

Grizzly

What's up everybody, welcome back to Just Roll With It. My name is Grizzly. DM!

Bizly

My name is Bizly and I play Chip.

Condi

My name is Condi. Jay.

Charlie

What's up guys, I'm Charlie Slimecicle and I play Gillion Tidesrider, Moisture Master, Bitcoin Miner.

Bizly

Yeah!

Grizzly

Make him stop!

Charlie

NFT purchaser.

Grizzly

Anyways, cut him off from the title. And today we have a very, very special guest with us.

Bizly

But who? Who, Grizzly?

JoCat

Hello. Hi. Oh, oh, okay. I guess I'll just be here for a while.

Charlie

Holy fucking shit, is that JoCat from JoCat?

Bizly

Who is—Oh my god.

Condi

Oh my god.

Bizly

I watched you in JoCat.

JoCat

Whoa, thanks. Yes, it is I, JoCat. I do— I don't even know what I do. I like— some people—

Condi

You do a lot of things man.

JoCat

Call me an animator, but they're more like slideshows but...

Bizly

They're good is what matters.

Condi

They're good, yeah.

JoCat

Aww, thanks.

Grizzly

J-kitty in the building. Skrrt!

Charlie

Now I gotta ask, are you gonna give us an inkling of who you're playing, or is it gonna surprise us?

JoCat

Oh, well, I think making it a surprise is the best kind of prize for this game.

Charlie

I see, I see.

Bizly

How do you feel about being set on fire?

Condi

Oh god.

JoCat

Indifference?

Bizly

That's good to know.

Charlie

I like that answer.

JoCat

You know, bad shit happens in D&D all the time. Oh, you mean in real life? I guess I would prefer not to.

Charlie

JoCat, you should hear a knock on your door in four seconds.

JoCat

Ah, shit. I didn't clean the place up. I at least want it to be, you know, pristine when it's set on fire.

Condi

It's okay. It's all gonna be on fire soon.

JoCat

Oh man.

Bizly

It'll all go up in flames.

Grizzly

We can't just start threatening arson.

[laughter]

Charlie

How else are we gonna get people to come on the show, man? I don't—

Bizly

That's our main appeal.

JoCat

If you don't come watch, JoCat will burn to death. Only you, only by donating \$5 a month.

Grizzly

All right.

Charlie

We will literally burn your house down.

Grizzly

Let's get this started and play this game.

Condi

I'm ready.

[intro music by Shady Cicada](transcribed by thelittlestjenna)

Grizzly

Where we last left off, the three of you, Chip, Jay, and Gillion. After a brief family reunion between the Ferins of the Navy, y'all escaped the high-security astral-powered prison named the B.L.O.C.K., successfully breaking out your friend, Marshall John, and an old legendary pirate, Drey Ferin. And so, as the journey continues, you guys all awaken in the chamber underneath the deck of your ship, a few days of travel has passed since you left the prison. And yeah, you guys all just kind of wake up together here in the morning.

Jay

Wait a minute, I don't smell fire this morning.

Chip

What?

Jay

Chip? Chip, are you okay?

Gillion

Wait, something's wrong.

Chip

[sleepily] Mmmh five more minutes.

Jay

Gillion, he didn't set the ship on fire.

Gillion

There's no arson to be seen. Something's wrong, Jay.

Charlie

I run outside of the ship and look around up top.

Grizzly

Okay. Yeah as soon as you climb the ladder and burst open out of the hatch and get onto the main deck, the day is extremely foggy. Everywhere around you there seems to be this kind of just dense fog and it's colder than usual.

Charlie

I open my pores and start sucking it in.

Grizzly

You can't see very far into the horizon. Looking over the ship, you can just barely see the water that the ship is breaking through. And after a moment of just taking in the scene, it's quiet. And right in front of you, you see the silhouette of some small sailboat break through the mist nearby and just slowly makes its way towards your ship.

Gillion

Do you think we should be worried about that or...?

