

[CATACOMBS intro music plays.]

Sage G.C.: [eerie, deep] Welcome to the CATACOMBS.

[Music continues, fading out.]

Hello, hello, hello! Another one-on-one behind-the-scenes chit-chat discussion character breakdown conversation podcast is up and ready for you. How many words can I throw into this intro to drag it on forever?

Me and Emily Ervolina sat down and talked about Sabine. Sabine Grenouille and the rest of the French names that I will not be butchering here today, you can go listen to *VICTORIA 1890* if you want a terrible French accent.

Uh, we talked about France. Em and I talk about France, we also talk about the history of pirates and Em's fascination with them, and specifically lady pirates, as a child. And we talk about spiritualism, we talk about capitalism, we talk about ghosts and psychedelics and where doesn't this conversation go?

Em is a very fascinating person and has lived a very interesting life with lots of great stories. So we go into all that stuff and try to rope it into the creation of Sabine.

And I need to let you know, dear audience, neither *20 Sided Stories* nor Emily Ervolina, nor I, Sage G.C., condone the use of psychedelics or digital piracy of software. Okay? We do not condone these acts, they are, to various degrees, illegal, okay? So don't- don't rope- don't rope your bullshit back to us.

[Upbeat theme music fades in.]

Now, if you are going to ignore our advice and do said things, please do an insane amount of research. 'Kay? Neither of these, but particularly psychedelics, are not things to just casually go try out. Okay? You can get viruses on your computer or you can get some very existential viruses in your brain if you don't know what you're doing and you don't have set and setting and you don't talk to people and you don't do your research. Okay? Be smart. And also, we don't condone it anyway! So don't do it.

Uh, great. Cool. Let's dive in!

Emily / Sabine

[Music continues, fading out.]

Sage: Hello, welcome to 20 Sided Stories Adventure Pass!

Emily Ervolina: Whoop, whoop!

Sage: I'm your director, Sage G.C. and I'm joined by Emily Ervolina! Em, Em, Em, Em, Em, Em, Em, and Em.

Emily: That old salty dog. It's me. I'm back.

Sage: I am so grateful you're a permanent member of the show. What would we do without you? What would we have done? *MARVEL* would be a shit show. *TWILIGHT SPACE* wouldn't have brilliance like Tamago and others. But that was my favorite.

Emily: Yeah. Yeah, it was. [chuckles]

Sage: And- and it's all led to this. Many, many eons ago, I had mentioned we were doing a pirate series, and you were so stoked about it. And that—

Emily: I was so stoked. So very stoked!

Sage: That gave me the motivation to be like, well, then it's definitely happening. And you gotta be in it.

Emily: Yeah, I actually remember the exact moment when you told me. It- 'cause it was- I must have been pre, uh, panini 'cause I was in your home—

Sage: Pre-panini?

Emily: You know, the global panini?

Sage: Oh! Is that what we're calling it now?

Emily: I don't know.

Sage: It's like Voldemort? [chuckles]

Emily: Can we get monetized on Patreon? No. It *is* monetized. Anyway! No, 'cause I remember being in your home and it was in the hallway between your living room and the bedrooms in the back. And you were like, by the way, it's pirates. And I was like, [eager whisper] What? It's *what* now?

Sage: Yup.

Emily: Uh, and that was when I knew that you could never ever get rid of me because I wanted to play a pirate.

Sage: I- no complaints! No complaints and, uh—

Emily: It's a symbiotic relationship.

Sage: We'll get into it towards the end. But you mentioned very early on that there was a French accent that you, I guess, were so desperate and eager.

Emily: I need to do it.

Sage: And somehow, with your overtaking of the TTRPG scene, everybody else has been kind of doing something piratey that you keep joining. And, uh—

Emily: I know. [chuckles] I pay- I played a swashbuckler, like, last week in a Pathfinder one-shot.

Sage: Yep.

Emily: And I was like, oops. Uh, on the other show I'm on, they- there was an episode where they tried to recruit my character to become a pirate, and I literally was like, no. I can't.

Sage: You've been saving it.

Emily: I can't. I'm saving it! [giggles]

Sage: I assume you've saved the French accent as well.

Emily: Oh, yes. Y'all aren't ready. I took three years of high school French, so...

Sage: I didn't know that. Maybe you mentioned that. But I must've forgotten.

Emily: Oh, I do speak a little bit of French. Um, and my mom speaks a medium to large amount of French. So...

Sage: Nice.

Emily: Uh, and I grew up with it very much being a present sort of tertiary language in my life.

Sage: I've noticed you're very keen on taking personal inspirations and just, like, shoving it right into your campaigns. In a good way.

Emily: Yeah. I mean, yeah, there's the old saying, write what you know. And I think that I've been fortunate and unfortunate enough to lead a very interesting, varied life.

Sage: Yeah.

Emily: Um, with lots of strange happenstances and occurrences. And I enjoy getting to channel that kind of weird wackiness into what I do.

Sage: I mean, if you have the fuel, you should- you should use it, right?

Emily: I do.

Sage: I do the sa- I do the same thing. And I always find that it's so much easier to write and perform when I'm, like you said, not- pulling from not just what I know, what I *want* to know.

Emily: Yes.

Sage: More about myself, so to speak.

Emily: That as well. Oh, absolutely. I- to some extent, every character I play is like- it's vaguely therapeutic for me. There's always something in it.

[Sage chuckles.]

'Cause you can be anybody you want. And, in the TTRPG situations for the most part, so you can be like today, I wanna try out a personality trait that I don't have!

[chuckles]

Sage: Yeah. No, I mean, Jessica's talked about how her playing Candice Carter in the *POKÉMON* series, who's this like extremely obnoxious, like, loud, confident, unafraid, teenage girl, that *that* whole arc she went on, like, actually helped Jess develop confidence in herself.

Emily: Yeah.

Sage: And I think that's one of the best, most beautiful parts of acting is when a character that you play can teach you more about yourself than you thought you knew.

Emily: Yep. Acting is magic.

Sage: But I- I still have to call out a parallel there that was probably accidental.

Emily: Mm?

Sage: But maybe it wasn't. Um... So in- I recently rewatched *Pirates of the Caribbean*, and we, uh, we talked about it on our- on our bonus little pop culture episode. And I had no idea, but I found out that Johnny Depp's daughter's name is Lily Rose.

Emily: It is.

Sage: Lily Rose.

Emily: Yeah, that wasn't- that wasn't a deep cut like that. [chuckles] Actually. Um...

Sage: I mean, the coincidence that—

Emily: I'm not gonna say too much about it. Um, but as someone who grew up in LA, I- I don't idolize celebrity children.

Sage: Oh, of course.

Emily: So, you know, that wasn't a—

Sage: But, I mean, whether you meant to or some other force meant to, there's something kind of odd about this, uh, you know, one of his most famous roles is playing a pirate. And you also use his daughter's name as two different characters. 'Cause Rose was not something, uh, you- you came up with that. That was- that was your backstory. So...

Emily: Yeah, 'cause I thought it was funny if we were both named after flowers. And then Lily had an intense smelly powers. Um, 'cause I was like, heh, heh, I smell like a rose. Um, and you know, that—

Sage: Yeah, no, I had no idea. That made sense to me at the time.

Emily: It was working in with, like, the scents and the, like, the florals. Yeah, yeah. But no. Just a- just a coinkidink.

Sage: But now we're full circle.

Emily: But we are full circle. And, um, yeah, I- I have been told often that when I dress as a man, I look like Johnny Depp. So...

Sage: Really?

Emily: Actually, yeah. There's a really funny TikTok that I reposted where a lady was like, how- how come every white woman has the ability to turn into Johnny Depp? And she was right 'cause most white women do have the ability to transform into Johnny Depp. And if you don't believe it, try it.

[Sage chuckles.]

Sage: You hear that at home?

Emily: Hey listeners. [chuckles]

Sage: Fun little activity.

Emily: Turn yourself into Johnny Depp.

Sage: Oh, I'm thinking of- I know you have a picture of- this actually came up right before we started recording of Dutch was- is a cosplay you've done. Right?

Emily: Mm-hmm.

Sage: That you have?

Emily: Yeah, so my moustache? Yes, 'cause when we were looking- [chuckles]

Sage: From Red Dead Redemption.

Emily: Yeah! 'Cause we really get Bruce Campbell with a mustache and a little soul patch I was like, oh my god, that's exactly what I look like in my Dutch cosplay.

Sage: [chuckles] Yeah, yeah, okay.

Emily: I look *exactly* like him. Oh my god. [chuckles]

Sage: It's all- it's all connected.

Emily: It's all in there.

