all of them.

[Clint laughs]

Amber: In balls.

Griffin: Okay, at this point the water [chuckles] I think has risen to the point where you can just like jump down toward the ship, if you want.

Travis: I just simply boop! And I step onto it, and I'm— then I walk into the ship.

Griffin: Yeah. It rises to meet you.

Travis: Yeah.

Griffin: [wheezes] Essentially, is what happens, and uh... Urchin actually opens up the top hatch, and he's like...

Urchin: Where's Zoox? 'Cause he vanished again, he's been doing that a lot today.

Devo: Oh, he's in that ball. Don't worry, it's fine, I guess.

Urchin: Can I keep hiiiiim?

Devo: No!

Urchin: I will feed him.

Devo: Okay.

Urchin: I will find him and take him on walkiiiiies, for pissiiiiies.

Devo: You promise? Because I do not want to be responsible for this.

Urchin: I promi—

Zoox: [muffled] Hey, come on, guys!

Devo: Oh, we should go too before this whole place falls over and explodes, yes.

Urchin: Oh, right right right right right right. Yeah.

Griffin: Smash cut to the Coriolis just like blasting out of the glass dome ceiling of the jungle, as the rest of the facility goes under.

Travis: Devo has his arm around the polar bear, the polar bear has his arm around Devo, and they're both just laughing and havin' a Coca-Cola.

Griffin: Laughin', having a great time. Actually you all are immediately intercepted by—

Clint: Oh, right.

Griffin: — *The Biggest Baby*, who you did call for reinforcement, as it shows up a little bit too late to be useful. And they... They bring you in with their tractor beam, so to speak, into the loading bay. And as you all sort of raise up into the docking bay here.

[ship docking sound effects play]

Griffin: A fleet of engineers rush to get to work on repairs for the Coriolis. And there is a knock at the door and you hear Kodira, and she says...

Kodira: Uh, permission to come aboard?

Zoox: [muffled] Uh yeah, come on in.

Griffin: [chuckles] Okay.

Travis: We let you—

Zoox: [simultaneously] [muffled] If somebody could let me out of this ball though.

Travis: [simultaneously] We let you out of the ball.

Clint: Okay.

Griffin: Okay, she comes aboard the Coriolis, alongside the Curator. And he immediately like sees the orbs and starts looking at them, just to like do an inventory. And you see him looking down at you, Zoox, inside of your orb, and he's like...

Curator: I do not remember this— Oh! Do you want out?

Zoox: [muffled] Yes, please!

Curator: Okay.

Griffin: He pops open the thing and lets you out, and he says...

Curator: So the rhinos did not— Oh dear. Okay.

Devo: Is there—

Curator: I will get these back to where they belong.

Devo: If it makes any difference, they were dead before they got there. I saw them mounted in one of the rooms. It was too late for them.

[Curator sighs in disappointment]

Devo: But there is good news. The serval is pregnant.

Curator: Oh, that is delightful. Okay. Thank you, thank you all so much. Your payment, you will receive it promptly. Excellent work.

Devo: You have no reason to listen to me, and I totally understand this, but if I may, just a suggestion. You may want to consider allowing the animals, from time to time, to have some... a chance to stretch their legs or uh... You know, to get out of the balls.

Curator: Bigger— Bigger balls, I understand, yes.

Devo: No no no, like let `em out.

Curator: Much bigger, super big.

Devo: Have—if it helps at all, you could have showings where the children of Founders' Wake could see—

Curator: Could play with the polar bears. Yes this is excellent idea with no flaws whatsoever.

Devo: No, just—

Curator: I will research a more ethical solution. Thank you.

Devo: Thank you.

Griffin: And he scoops them all up and leaves. And the whole time like Kodira has been like debriefing. She says...

Kodira: Um, so there was a—what happened?

Devo: Uh... So what I know, and fill in the blanks please, Amber and Zoox. But Aloysius Supreme was part of a group called Crescendo and he helped them set up something where they stole the animals and then people were hunting them, so that they could feel the thrill of snuffing out the last of an animal. It was pretty shitty.

There was a dude there named Tolliver. I don't know if that's his real name, who is the Auctioneer that we dealt with before. He fucking sucked.

Griffin: Hey Amber, roll a uh— Hm. Roll a History check.

Justin: Alright...

[sounds of dice rolling]

Justin: 22.

Griffin: That name rings a bell for you, because you have only known one Tolliver in your long life. It's a name you have not heard in a long time, but... It hits you, all of a sudden, that the only Tolliver you've ever known, the only person that ever had that name... was... Declan Cern's little boy. And as you realize that, *The Biggest Baby* shakes and rumbles. And all of the Chaperones, including Kodira, you see these— this single red eye illuminate on their foreheads.

[steady, electronic beeping sound effect plays]

Griffin: The sort of sign of Koda's influence. And she looks pretty freaked out when that happens.

[outro music fades in]

Griffin: And a Chaperone runs up and whispers something to her, and she gasps. And she looks at you, Devo. And... She is lost for words for a second. And she says...

Kodira: We—we need to go home right now. I—I'm s—Devo, I'm so sorry, um... I'm so sorry. The Hand of Guidance is dead.

[outro theme music plays]

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