Jay

No, I think if we run it over, it will break.

Chip

What are we running over?

Grizzly

This is on the side of the ship as it is just coasting in. And as it continues to get closer, the details, first with the front of the ship, which is a small sailboat, and then you see just one triangular white sail. And it looks a little broken down and splintered, but for some reason it's just continuing to chug on. And within moments, the figure comes into view that is at the helm. And this figure would be JoCat's character. If you want to describe yourself and introduce yourself.

Charlie

That was fast, alright!

JoCat

Yes, you see kind of a husky, large, heavyset-looking tiefling whose horns kind of point upwards and is dressed in some very ragged privateer clothes. You know, the typical clothes that you would see, like the coat and the big sleeves. However, they look very worn and torn, and he's got a very full, unkempt beard. There are a few braids, but this thing needs a shower. It needs a comb, a brush, and he probably looks as though he's been through hell and back. And you think he's probably just like trying to wave with one of his hands.

Tastrius

Oh, sailors ho! I need some help!

Gillion

Quick, we gotta get him before he keeps drifting past! Oh, he's just out of arm reach.

Jay

Oh no, our story beat!

Gillion

Here, link onto my arm and then link onto his arm. We'll try and swing over to you.

Chip

You're gonna try and make a dude rope?

Gillion

That's right.

Grizzly

So in front of you, JoCat, you see— oh, sorry. You see, I guess, kind of vaulting over the railing and sticking his arm out and linking with another arm, you see this, if you want to describe your characters in order from Gillion to Chip to Jay.

Gillion

Yeah. So Gillion is this sort of— when you look at him directly, he's about 5'9". He's this triton figure with this teal skin, these bright blue eyes, and this kind of darker green hair that gets a little lighter as it comes down with these sort of protrusions of this slightly glowing, almost coral from underneath that head of hair. And he's wearing this pretty beat up at this point, kind of like darker steel breastplate with this blue sort of undershirt. And he doesn't have on like any— they kind of goes down to about where his knees are and stops. He doesn't have any shoes on or anything. And holstered where a sword would be, you see, is just like a gun upside down, like pointing directly, just like if it were to go off, he wouldn't have balls. You know, it's bad, it's not good trigger discipline. But he's reaching out towards you with this big old smile on his face.

JoCat

I'll take his hand, and when I do, you can see that my character is not at all— not entirely all as it appears to be, as you can see that he's got chunks and bits of him that are glowing. And I'll share art of him right now.

Charlie

Oh, sick! What?

Bizly

Yo!

Condi

Oh!

Charlie

That's cool as fuck.

JoCat

You can see he's got like large chunks of him seem to be missing flesh and bone, but are instead kind of spectral green misty figures of the same shape, but they seem to be corporeal as you know, as he continues to climb.

Charlie

I was gonna ask, do I just go right through you and fall into the ocean?

JoCat

No, no, no, you, you are able to touch him, and you can see, you know, like his tail is chopped off, he's missing one of his horns. A piece of his face has been blown off, but they're all replaced with this ghostly form instead. But, you know, as he climbs up onto the ship, you know, his tail kind of like batting against y'all's ship and the other hand just like grabbing a foothold and is able to interact with the environment.

Gillion

Whoa.

Jay

Hey, are you—oh my god.

Chip

Holy shit.

Condi

And you see a woman in a long kind of navy blue jacket with kind of like almost regal puffs around it and like a regular standard Victorian cotton shirt, cotton pants all the way down with a little bit of heels on her blue shoes and some fingerless gloves. And she has a holster for a gun, it's not there right now though, Gillion has it.

[laughter]

Condi

There's just nothing there. And also in her long kind kind of bundled up hair, you also see a pin of an eagle in a sunset flying off. And that's Jay.

JoCat

Yeah, seeing everyone react.

Tastrius

Pardon, there's no cause for alarm. I am not here-

Gillion

You sure? You're like half not guy.

Chip

Dude, what happened to your arm? And tail and head.