Sage: [chuckles] I'm telling ya.

Emily: Bruce Campbell, you could be my father. We're still not sure.

Sage: Is that a real thing or are you making a bit?

Emily: Nah, I'm- I'm making a bit my dad looks a lot like Bruce Campbell.

Sage: Oh, you know what I was confusing it of was the Kyle McLaughlin story.

Emily: Yes, which is also—

Sage: Which I- maybe we've already mentioned that on- on here at some point. But...

Emily: Yeah, that Kyle McLaughlin was my first visitor as a baby. If not, you get to hear it again.

Sage: Yeah.

Emily: That- that was it. [stifles laughter]

[Sage stifles laughter.]

He liked a tweet of mine, uh, where—

Sage: Really?

Emily: Remember when there was that trend going around that was like cast who would play your parents in the biopic of your life. Um, and I- I put a picture of him 'cause I was like, duh. And I had tagged him in it. And he liked my tweet. And I was like, Dad...? [chuckles] Do you remember me?

[Laughter.]

I was a baby!

Sage: He's so good at social. It's hilarious.

Emily: I know!

Sage: Or whoever is doing his social.

Emily: I- yeah. I—

Sage: They're very good.

Emily: Impressed.

Sage: Yeah.

Emily: Him and Bruce Campbell.

Sage: Maybe one day we'll- we'll do a Twin Peaks one-shot or a series. But we're doing pirates today. And so you love pirates.

Emily: I do.

Sage: As you've already mentioned.

Emily: Yeah.

Sage: And you, uh, you are fairly knowledgeable about them. This is not just like, oh, pirates are fun. Like, you actually went through a phase. Am I- am I correct?

Emily: Yeah. Um...

Sage: Or never left it. Sorry. [chuckles]

Emily: [angsty] It's not a phase, Mom.

Sage: [amused] Yes.

Emily: Uh, no. For- for those of you fellow queer people out there, uh, you probably went through pirate phase too 'cause apparently that's the thing. I mean, pirates, cowboys, and vampires are just very early indicators.

[Chuckling.]

Sage: The queer trifecta of genre fiction.

Emily: Yeah. [chuckles] But I- yeah, I really liked pirates. I probably started as like a Disneyland things, 'cause obviously growing up in Southern California, back in ye olden days, it was actually very cheap to go to Disneyland if you were a SoCal resident. Um, so I loved the ride at Disneyland.

Um, I've loved pirates in general. I spoke about it in the genre episode, but I had a book from the time I was really little all about female pirates. And I don't know, like, I guess my parents were really into it as well and really encouraged it. I remember my dad drawing me treasure maps as a child. Um, 'cause my dad's actually a very gifted visual artist.

Sage: That's wonderful.

Emily: And I- I should probably try to find some of those.

Sage: Did he ever bury treasure?

Emily: Did we ever actually bury treasure? I don't know. I'll have to- that- that I'll have to ask. But I did have a pirate birthday party.

Sage: I think if that happened, you wouldn't've forgotten. [chuckles]

Emily: I probably wouldn't've forgotten. We did- I did have an archaeology birthday party when I was really into archaeology where we did dig up little things in the sandpit.

Sage: What were you *not* into? [amused] What phase *didn't* reach the Ervolina household?

Emily: Uh... sports?

[Chuckling.]

Sage: Okay. Good answer. Good answer.

Emily: Actually, that's not true. There was like a tennis year where my parents were like, come on, you can be a tennis star. And I was like, I *really* don't think so. [chuckles]

Sage: Does wrestling count as sports?

Emily: Yes, wrestling counts as a sport. Actually, that's the only—

Sage: You like that, right?

Emily: Yes. That's the only sport that I've ever actually been into and, like, enjoy doing. Like, pro wrestling. Not like where you're wearing a unitard, but where you're wearing, like, tiny shorts. [chuckles]

Sage: Theatrical wrestling.

Emily: Yes. Which I *love* the theatrics of it. Love, love, love it. Getting into the ring, slapping a grown man, screaming like a banshee, very good for my mental health.

[Sage chuckles.]

Sage: Have you done it recently?

Emily: No. Unfortunately, no. No, it's- it's been hard with timing and stuff. The- my- my coach, he was a part of WWE—

Sage: [shocked] You had a coach?

Emily: Yeah. Yeah, yeah, yeah.

Sage: See, the- I- I don't know how- every time I talk to you, I learn new stuff about what you do. And I just wonder where you find the time to do all these things.

Emily: I don't. [chuckles]

Sage: Or how you've done all these things. [chuckles]

Emily: Uh, time is a construct, first of all.

Sage: Mm-hmm.

Emily: And, yeah, that's part of the reason why I've been able to continue has just been scheduling stuff. But shout out to Shane Thorn, formerly of WWE.

Sage: Woot, woot.

Emily: My favorite Australian gentleman who lets me beat the shit out of him and goes, good job.

Sage: As every coach should.

Emily: Yeah. Just fun. It's a good time.

Sage: Hell yeah. So if I remember correctly, you said- you talked about it a bit, specifically the lady pirates book.

Emily: Yes. Lady pirates.

Sage: I'd imagine that that has led to some inspiration 'cause you've mentioned it a couple of times.

Emily: Yeah, I actually did a high- my sophomore year of high school, I think I also did an entire project on lady pirates. Um, because it was easy, and I already knew about it and we could pick any topic.

Sage: Who's number one?

Emily: Who's number one in my lady pirate ranking?

Sage: Yeah, numero uno. S tier.

Emily: It's top two for me.

Sage: Oh.

Emily: 'Cause it's intrinsically tied. It's gotta be Anne Bonny, Mary Read.

Sage: Yeah.

Emily: I do love Grace O'Malley. Or Gráinne O'Malley depending on whatever you're reading, but... Because she headbutted people and kept their ears. Was she the one who- maybe I'm thinking of Sadie the Goat. I don't know. There's...

[Sage stifles laughter.]

There's a lot of headbutting.

Sage: The Goat?

Emily: The Goat, yes.

Sage: The Goat? Which kind of goat? Greatest Of All Time?

Emily: No. Like, they called her a goat because she headbutted people in fights.

Sage: Oh, okay. That—

Emily: Like, that was her fighting style.

Sage: That makes sense. Okay.

Emily: Maybe Sadie—

Sage: Which is really funny 'cause David mentioned, in the design doc, we have apes, avians, and amphibians noted as, like, the first kind of immigrants or discovered intelligent species of The Public Domain.

[Emily chuckles.]

But David immediately was like well, what about goat people?

Emily: Goat people. He is- he's right.

Sage: And I have a section there that there are many more to be discovered. And, uh...

Emily: I do like goat people.

Sage: I- it sounds like goat people are gonna have to be—

Emily: Yes! And we could include Sadie the Goat, um, who- yes.

Sage: [amused] That should be one of their names.

Emily: Grace O'Malley did not headbutt people. I may have said that in the other thing. Don't come for me in the comments or whatever. Um, but, yeah, Sadie- Sadie Farrell was a river pirate.

Sage: [intrigued] Mm.

Emily: And her favorite form of fighting was headbutting men in the stomach. So Queen. Queen. Uh, Grace O'Malley bit someone's ear off, and I think then wore it. That was her thing. Um, so honorable mention to both of those ladies.

Sage: Necklace? Necklace as another ear on the ear? Like—

Emily: Accessories.

Sage: Is it like the elf attachment? Or—

Emily: Yeah, exactly. You got- it's attached to your ears. You got ears. She got a lot of ears. Um, but no. Anne Bonny and Mary Read for sure, uh, because it's just the gayest story of all time.

[Sage chuckles.]

Not- not really. There's- there's other gayer stories. But no, I love them. It's all about two ladies. One of them dresses man. One of them was like, mm, that's a hot man. I'd bang that man. And she was like, surprise. I am not a man. And then there were some actual men involved, that they're- oh, what's his name? Uh, Calico Jack.

Sage: Mm-hmm.

Emily: Whatever. It's not about him. It's all about Anne Bonny and Mary Read. They do a nice job with the Anne Bonny story in *Black Sails*, I will say. It's fictionalized-ish, but they fully lean into her being very bisexual, which I appreciate.

Sage: Nice.

Emily: 'Cause it is canonically accurate in the canon of history.

Sage: Yeah, I- I watched- Netflix as a newer- it's, like, hard- like, I guess it's a docu series but they, like, really over did the cinematic stuff. And it was just kinda—

Emily: Oh, like the refreeze?

Sage: It was just kinda like make a pirate movie or don't. Like just- [chuckles] Like it was- it wasn't full- like, it just fuckin'- it- it seemed like they wanted to make a pirate movie.