Tastrius

That is an understandable reaction.

Gillion

Your horn and your face.

Tastrius

Yes, it is a bit of a long story and why I need your assistance.

Gillion

Yeah, hang on, uh, let me just— I'll just patch you right up, put a Band-Aid on those real quick.

Tastrius

That won't be necessary. These wounds, they do not heal.

Jay

Did you lose the sword? Did you lose a sword in the battle too? Like, was that—

JoCat

Oh, sorry, the sword in the art is more flavorful.

Gillion

Your sword died.

JoCat

It's probably in a sheath right now.

Tastrius

Yes, my sword, I called him Fluffy.

Jay

No, I'm so sorry.

JoCat

No.

Charlie

Gillion sheds a single tear.

Jay

Yeah, Gillion lost his sword recently too.

Chip

What's your name, ghost guy?

Tastrius

You may call me Captain Tastrius and I used-

Bizly

Captain Tastrius?

JoCat

Here, let me write it down. Like, Tastrius.

Bizly

Okay, cool.

Charlie

Tastrius. Tastrius.

Tastrius

I am Captain Tastrius, and I used to sail the seas long ago before I was cursed.

Old Man Earl

How long ago?

Grizzly

And you see walking up next to them-

Charlie

Oh my god.

Grizzly

Bursting out of the door on the gun deck of the ship, this very small halfling old man that's balding with one spirally hair, kind of like Professor Gadd from Luigi's Mansion. He just kind of walks up in this in this almost hobbling state and he walks up next to the crew and sees you getting pulled up onto the ship. He just yells out,

Old Man Earl

How long ago?!

Gillion

Old man Earl!

Old Man Earl

Oh you think you're older than me, eh?

Gillion

This man is cursed too, to always appear old.

Old Man Earl

That's not true!

Tastrius

Likely older than even you, wise one.

Old Man Earl

Bah! What's my mother's name? Huh, huh? Everyone that's been around as long as I've been around knows my mother's name, huh?

Gillion

That makes sense. Yeah, what's his mom's name?

Jay

I don't—

Gillion

And if you know it, why?

JoCat

You just see Tastrius look up into the sky.

Tastrius

Is this truly my only hope?

Jay

We get that a lot, actually.

Chip

So you were like sailing around-

Charlie

I look up into the sky and open my mouth and just start trying to drink the fog that we're going through.

[laughter]

Gillion

Yes, my moisture replenishes.

Old Man Earl

I see you guys are taking in another straggler. I just wanted to let you know that, uh, the old man in there with the no arms or whatever, he's still knocked out.

Jay

Oh.

Old Man Earl

Keep it quiet out here alright?

Tastrius

A prisoner?

Jay

Not a prisoner. Well, he was a prisoner, but we freed him technically.

Gillion

From a big box.

Jay

Big box, like a big rotating cube.

Tastrius

Are they one to cause for concern if they're to see a spectral being?

Old Man Earl

He's knocked the fuck out, he won't see ya, you're good.

Jay

I don't think he'd be concerned, no.

Old Man Earl

Alright, well, good luck with whatever this shit is.

Gillion

Yes.

Chip

Thanks Earl.

Grizzly

Just turns around and starts to wobble back.

Gillion

Keep it Earl.

Tastrius

I see you have very reliable companions.

Gillion

Oh, we gotta get you some of Earl's special, special juice.

Jay

He makes it with his feet.

Gillion

And something else that we don't know.

Tastrius

As enticing as that sounds, I do require some assistance, if you may.

Jay

Well, I think we could probably help out, yeah, Chip?

Condi

And I look over to our third party member.

Bizly

Oh yeah, uh, um, my name is Chip. Uh, hello, Captain Chip. This is Captain Jay, Captain Gillion.

Gillion

Gillion.

Chip

Chip.

Bizly

Chip is just a human, probably about 5'9". I don't know how tall he is. I never figured it out. He's got just a white puffy pirate shirt, suspenders, and just striped pants. He wears a bandana and

has a little ax earring hanging down. Pretty basic, generic looking guy. He's got two swords at his hip.

Tastrius

Well, that's good, because there might be some treasure in it for all of you.

Chip

Treasure? Yeah, no, that's cool, that's cool. We can do treasure. We— we—

Gillion

Hey, the only treasure— what he's trying to say is the only treasure we need is helping you, right, kids?

Jay

Yeah, it's a [inaudible 00:13:17]

Chip

Yeah, that's what I was saying. So are you a pirate? Like a real pirate?

Tastrius

Hmm, I was around long before the pirates, and long before even the pirate code.

Bizly

Oh, he knows the code.

Charlie

We literally don't.

Condi

Rule 1: Don't pee your pants.

Gillion

Wait, you've been around for that long and you've never pissed? Wow. That's incredible. We only know one rule of the pirate code so far, and it's don't piss your pants.

Tastrius

Mmh, a worthy rule.

Gillion

I know, last place we were, I almost tinkled a little, but I held it in.

Chip

He did. He was a real trooper. Uh, what can we, um, what can we help you with uh, Captain Tastrius.

Tastrius

Breaking this curse for me and my crew. Many long centuries ago, I, along with my people, we were a usual folk doing jobs here and there, making trade, until we slowed down and were overtaken by new faces, new sailors. Unfortunately, this dismay caused my helm person to fall into a depression and seek out desperate means to perpetuate our life on the sea.

Chip

That's awesome.

Tastrius

Sadly, it— we all thought so as well, but unfortunately immortality is not as glamorous as it seems. My wounds, they do not close, my fatigue never ends, and many people point and fear at what I have become. A never-ending cycle of not having the resources to repair our ship or have a finer existence. And I have not been able to find my final rest. I ask you to help me break this curse so that I can finally close my eyes.

Gillion

Alright.

Bizly

I pull out my gun.

[laughter]

JoCat

I just, uh— Tastrius chuckles a little bit.

Tastrius

Ah, young man.

Gillion

So, I—

Tastrius

Believe me, I've tried before.

Gillion

Don't worry, I'm a hero. Oh, so you can't— there's no way to actually die. Then what evil bestowed this curse upon you? How can we help?

Tastrius

My helms-person.

Gillion

Not by hitting you repeatedly with your gun.

Tastrius

I would prefer not, because I'll feel every single strike. But when I die normally, it is not as you do. I simply wake up as though it was from a long slumber, and yet my body continues to ache. What I require from you is assistance in fighting this.

JoCat

And I lift out kind of a book and flip through it.

Tastrius

There's an artifact hidden beneath the waves. Long down below the seas, an artifact that if I'm able to bring to my ship and place it on the helm, it will break the curse for me and my crew.

Gillion

Alright, we're in.

Jay

I mean, sounds easy enough. I mean, just underneath the seas, right? You can swim, Chip?

Gillion

Hey, little bit of swimming?

Chip

Yeah, yeah, I can swim. So like, you're like immortal.

Tastrius

In a sense.

Chip

How long have you been alive?

Tastrius

Oh, what day of the week is it today?

Gillion

Wets-day.

Chip

Wets-day.

Grizzly

This is true, it's Wets-day. I don't know what to...

Charlie

Yeah! I've canonized Wets-day, let's go!

Tastrius

I've been alive 500 years.

Jay

500?

Chip

That's a long time.

Jay

Geez. That's a long time.

Tastrius

All friends and family I've known are all gone. There's nothing left in this world for me.

Chip

Damn. Hey, if I cut off your head, would it just come back?

Tastrius

I'd prefer not, but yes.

Chip

No, I'm just asking if it would.

Tastrius

It'd hurt very much, but yes.

Chip

Whoa.

Jay

Hey, Chip, don't cut off his head.

Chip

I'm not gonna cut off his head. I just wanted to know. What about a finger?