Emily: Was it a History Channel production perchance? Because—

Sage: No, it was a Netflix thing. I don't know, like, who made it. But—

Emily: 'Cause the History Channel loves to do that where they're like, here we have our six talking head experts and then we have full scale million-dollar historical reenactments.

Sage: Yeah. And- but like so much of it was with the scenes and written stuff on sets. And sometimes you could tell the budget was not good.

Emily: Oh.

Sage: And it was just like, just fully commit to one thing or the other.

Emily: Yeah.

Sage: Like, I don't- I would've watched whichever one. But yeah, they did a- Anne Bonny was in it. And they did- they had this weird moment where they did that, like, really corny, corporate, like, girl boss thing.

Emily: [pained] Oh.

Sage: And I was like, [pained] eh.
[normal] I don't know. I think you guys are kind of—

Emily: Yeah, you go, girl boss. You and your gal pal, Mary Read. They were roommates.

Sage: I was like, there's more to this. And you're- you're kind of misinterpreting a lot of the cooler parts of this. It just- it's annoying. Anyway, we're not doing historical pirates. We're doing fictional pirates.

Emily: Yeah. But they can still be girl bosses. [chuckles] Sorry.

Sage: Oh, they can. There's nothing wrong with a girl boss. I just don't like when- when corporate executives—

Emily: No, corporate- corporate girl bossing. Yeah.

Sage: It's- it's such a distinct, obvious, phony choice whenever it's done.

Emily: Empowering women for profit.
[Chuckling.]

Sage: That's- that's it! Like, it's just like, you don't mean what you're saying here. Fuck you.

Emily: Yeah.

Sage: You can always tell when they do mean what they're saying. And that's- that's important.
I have a list of random-ass questions. But...

Emily: Yeah, hit me with them.

Sage: How do you feel jumping from the historical knowledge of the Golden Age of Piracy and beyond? Because there are multiple waves of this.

Emily: Wave.

Sage: Into this swashbuckler fantasy the- the nautical fantasy genre that I'm embracing for our original thing.

Emily: Yeah, it's interesting, right? Because it's like sort of two sides of the same doubloon, if you will.
[Chuckling.]

I just came up with that one now.

Sage: Thank you. No, no, that's—

Emily: I'm a little too pleased with myself. Um...

[**Sage** chuckles.]

No, it's interesting 'cause, obviously, I think that there's a lot of sort of general things from historical piracy to be able to draw on, um, you know, in terms of traditions and, obviously, we're leaning into shanties and things like that and just, like, living on a boat, which is not necessarily an easy or simple thing to do. Like, long-term.

Sage: No, it was miserable.

Emily: Living on a boat.

Sage: It's so easy to romanticize it, but most of the time, the pirates would just- couldn't wait to get to dock.

Emily: Yeah.

Sage: Like it was- that was the goal.

Emily: Yeah. I think I- [sighs] I think it was in that book about female pirates that I had as a kid, there was like a back a couple of chapters all about different types of pirate torture. Maybe it was in the front.

Sage: Oh, yeah.

Emily: But it was like cat of nine tails. What's the keel haul. Like, stuff like that in a children's book, which was fun.

Sage: Teach 'em while they're young. [chuckles]

Emily: It also may not've been a children's book. Um, I was just an adult in a child's body. So you know, anyway.

[**Sage** chuckles.]

Um, yeah, it's pretty violent. That was the interesting thing about it is because, like, when you're a kid and you're really into pirates, you're like, yeah. Um, and then eventually you're like, now hold on. Some of it was pretty horrific and bad and not okay.

Sage: Yeah.

Emily: And not something to romanticize. But there's also a lot to be said about, you know, sort of the general freedom that there was in pirate culture, this sort of anti-capitalism, the rejection of typical class society, self-autonomy, you know.

Sage: Yeah.

Emily: I mean, it's- it's sort of in the way that people now- it's like- it's so strange, right, 'cause it's, like, illegal to live in the woods.

Sage: Bullshit.

Emily: It's just so strange to me. It's that idea of, like, not being beholden to a government or a land or a greater governing body. You know? You control your fate on the seas. You don't have to pay taxes.

[Chuckling.]

Sage: There is something very punk rock about pirates. Yeah, 'cause fuck the monarchy.

Emily: Yeah.

Sage: And they were really ahead of their time. They were still really behind in a lot of other ways.

Emily: Yeah, but you know...

Sage: Um, slavery being a big one.

Emily: Yeah.

Sage: But at least with the idea of meritocracy and democracy, like, wasn't super common.

Emily: Yeah.

Sage: And they were just doing it on their own because it's kind of like the natural will of man to have that self-autonomy.

Emily: Yeah. So there's something very romantic about that. And so I understand, you know, you can take sort of that ideology in that perspective and do without the pillaging and- and murder today in the modern world.

Sage: Mm-hmm.

Emily: Um, but there's- there's something to be said about a meritocracy or, you know, restructuring the way that we think about personal autonomy, you know, and how we make money and all that kinda stuff. Yeah, piracy is very anti-capitalism, anti-The Man. [chuckles]

Sage: It is. And it's- it's a- it's been a wonderful thing to discover these things converge for me, because I do sometimes feel at least if you're in particular- you're- you're exposed to particular circles on Twitter or- or TikTok or something. There's kind of a newer as of, like, 2021, there's a lot of, um, if anything's hard, just blame it on capitalism.

Emily: Yeah.

Sage: Just kinda throwing that word out, when it's a lot more complicated than that. But then it's funny because, like, as I was working on this pirate series, particularly in the latter half of 2021 and now in the early 2022, uh, cryptocurrency blew up.

Emily: Yeah. Kind of an interesting little piece to this whole puzzle.

Sage: And it has just reaffirmed so hard, like, where my values are and, like, how much I fuckin' hate money. And suddenly just being like, oh, yeah, pirates ain't that bad. [chuckles] I kinda get what they have going on. I mean, now granted, they- the- the whole, like, greedy pirate trope, I mean, that's still a thing.

Emily: Yeah.

Sage: But, you know, I think at the soul of the swashbuckling fantasy, it's- it's kind of trying to escape the binds that that is creating.

Emily: Which is interesting with the whole NFT thing as well, because I think people think that's what they're doing, right? Or at least, that's how the still wealthy and privileged are trying to sell this, right?

Sage: Yep.

Emily: Like, it's the funniest thing to me, that Grimes thinks that somehow this is gonna decentralize wealth. Like, I'm sorry, how rich are you again? Like, I don't believe you.

Sage: Nope.

Emily: No, the idea was that NFT's were supposed to be, oh, well, you know, the common man, the small artists can make these great bounties of money. But in reality, like, whose NFT's where you seeing go for a million dollars? Oh, it's already people with established are, clout, money, like all that kind of stuff.

Sage: Who- like, who can—

Emily: So didn't really decentralize *anything*.

Sage: Yeah. Like, you still have to invest money.

Emily: Yes.

Sage: From the ground up. And it still operates like stocks. And that is the point and it just takes the centralization and makes, like, a new- this- like a- another place where wealth gets centralized.

Emily: Yeah.

Sage: So it's really frustrating. And I don't, you know, I'm not- I promise, dear audience, and you know, the story isn't going to be about the blockchain. Okay? But... [chuckles]

Emily: I mean, unle- can- can we fight the blockchain?

[Laughter.]

Sage: I'm sure it'll come up at some point in that. I've already put a joke in the fucking design doc, but it has been giving me a lot of inspiration in terms of just the pirate spirit and, uh, particularly going back to my roots as a software pirate. Outing myself there.

Emily: Wow. FBI. Did you hear that?

Sage: As if the FBI gives a shit about us.

Emily: Hey, FBI officers who subscribe to our Patreon?

[Chuckling.]

Sage: Yeah, you wanna- \$3 a month to throw me in jail. You wanna do it? [chuckles]

Emily: \$3 a month to send Sage to jail. [chuckles]

Sage: Where you'll pay way more than that to keep me in jail.

Emily: In taxes, which you wouldn't have to pay if you were a pirate. Pirates don't pay taxes. I don't think. Pay embargoes? Tariffs?

Sage: No. But they- they do among themselves.

Emily: Yeah.

Sage: In a way. You know, the way that shares were split. And—

Emily: Yeah, pirate code.

Sage: It was all very transparent.

Emily: Yeah.

Sage: You know. And if at any point in time, you didn't like how things were, it was encouraged you speak up about it, and you do something about it *right now*.

Emily: Yeah, there's also, um, I don't know if this was for all pirate crews in general, but a lot of the time, generally, they would not resolve disputes unless they were on land. No disputes resolved on the boat. Like, you have to save it. If you guys are gonna fight, you gotta do it on land.

Sage: Yep. And I don't know how often it was used, but I love that. There's, like, this image painted in a passage I found of, like, classic pirate code and, like, they're like, you have to go to shore. Both arguing parties get- I think they both have to go back to back.

Emily: Yes. And then it's how many paces.

Sage: And then the captain or the first mate will, like, let it, you know, fire the gun. And whoever strikes blood first just wins, and we're *done*. Stop talking about it. It's great. It's fun.

Emily: Yeah.

Sage: Like it- [chuckles]

Emily: Yeah, solve the feuds fast!

Sage: Wha- Let's- let's go back to that, please, instead of fighting in the comments on Twitter. Let's just go to a beach back to back.

[Chuckling.]

First to draw blood gets the last word.

Emily: Wins. Uh, yeah, so if you disagree with us about NFT's, meet us on the beach, motherfucker.

Sage: Yeah! Let's fucking duke it out. See you out at shore. At sea.

Emily: Yeah.

Sage: At shore. Sea- sea then shore.

Emily: Yeah. We'll see you at sea.

Sage: Have you been on a boat recently?

Emily: I have because I went to Alcatraz.

Sage: Recent- oh, that's right. You were in the bay for a while.

Emily: Yeah. So actually, yes, I've been on a boat in length the past couple of weeks, which is fun. I get seasick under deck. But as long as I am above deck and can feel—

Sage: The top deck, you're- yeah—

Emily: The- the wind on my face, we are fine. I'm having a good time.

Sage: Nice. I do not have much boating experience at all. I don't know if I have sea legs. I've been on boats. But I don't know- I don't know what that would be like.

Emily: I drove a boat for the first time late last year- no. In July of last year? Yes. I drove a boat for the first time. Um, that was fun.

Sage: What kind of boat was it?

Emily: Lil'? Um... [chuckles]

Sage: Lil'. Lil' boat. [chuckles]

Emily: Lil' boat. No, it was a- it was like a medium size. It was not a very big boat. But I drove it!

Sage: Yeah.

Emily: And I was like, wow!

Sage: It wasn't a man-of-war. It wasn't a—

Emily: No. No, it wasn't me and my galleon. Me at the helm.

Sage: Yeah, unfortunately.

Emily: No, I had to press a pedal. No, actually wasn't a pedal. I think it was at like a hand gear. And, like, a forward, backward kind of lever pull thing.

Sage: I wish I could do it soon. I'd like to.

Emily: Get on a boat?

Sage: Yeah!

Emily: San Diego has all those pirate ships.

Sage: Do they really?

Emily: Yeah. I actually- I feel like I took a picture last time I was there.

Sage: I think the only time I've been to San Diego is like went to LEGO Land as a child. I don't think I've actually been otherwise.

Emily: I mean, LEGO Land kinda slaps. So... [chuckles]

Sage: Does it? That's good.

Emily: That's for children. Yeah!

Sage: I remember having a good time.

Emily: Yeah, for children it slaps.

Sage: Yeah, if you're a kid. Yeah. Yeah, well, I just, um, everything I do, all my skills are in the digital field. So it's really exhausting to be inside as much as I am.

Emily: Yeah.

Sage: And it would be nice, as you said, to have the wind.

Emily: On your face?

Sage: Blowing on your- on my face, yes.

Emily: I was thinking about pirates when I was on that boat. Um, mostly just because every time I'm in a boat, the- the *Pirates Of The Caribbean* theme- well, not the theme, actually. The song "He's a Pirate" off the soundtrack, which is also sort of the theme.

Sage: Yeah.

Emily: That plays in my head. Actually, hold on strange anecdotal story about this.

Sage: Okay.

Emily: So I was in San Francisco a couple of years ago. And this is probably gonna come as no surprise to a lot of people, but I like haunted locations and things. Um, so I was there with a friend and we were like, we wanna find a haunted location in San Francisco to go to, something fun and historical. Okay, maybe fun was not the operative word. So we went to Golden Gate Park and there's a lake in the park where, like, allegedly in 1888, a woman drowned her baby in the lake.

Sage: I'm from the band. I don't know this- this- this legend.

Emily: Yeah, it was like- it's- I don't know if she drowned her baby or if, like, the carriage went into the lake and they both drowned. It was like a- I don't know, it was 1888. What do you want from me? Someone can Google it.

[Sage chuckles.]

But we had to take a boat out on the lake, 'cause we were like, oh, we wanna go on the lake and, like, see if anything spooky happens, right? So we rented a boat, we were given boat number 13.

Sage: Number.

Emily: Which it turned out oars were not properly attached in boat number 13. So they sent us out onto the lake in a faulty boat onto this spooky, spooky lake. And so I was like, you know what'd be fun? If we played the *Pirates of the Caribbean* theme right now on this boat, just to, like, lighten the mood a little bit. 'Cause at this point, we realize we can't really row the boat how we want to. Like, it's not really rowing.

And so we come around, like, the corner of the lake. There's like an island sort of in the middle. And there's a bridge, and on the bridge, it said it was built in, like, 1888. And I was like, oh, spooky, spooky. This must be the bridge.

Um, and so I have my phone and it's playing the *Pirates of the Caribbean* theme. And we go, like, we just approach the bridge and my phone stops playing music and then switches to a completely different song that just had, like, an entire intro of like eerie whistling. It was so friggin' scary.

And then later when I got off the boat and I like looked at the photos I had taken, like, right at that time when, like, the music inexplicably changed in, like, the middle of the song to something completely different, not even on the same playlist, like, completely different, my phone had also taken a photo.

Sage: Okay, that's- [chuckles] I draw the line there. I'm like, oh, there's probably an explanation for the song changing. But photo? [chuckles]

Emily: Yeah, my phone had taken a photo and it was like a live photo. And it was mostly all white, but it was- which is so strange 'cause, like, my phone was just, like, I think sitting down in the boat. And but it was just like you can see the sort of, like, white form, like, move in the live photo. It was terrifying.

Sage: What!?

Emily: Yeah. I'll see if I can find it. I gotta figure out when that was. It was couple years ago.

Sage: Yeah, you have to have evidence if you're gonna... [chuckles]

Emily: Yeah, yeah, yeah.

Sage: You can't just drop that on all of us and...

Emily: It's... eh, unless I deleted it.

Sage: But you have told me in the past that you are, um, spookily inclined, for lack of a better phrase. [chuckles]

Emily: Yeah, my mom recently, this is a good time to bring this up, was in New Orleans, and met Marie Laveau granddaughter, Marie Laveau, who was a very, very, very, very famous voodoo practitioner. Met her granddaughter, they became friends, and so she gave me a voodoo doll.

Sage: [horrified] And you just pull it out like that, Em! Okay! Cool! [chuckles]

Emily: But it's not—

Sage: What the fuck? [chuckles]

Emily: It's not like- it's not what you think. It's not like this is—

Sage: But, like, I didn't know you had that this whole time. And you just- [chuckles] just slowly just bring it up. I'm- did you conjure that? I'm pretty sure you're- that has not been- I've seen your hands moving, and that just- you keep it at your desk?

Emily: Yeah, yeah. It's- it's right here. It's, like, sitting right in front of my computer. I—

Sage: It's just your buddy? Does it work? Have you sabotaged anything with that? [chuckles]

Emily: No. No! So it's not like that. You imbue it with, like, an intention of, like, what you want it to do.

Sage: Mm-hmm.

Emily: Like protection or, like, something you want, something like that. And then it's supposed to be like a little spiritual helper that does it. You're not supposed to, like, stick pins in it and hope that somebody gets an ulcer. Like, that's not- you're not supposed to do that. Bad magic. Good magic! He's just a little guy.

Sage: But that- like, where did that- like that's- that's obviously all fictionalized from shit, right? Like, I don't know much about voodoo. But like—

Emily: I mean, voodoo and hoodoo are an actual African spiritual religious practice.

Sage: Sure. But, like, how much of that do you know, like, in the same way that historical pirates are very different from the kind of pirates we like in movies? Like...

Emily: Sure.

Sage: There's gotta be a lot of exaggerating there, I'd imagine.

Emily: Yeah. I mean, also, just in general, because white people are afraid of other people's cultures. So I'm sure a lot of our negative stereotypes—

Sage: What aren't white people afraid of?

Emily: Money? [chuckles]

Sage: That's- I don't know. I- I think—

Emily: Well, now we're afraid of real paper money. Now your money has to be on the blockchain.

[Chuckling.]

Sage: Yeah, that's not a- it's not secure enough. Because all of a sudden, we all care about receipts.

Emily: We had to make it imaginary. That's how much we care about money.

Sage: And that's basically what NFT's feel like to me and, like, blockchain tech in general. It's just like, I'm afraid of not having proof of transactions?

Emily: Yeah.

Sage: Which is not a thing I've ever encountered ever in my entire life. Like, needing- like, who fuckin' keeps their receipt for more than, like, a month maybe for clothes at best? You know?

Emily: Yeah.

Sage: It's weird that this is all of a sudden what we care about. Anyway, again, I promise- [chuckles] That's- we'll save that for the cyber drunk story. But, you know, the parallels are still hard to ignore.

Emily: Yeah. Oh, I do have to say what I'm very excited about also with pirates is just my immense amount of shark knowledge.

Sage: Oh, that's good. I- I didn't even think about that.

Emily: 'Cause obviously, sharks, pirates, very much sort of intertwined. Marine figures, if you will. And for those of you that don't know, I've been working on a variety of different shark television series for the past three-ish years for Discovery and NatGeo Wild. So I know a lot about sharks. Like a lot, a lot.

Sage: You're becoming a bit of a shark expert.

Emily: I am. I actually made myself a, um, it started as a joke, but then I did it. I made myself a fake diploma, or a degree, if you will.

Sage: Mm.

Emily: Because I- an honorary degree is what I- I made myself, because I thought that that was funny. And I do wanna hang it up so that I can have one.

Sage: Oh, what's, like, the title? Like, what is...

Emily: What is the title? I'll have to find it.

[**Sage** chuckles.]

All I remember is that for the signatures, I put Jacques Cousteau and Poseidon, God of the Sea.

[**Sage** laughs.]

Um, so... Uh, I'm—

Sage: Well, that's good.

Emily: Yeah. I have to remember the exact phrasing for what my fake honorary degree was. But yeah, I'm somewhat of a shark expert myself.

Sage: Nice. Have you swam with sharks? Do you know much, like, do you- have you, like—

Emily: No. I've been trying to.

Sage: You haven't gone out to the field much for these projects.

Emily: No.

Sage: Yeah.

Emily: And even then, like, there's not a lot of shark interaction in the field.

Sage: Yeah.

Emily: Unless we're doing, like, demos with sharks, which is hard.

Sage: Mm-hmm.

Emily: But I would like to. It was definitely my plan to do some shark excursion stuff. But the CDC, for those of you that don't have a lot of boating in your life normally, the CDC had very strict guidelines about boats for while there, as in the number of people that could be on boats, things like that. Also, like you're getting in the water with diving equipment, like, diving equipment in your mouth and on your face, can't really wear like a KN95.

[Chuckling.]

'Cause it's a little more difficult.

Sage: Yeah.

Emily: And a lot of these shark diving locations that are the best ones are places like, I mean, international places, which just a nightmare to get to, or Florida. Which, haha, no.

Sage: Yeah.

Emily: Respectfully.

Sage: But you're not playing a shark.

Emily: No. No, I wanna play a frog. I reallym really, really, really, *really* wanna play a frog folk.

Sage: Yeah.

Emily: Also, I think it's funny because, as you said, or I don't even know if you said this yet, but like I've been wanting to play a character with a French accent and French frogs nothing better than that 'cause, like, the French are already called frogs. So it's- it's perfect that, like, all the people are French.

Sage: Yeah, no, it works. Yeah, I'm very excited about that because the frog folk have been- first it was like just definitely frog people. And then when I started working on it again recently, I was like, well, we can- we should spice it up. Anthropomorphic animals are fun. So we'll- we'll add more of those.

Emily: Yeah.

Sage: But the frogs have always been essential. So I feel honored that- [chuckles] that you want to play a frog- a frog folk.

Emily: Oh, immediately when I saw it, I was like, mine. Haha! Frogs. [giggles] I love frogs! I'm a big fan. I, um, I have a pet snake but I want a pet frog.

Sage: I was gonna say you don't own- yeah, you own a reptile of some kind. But it's a snake. Yeah.

Emily: Yeah. Also, frogs are amphibians. But yes.

Sage: But yes. Well, they're still- they're still a reptile- well, yeah, no, you're right. [chuckles] You're right. It is- it is different.

Emily: [whispers] It's okay. [chuckles]

Sage: I remember looking that up. I was like, this is confusing. Well, okay, 'cause, like, they still—

Emily: Amphibians, wet. [stifles laughter]

Sage: Yes.

Emily: Not as a rule, but typically, amphibians are a little slimier or squishy and water adjacent.

Sage: But they lay eggs.

Emily: Yeah, I mean, so do snakes.

Sage: Like reptiles do. Yeah.

Emily: Um...

Sage: That's the distinction that, like, as a kid I didn't—

Emily: I mean, so do birds.

Sage: That's- and- birds aren't considered reptiles?

Emily: Well, I guess they're evolved from dinosaurs- eh, meh, mm. Are birds reptiles?

Sage: I'm pretty sure not all birds are. Um, but they generally are considered. Uh... Right?

Emily: Um, I think that they are *birds*. [stifles laughter]

[Sage laughs.]

I think that that is- what is a bird?

Sage: Yeah. Just vertebras.

Emily: Yeah, Aves.

Sage: Ooh.

Emily: Unique in having feathers.

Sage: Yeah, okay.

[Emily tries to pronounce "Aves" a few different ways.]

Emily: Eves? Ay-ves? Ah-vees? I don't know. I took a semester of Latin.

Sage: Right.

Emily: It didn't really stick.

Sage: But then it's interesting 'cause the bat is the only mammal that can fly. And so birds are just- it's just feathers. It's not even the flying. Not the eggs.

Emily: Yeah, they're just- its feathers on the lizard, TBH.

Sage: So they are reptiles.

Emily: Sort of...

Sage: In our hearts of hearts.

Emily: Yeah, sort of. I mean, dinosaurs- You know, I hope when they put out the next Jurassic World film that, like, more of the dinosaurs—

Sage: They're all fuckin' birds 'cause they—

Emily: Have feathers because they would've.

Sage: Yeah.

Emily: Or at least quills on some of them. Like, we know that. There's evidence that they would have had almost more adjacent to what porcupines have.

Sage: Yeah, they get more and more evidence of that every single year. So we need to change—

Emily: Yeah. Why'd we draw 'em naked? The dinosaurs weren't naked. [stifles laughter]

Sage: No.

Emily: [amused] Put some clothes on them!

Sage: It's so obvious that birds have just owned Earth forever. I mean, think about it, if you can fly...

Emily: Yeah. Get the fuck outta here. Literally.

Sage: There's no- there's no competing with that.

Emily: Unless you're a bigger thing that flies, in which case you can eat the littler things that fly.

Sage: Sure, sure.

Emily: Yes. That's better.

Sage: But you're gonna be a frog. I'm gonna be a bird.

Emily: I am gonna be a frog. My question for you is, like, what- can I be any kind of frog? Could I be like a poison tree frog? Could I be a- like a little toad? Could I be a...

[Sage chuckles.]

Sage: Yeah, I think so.

Emily: What's the frog limitations?

Sage: No, I- I don't think there are limitations. I mean, no, I don't see why there would be. The idea is that, you know, we're gonna be setting this in the timeline where it's like- to make a comparison, you know, the Oregon Trail just started. [chuckles]

Emily: Yeah.

Sage: You know, like, maybe last year, and we're jumping on the bandwagon. So that is the—

Emily: It's the beginning of an era.

Sage: Yes. Everything is about to change, 'cause we just discovered there's a whole new side of the world. And—

Emily: [whispers] The Public Domain.

Sage: And the frogs and the apes and the birds, the ones that talk, at least, that are intelligent, they all came from that. These are like the first immigrants to be discovered with this new expedition.

Emily: Ah. Okay. Yeah, I'm gonna look into it 'cause I definitely wanna pick, like, a specific type of frog.

Sage: Mm-hmm.

Emily: For sure.

Sage: Do you think- but so do you think that you would, with the French accent, you know- I mean, there's no saying that the French accent can't be something from some place in The Public Domain. But it does- there is a specific city and region that is supposed to be inspired by- by kind of France and the Netherlands and Italy a little bit. Just the—

Emily: Pan European, if you will.

Sage: Yeah. So if you're frog characters from there, I think that fits very well. And that means also too that you're potentially first generation. Like...

Emily: Yeah.

Sage: Or- or I guess, like, there's a hole in, like, how did you get over to The Private Isles? And then why would you be going back to The Public Domain?

Emily: Yeah, so I had, like, a- I've had a backstory it for a while.

Sage: Mm-hmm.

Emily: Um, and it became even funnier to me when I thought about frogs, um, because I've always wanted this character to be, like, a nun that ran away to became- to become a pirate. And so—

Sage: A nun?

Emily: Or, like, a member of a religious order, right, that ran away.

Sage: Yeah.

Emily: But the idea of, like, a religious order full of frogs is so fucking funny to me. [amused] I cannot explain it. Frogs in little rows. Frogs with, like, little prayer books. Frogs in a church. [chuckles]

Sage: Okay. [chuckles]

Emily: [giggling] Sorry, sorry.

Sage: What are they- what's their pantheon? Like, what is—

Emily: I don't know. I—

Sage: What is the frog religion? You don't know yet?

Emily: I don't know. I figured that we could- we could chat about this. But I just- I would love for there to be some sort of, like, frog religion, um, and, like, she was a member of this religious order, but then wanted to follow her heart and explore the high seas, um, and so left. But yeah, I just can't get over the idea of frogs in little robes. I don't know, what would—

Sage: And we don't have to get to #Deep about it. But I mean, from what I know about you, you're- you're pretty, um...

[Emily stifles laughter.]

Uh... [chuckles]

Emily: Sage is putting up a big X right now with his arms, dear listeners. [giggles]

Sage: Uh, no- no- uh, the crossing arms emoji to, uh, religion.

Emily: *Organized* religion.

Sage: Organized religion.

Emily: And personally. And also, yes, and no.

Sage: Okay.

Emily: So I'll- I'll briefly just say, like, I went to a Catholic high school, um, which was not a good experience for me. But I learned a lot. It was very, very, very interesting to learn in depth about a religion that I don't subscribe to, per se.

Sage: Mm.

Emily: Um, I am ethnically Jewish, I was raised very culturally Jewish, semi-religiously Jewish, I did go to temple. But I also grew up going to, like, Episcopalian church, and

a lot of that, my mom took me to Buddhist temples. Um, I had friends of all different kinds of faiths, um, and engaged in those cultures.

So I'm very knowledgeable about a variety of religions. Um, I find religion fascinating. I find theology really, really, really interesting. I think it's an incredible lens to look at human history through.

Um, I just personally don't go in for modern organized religion, um, because I think there's a lot of systemic issues.

Sage: Yeah.

Emily: So I can appreciate it both in a historical way, especially in a musical way, um, you know, we talk about also the history of clothing, the history of architecture, and things like that. Like, you can't divorce religion from human history.

Sage: Of course.

Emily: Um, and I would say that in my post-high school years, like, with more and more time between sort of that religious trauma and now, I have been- become more accepting again. 'Cause I was very anti *anti* for a mon- a minute there. Which, what happens? I mean, it happens to Catholic people who go to Catholic school.

Sage: Yeah. Especially I see sometimes.

Emily: Yeah. It's an atheist factory. That's- as people refer to it a lot of the time.

Sage: [chuckles] Not very efficient.

Emily: No!

Sage: At what they're trying to do, it seems. Yeah.

Emily: No, I- you know, I had an amazing conversation with one of my religion teachers one time who knew that I was not Catholic. Um, and he asked me, he said, I have kids, like, children that are about to be old enough to go to school. Um, and I don't know if I want to put them through Catholic education their whole life or if, like, I should wait or, like- what do you think? He asked me what my opinion was. And I was like, oh, okay.

And I told him honestly that I thought, um, when they were- while they were younger, that they should have the opportunity to go to public school and be exposed to people of a variety of different belief systems, backgrounds, all of that. And then if they *chose* to want to have religious schooling when they were in high school or in college later in life, then they should be able to make that decision for themselves.

Sage: Mm-hmm.

Emily: Which is, I think, what he ended up doing. So pretty cool.

Sage: Yeah.

Emily: But I am- I'm about freedom of thought as well. And I'm was lucky enough to have an upbringing where I wasn't taught that anybody's way of thinking was *wrong*. And I was encouraged to explore that in different facets. So I, you know...

Sage: Do you- do you have a label on, like...

Emily: I'm a spiritual person, I guess. Whatever that means. Like, I definitely believe in ghosts. [stifles laughter]

Sage: Spookily inclined.

Emily: I'm spookily inclined.

Sage: Yeah.

Emily: You know, a little bit more into the mystic and mystical and definitely a skeptic. But I've also had enough experiences in my life to not be a complete skeptic. I've had some very interesting interactions with the abnormal. Um...

Sage: Mm-hmm.

Emily: But yeah, I mean, I'm not a complete non-believer and I'm not a complete believer.

Sage: So going with the freedom of thought thing, your character would maybe have not *escaped* the church but- but *left* the church.

Emily: Yeah. I think there's plenty of people- I mean, there's people who are Christian Catholic, what have you, who are, you know, join religious orders and leave religious orders and don't necessarily leave the religion entirely, but don't- aren't cut out for that structure.

Sage: Mm-hmm.

Emily: Or that way of life because it is very different. I don't know if you've ever visited a convent. I visited a convent and, listen, I could see myself when I'm 70 sitting around with a bunch of other old broads, smoking cigarettes, drinking wine, and gambling because they actually are allowed to do all of those things.

Sage: Hell yeah.

Emily: It's just you gotta be celibate. Nobody said you couldn't drink, smoke, and gamble. [stifles laughter]

Sage: Right.

Emily: So it's just a bunch of old ladies sitting around in like a nice facility with gardens just getting lit in the name of the Lord. There's even those weed nuns now.

Sage: [chuckles] Weed nuns.

Emily: Oh my god, that would be- wait, hold on. I just had an i- the weed nuns just made me think of something. So there- there are cannabis nuns, right? They- their whole thing is that, like, God put weed on Earth.

Sage: Okay.

Emily: So we're gonna smoke it.

Sage: Yeah, yeah, yeah.

Emily: We're just like, okay, ladies. You go. But what if we were, like, psychedelic frogs?

Sage: There's something to that. There's something there.

Emily: And it was like an order of, like, you know, like, hallucinogenic frogs. Like...

Sage: And you've done psychedelics?

Emily: Yes, I've done shrooms a few times. I've never, like, *tripped* tripped. So I can't really speak to that. But maybe I should for research. [chuckles]

Sage: I mean, that's interesting. So, what, you just do somewhere in between a full trip and a microdose? [chuckles]

Emily: Yeah, I mean, I've taken- like, the first time I did it, I took enough to be like, ooh. Like, there's definitely visual aspects of it. And like- like, yeah, I've had some visual stuff. But there's a certain amount that you do need to take to, like, trip balls. And then there's, like, a point above that, that you take where you experience ego death.

Sage: Yeah.

Emily: And so I- I've done sort of not a microdose, but like medium doses, and I've also microdosed. Which is great for depression, 'cause it makes your brain pump out serotonin.

Sage: Right. Yeah, I've been told to avoid it. [chuckles] But one day, I hope I can see what that's like.

Emily: I don't know, in a safe space. Like, I'm actually- my- my dream someday is to be in some sort of, like, comfortable, safe enough space to, like, ego death trip. So I can just like dismantle my self image.

Sage: Some people-

Emily: People say it's very healing.

Sage: Yeah. I mean, some people never come back from that in a good way. And you hear about that a lot.

Emily: Yeah, I met somebody recently, who's been doing, like, acid therapy for their trauma.

Sage: And you haven't done that. LSD?

Emily: No. No, I'm scared of the synthetic stuff. I will only- I will only touch things that come from the ground and that nobody else put anything in.

Sage: Well, there's something to that. Right? Like, you know, most of the time when I've been talking to everybody in their one-on-ones and- and it is very, very prevalent in my design doc, because it's just, it's- it's very clear, I promise I don't have, like, an agenda here. But it's just like, I am so fucking exhausted by money and everybody trying to sell me things. [chuckles]

Emily: Yeah.

Sage: I just wanna be a pirate, and just- just fuckin' get the hell out of here. And big a part of it is reconnecting with nature.

Emily: Yeah.

Sage: And I think a lot of, um, a lot of this overly-designed over-complicated systematic bullshit we have with financial institutions, stocks, and real estate, fuckin' how much we just have to hope at some- some number doesn't break in a system somewhere.

Emily: Yeah.

Sage: This shit do- wouldn't matter if more people were doing shrooms, I kinda think.
[chuckles] And this is as someone who has never done it, so I'm- maybe I sound like an absolute idiot. But like, I recently went to Iceland. And I- it's a trip I was planning on doing for more than half of my life. And it completely exceeded every expectation I had. And absolutely laid down thick how much of prison we have built for ourselves.

Emily: Oh, yeah.

Sage: And obviously you and I, Em, are not, you know, trying very hard to directly contribute to that. But you don't have a choice in a lot of ways.

Emily: Yeah, there is no ethical consumption under capitalism.

Sage: Yeah. And I think as I've heard from- from folks, first-person perspectives on the experience of doing shrooms, if you're in the right environment, is it does shed all that shit away from you and you kind of realize that you are not that. You are not your job. You are not your paycheck.

Emily: I had, like, a 20-minute conversation with the tree outside of my apartment. Both of them.

[**Sage** laughs.]

So you- you can only imagine, like, a month later when they cut most of those trees down how much I fucking cried.

Sage: They *what*?

Emily: They- they trimmed them. But it was like, they're so beautiful and they grow right by, like, where my patio was. And I could reach out and I could touch them say hi to the trees!

Sage: Yeah.

Emily: It was so fucking sad!

Sage: No, that's- that's terrible.

Emily: It was awful. I mean, they've grown back pretty fast. It's fine.

Sage: Okay.

Emily: But I was- I was fucking upset. I came out and I was like, uh, where are the trees?

Sage: Rightfully. Yeah.

Emily: Um, but anyway, yeah, had a lovely conversation with the trees.

[**Sage** chuckles.]

It definitely does produce serotonin in your brain. You do feel that, the effects, *after* it. So for me, someone with a serotonin deficiency, I'm like, whoa! That's what happens when they turn the factory lights on.

Sage: Yeah. Or off, so to speak.

Emily: Yeah. Yes, actually. Sorry, I shouldn't have used a capitalistic work analogy.

[**Sage** chuckles.]

This is what happens when there's water in the stream.

[Sage chuckles.]

Something like that.

Sage: Or when the leaves- you can see and talk to the leaves on the tree.

Emily: Yeah! Yeah.

Sage: Yeah. No, I think that's beautiful. I- I- like- like I said, I haven't had that experience yet. But hope- hope to one day.

Emily: Yeah.

Sage: And I think there's definitely something- something to pull from there.

Emily: Yeah, I—

Sage: If you're playing a psychic- like, literally a psychedelic frog.

Emily: Yeah. I mean, it would be funny at some point, if I'm like- like, you could get high from licking me, like you can some frogs.

Sage: Mm-hmm. Mm-hmm. I was- that's what I was thinking. And there's- there's a little bit of a- a little bit of a religious presence on The Private Isles, but there is too much of worshipping money. Profit.

Emily: Yeah.

Sage: Growth in the wrong sense of the word. You could definitely be somebody who sees right through that.

Emily: Yeah, I like the idea of being part of some sort of religious order. That is maybe, you know, uses hallucinogens, our own hallucinogens, I guess, to interact with nature, and that kind of stuff. Oh my god. Now- now I'm definitely gonna have to have a moment where I'm, like, talking to a tree character.

Sage: Yes!

Emily: [French accent] Tell me your secrets.

[Chuckling.]

Sage: How Goofy is your French accent? Can you try it?

Emily: I can- well, that's the thing is I can- I can range it from, like, more goofy to less goofy, because I learned a French accent through learning to speak French. How do you say, uh... I'm going to do that. I'm going to do the French 'how do you say?'

Sage: I mean, that's how you get into accents. You have some sort of phrase.

Emily: Yeah. And I'm sorry if I offend any actual French speakers out here. I know there's Canadians that listen to the show.

Sage: Did I tell you about one of our listeners who talked about mine? Because I did a horrendous French accent in Victoria 1890.

Emily: Oh no. Oh. No.

Sage: And it was purposely bad 'cause the guy was putting on a French accent. And I was like, well, I'm not going to do real one with this. They- they had mentioned- [stifles laughter] uh, that they liked it. And I was like, I'm sorry. It's so bad.

Emily: Oh, so the bar is low. [stifles laughter]

Sage: I'm like, no, no, no. you don't understand. You don't understand, I'm from Belgium.

Emily: Oh.

Sage: So any chance to make fun of the French is a- is a- [chuckles]

Emily: That is true.

Sage: Is a fun time for me. [chuckles]

Emily: That's true, yes. For our Belgian and Canadian listeners, let's all make fun of the French together.

Sage: Mm-hmm.

Emily: For our French listeners, what are you- what are you doing here?

[Giggling.]

I'm kidding!

Sage: And you've been to France.

Emily: Yeah, quite a few times.

Sage: Quite a few- I don't- you *are* a ghost. You keep saying time is a construct. And you keep talking about ghosts. And you keep doing all these things—

Emily: Well, I lived in England for a year, um, and it was like a train ride away. So I went often.

Sage: Fair. I'm just saying kind of sounds like you exist outside of the paradigm of- [chuckles]

Emily: Space and time?

Sage: Yeah.

Emily: Yeah. I- I would say that I do. I- I don't know. I've always had an interest in leading an interesting life. And so I have.

Sage: I think it's great.

Emily: I don't know, I have a thirst for knowledge. And I love to learn. And I love to learn in a hands-on way as well. So the more strange experiences in my life, the more learned I feel, in a way, I guess.

But yes, I've been to France. Last time I was in Paris, I got really, really drunk, uh, because it was the last night- it was the night they said all the bars and restaurants would be shutting down at midnight, and they didn't know when they would reopen.

Sage: Oh, that's right! You got, like, trapped there for a sec.

Emily: This was, like, March 15, 2020.

Sage: Yeah, you were there *the day*.

- Emily:** Um, and I'm in this tiny little wine bar that's in a windmill owned by this wonderful French biker man. And we basically- we hear on the news that they're- everything's shutting down at midnight, which they had not done since World War II. Like, France does not shut down the bars and the restaurants for fucking nuttin. Like, they are staying *open* if they can. So the fact that they were shutting down was unprecedented.
- Sage:** Yeah.
- Emily:** Like, literally not since World War II. So everybody was raging that night. And Pierre John, our lovely windmill-wine-bar-owning patron, pulled homemade alcohol, like, out of the rafters and poured us all giant shots and was like, well... [giggles] to our last night. [giggles]
- And then we all got rip roaring drunk. And I'm—
- Sage:** Rip roaring?
- Emily:** Rip roaring drunk. I stumble out onto the cobblestone street—
- Sage:** Wow, you are setting the scene. [stifles laughter]
- Emily:** See the most adorable golden retriever I've ever seen in my life, stumbled to the ground, start rolling around on the ground with this dog that's delighted, um, and speaking fluent French to it because I was so inebriated, and I had been in France for like a week at that point. And so, like, everything had come back. And I, like, caught myself, like, speaking fluent French to this dog while, like, very drunk off homemade alcohol in the middle of the Paris streets. Um, yeah, and so that was- that's my last hurrah before the end of the world. [chuckles]
- Sage:** [chuckles] And we're still in it.
- Emily:** Whoo! And now I get to play a- a psychedelic French frog. So hey!
- Sage:** That's true. I mean, and you have that during the end of the world. So I mean, it's not all bad.
- Emily:** I did. Yeah, it was amazing sort of just to be walking back that night too from- from the bar 'cause it was, like, everybody just having the last hurrah because nobody knew if or when things were gonna open again, they had no idea what this meant. And it's the French! They love to drink!
- Sage:** Of course.
- Emily:** So they did. You could hear it, like, all through the night. Well, I guess at midnight, they had to shut down. That didn't really happen. Um, but you could just hear people singing and, like, it- it was so strange. It felt like... I mean, 'cause France hasn't changed a lot, architecturally, in many years. I was- it felt like being transported back to World War II.
- Sage:** No, that's amazing.
- Emily:** Which, as a Jewish person in France, I was like, uh-oh.
- Sage:** Oh, well, that's not- [chuckles]
- Emily:** Uh-oh. [chuckles]

Sage: A little less amazing. [chuckles]

Emily: Yeah. Yeah!

Sage: [stifling laughter] I mean, amazing, but not by way we usually use the word.

Emily: Yeah. That's also why I'm- I have no problem making fun of the French, for the record, is because they gave up my people. So...

Sage: This is great, 'cause you can- you can draw upon your experience there to I think paint the city your character is from a lot better than I could.

Emily: That's true. Yeah, I can give you sort of the Pan- Pan European feel.

Sage: Yeah. So I, uh, did you have a name for this character yet?

Emily: Well, the French word for frog is grenouille, which I love. So I want her to have too many names, like an obnoxious amount of names.

[Sage chuckles.]

And then go by something very short.

Sage: Okay.

Emily: So I am sort of still in the process of figuring out all of the French words that I want in there. Because I also love the French language. There's so many, like, words that just don't make sense, that they are what they are. Like—

Sage: Dude, it sounds so good. [chuckles]

[Emily laughs.]

It's gotta be my favorite. I don't know fuckin' single word.

Emily: Oh, I'll teach you right now. So this is my favorite, right? The word poubelle.

Sage: Poubelle.

Emily: P-O-U-B-E-L-L-E, which sounds lovely. Right? Poubelle. Like, it sounds like a lovely thing or like a pet name you'd call somebody. It means trash can.

[Sage chuckles.]

It's my favorite one. [chuckles]

Sage: Even their trashcans feel fancier than- than- yeah.

Emily: Yeah.

Sage: So you get to invent lots of stuff with this- with this knowledge.

Emily: I do. And that's the other thing is if I speak pidgin French, nobody can- can yell at me.

[Sage chuckles.]

'Cause that's fine. 'Cause I know that, like, slang French and, like, French spoken in Paris are very different. And obviously, like, Canadian French, very different.

Sage: It's like when people say that they can do a British accent. I'm like, okay, well, which of—

Emily: Yeah. From where?

Sage: Which of twenty? [chuckles] At least.

Emily: And obviously, France did a lot of colonialism stuff. So there's many places outside of France that speak French.

Sage: Yeah.

Emily: Like, many pla- which is also an interesting aspect in all of this as well when you're looking at pirate stuff is that there are many island nations that speak French.

Sage: Yes! Yes, that's true.

Emily: What's the island right near Australia, the one that we wanted to go to?

Sage: Well, there's French Polynesia. It's just a little bunch of—

Emily: Right. It's not French Polynesia. Oh, New Caledonia. There we go.

Sage: Oh, okay.

Emily: New Caledonia is off of- it's sort of near-ish to Australia.

Sage: Right.

Emily: But it's a tropical, small, French-speaking nation.

Sage: Have you been there?

Emily: I have not been there. I wanted it to be there for work. But then global panini. So...

Sage: Global panini.

[Emily sighs sadly.]

Well, I'm excited to hear more about it and this character. And what did you- what was the one working name of many that you had said?

Emily: Well, somewhere in there I want the word grenouille.

Sage: Grenouille.

Emily: Grenouille. It's like GE- G-R-E-N-O-U-I-L-L-E, I think.

Sage: Okay.

Emily: Grenouille.

Sage: Okay.

Emily: Um, there will be a lot of- [throat hacking sounds]

Sage: [throat hacking sounds] Yes.

Emily: With this accent. Lots of phlegm.

Sage: Yeah.

Emily: So I'll have to get nice and mucousy for this role, which is great, 'cause frogs are already naturally sort of mucousy.

Sage: Yeah, it's- and it's all writing itself.

Emily: Yeah.

- Sage:** So I guess the homework would be, you know, I- I've never been to France. But I would definitely love- love for you to draw upon that experience and, like, fill in kind of why this character- yeah, just like how the character got there. 'Cause- 'cause I think there's something actually really cool and exciting about this *foreign* frog who escaped one religion and is now kind of forming or part of a new one in a land that they're not necessarily native to. And you're now going to go back for some reason, right, with everybody else.
- Emily:** Yeah. Which I think will be a very interesting sort of homecoming as well, and then having to deal with my—
- Sage:** 'Cause if you have a French accent, you mean- that means you- you were born and raised here. You know what I mean? So you've seen- you're the first generation.
- Emily:** Right.
- Sage:** You've kind of seen all this great change happening and probably have a very strong opinion about it.
- Emily:** Yeah.
- Sage:** And what to do with The Public Domain.
- Emily:** [French accent] Ze Public Domain.
- Sage:** Why would you want to be a pirate or at least just be on a pirate ship?
- Emily:** Yeah.
- Sage:** Is there any of these titles, the last question I'll have you answer is do you see yet, it's okay if this is a no, but do you see yet a role that this- this frog would fit best fulfilling on a pirate ship of our- of our list of possible jobs?
- Emily:** I have, like, this image of her having, like, just, uh, a lot of flair and panache, if you will. Like, I love- first of all, like, if you've ever seen- I love the genre of illustration that's, like, frogs in fancy clothing. Um, like, oh my god.
- Sage:** Oh, yes. Dude, I- I- I went down such rabbit hole, like, just finding stuff. And honestly, frogs were hard to find. I- there's really not enough cool public domain anthropomorphic frog illustrations.
- Emily:** But there's that image of the frog, the, like, duelist frog. Oh, I have to- I have to find you the original artwork.
- Sage:** I think that's in my Pinterest board. If it's the one I'm thinking of that I just am looking at now.
- Emily:** Is it- it's frog with pistol or it's German name, [French accent] Frosch mit Pistole.
- Sage:** [chuckles] And it has suspenders.
- Emily:** Yes, it's wearing suspenders. That is the vibe for me.
- Sage:** Hell yeah.
- Emily:** Is like debonair little duelist frog. I just like a fancy frog. There's something about a fancy frog that makes me happy. So I don't know, necessarily, what that would fit into. I mean, oh, there's the duelist forte.

Sage: Sure. Yeah, you can- that- that is something that you can claim. I like that. But yeah, in terms of jobs, it's a little tougher.

Emily: Yeah. Unless I was the master gunner.

Sage: It could work.

Emily: Yeah, I could be a little frog with gunpowder.

Sage: Yeah, I think that- I think that could work pretty well.

Emily: Yeah, I—

Sage: 'cause then we just have that image. I mean, hopefully we'll get you art but, like, at the very least—

Emily: But also, if my art just looks like *that* I'm not gonna be pissed.

Sage: [chuckles] Yeah.

Emily: Like, if it's just that, like, pose of, like, debonair frog pointing a pistol with a jaunty little outfit. Like... [chuckles] Yeah.

Sage: Works for me.

Emily: But I will also have to look into frog species.

Sage: Yeah, you have to pick one.

Emily: 'Cause that'll be fun.

Sage: Most of them are green, but you don't have to be green.

Emily: Yeah, I mean, if we're talking about, like, tree frogs and other, like, psychedelic frogs, I could be a variety of interesting colors.

Sage: Yeah.

Emily: Yeah, what are the psychedelic frogs? Like, there- [chuckles] There's many YouTube videos on how to select toads. Oh, there's lots of hallucinogenic toads.

Sage: And again, being that this is an audio medium, it's brilliant. Because then at some point in time I get to sound design a psychic trip from somebody's POV.

Emily: Yes! This is- this is exactly- I almost said this earlier. I was gonna say y'all know Sage loves a dream sequence. [giggles]

Sage: It's both- it's both funny and I think will work very well in the big theme of trying to reconnect with nature and hopefully save the planet from a catacalme- caticalamiss- catacomb- cata-

Emily: Cataclysmic?

Sage: Cataclysmic!

Emily: Cataclysmic.

Sage: Climate change.

Emily: Cataclysmic climate change.

Sage: That's why—

Emily: That can be our warm up.

Sage: That's our- that's our tongue twister.

Emily: Yeah, before we record, we'll be like, cataclysmic climate change. [chuckles]

Sage: Cataclysmic climate change. Cataclysmic climate change. [chuckles]

Emily: Write it down.

Sage: I feel there's a shanty in there somewhere too.

Emily: [intrigued] Oh. Well...

Sage: 'Cause you said Spanish Ladies is- is one of your favorites and you may be leading that some- at some point in the show.

Emily: Yes. But- but I am gonna have to figure out.

Sage: So you have to figure out what Spain is.

Emily: What Spain is?

[Stifled laughter.]

Who is Spain?

Sage: Maybe Spain's the religion that you escaped.

Emily: Oh yes! Farewell and adieu to you Spanish ladies. [chuckles]

Sage: Spanish ladies. [chuckles] Whatever that means! But if you're Spanish you- you- you worship the Spain or you are- yeah, I don't know. We- we'll figure it out.

Emily: Yeah, Spain without the S, am I right, ladies?

[Chuckling.]

Sage: Well, I think we have plenty to work with.

Emily: Sweet.

Sage: Thank you, Em, for joining me here.

[Jaunty French bistro music fades in.]

Emily: Absolutely!

Sage: And for- and for bringing so much to the table. This is always like my favorite part of the process because now I just have so much to work with and think about.

Emily: Yeah. This is exciting.

Sage: And surprise each other with. I'm really excited. Hell yeah, dude.

Emily: I'll have to brush up on my French. [stifles laughter]

Sage: Yes! Keep working on that accent. We'll- we'll do a full workshop with everybody at the Session Zero. But what I've heard so far, these little snippets, you know what you're doing, so I'm not worried. I like it.

Emily: I'm excited. I'm so excited.

[Music crescendos and fades out.]