Tastrius

I would prefer to keep the rest of me intact if at all possible.

Chip

Toe?

Tastrius

No. Besides-

Chip

We'll come back to that.

Jay

Chip, I think the answer's yes.

Tastrius

I would prefer my handsome face not be removed before I am put back into my final resting place.

Gillion

So this artifact, what is it?

Tastrius

I'm not so sure yet. My helms-person, they wrote down how they were able to find it.

JoCat

And did they say in their little journal what the artifact was?

Grizzly

So, I mean, just if you have the journal with you—

Charlie

It's a thing in the ocean.

Grizzly

Just reading it through, all they pretty much—it's more like a diary, a journal. It's not very precise, like specific, like, 'this is where I put it'. It's more just a telling, you know, I hid—I hid it underneath the seas in a graveyard of sorts.

JoCat

Hmm.

Grizzly

Very faint.

Tastrius

Though I've—

Grizzly

For something so dear to me.

Tastrius

Though I've charted the above the waves, I know very little what lies beneath. Do you all have any way to traverse the oceans? Because although I am able to swim down without the need for oxygen, I worry for you.

Gillion

Fish.

Jay

He is a fish, yeah.

Tastrius

Ah, you are a triton.

Jay

Um, me—

Gillion

That's right.

Jay

Me and Chip, on the other hand, have not found out a good way to not drown, actually.

Chip

Nope, still a very real problem.

Gillion

We've been practicing in a barrel of water every evening to get those numbers up.

Tastrius

And would you happen to know of any sort of underwater graveyard?

Gillion

Underwater graveyard.

Condi

Can I do a history check?

Gillion

And this artifact is around here?

Tastrius

My helms-person, they said they buried it in the grave under the sea.

Condi

Grizz, could I do a history check to see if maybe I would know anything about that?

Grizzly

I mean, yeah, anyone who wants to. I would say it makes more sense for Gillion to, but—

Charlie

Yeah, I'll give it a shot.

Gillion

I'm not from this part of the ocean, but...

Charlie

And I look over the ledge with my fish eyes. Nine.

JoCat

Hey!

Charlie

Let's go.

Grizzly

Two things. First thing, Gillion, for your history check, you would know vaguely because your memory is just not focused on it. You only know that there are many graveyards under the sea. And there is a god that was taught in your undersea history that use the graveyards on the bottom of the ocean floor as kind of a hunting ground. But other than that, you wouldn't know of a specific one or a location.

Charlie

Do I know the name of that god or creature?

Grizzly

Not with that history check.

Charlie

Okay.

Grizzly

You would just not remember. And then on the journal, I would say they would allude to a rough location in the Southern Sea. So you would have somewhat of an idea of where to sail based on like coordinates or just like a location on the map, like, landmarks. There the word I'm looking for. Like between certain landmarks, you would know. So just as you—yeah.

Gillion

I've got nothing unfortunately. But, Jay, what about that telescope you have?

Jay

I mean, it could help. I don't know if it will tell us exactly where to go.

Gillion

Anything we can try to help this man ghost.

Jay

You said you have coordinates? Do you have coordinates or map or anything? You know precisely— this is a big sea we're in right now.

Gillion

Also, your ship is fully, fully drifted off, so we're in this one for the long haul.

Grizzly

No, I was just clarifying that the journal itself would have like written about in between certain landmarks. So just as you exit Allport-

JoCat

Ah, okay.

Grizzly

And right before you get to Edison Kingdom, there's a space where you break the waters and sink down and below both of that, which is very close to where you guys are right now.

Condi

Oh, ideal.

JoCat

Good, good. Yeah, so I guess we have a course, yeah?

Condi

Okay, yeah, I mean—

JoCat

I'll hand the journal to whoever's at the helm, just like—

Condi

Yeah I-

JoCat

To help out with navigation.

Condi

I'm typically navigator, so I'd grab that and look at it and probably pull out my telescope.

Grizzly

Yeah, sure.

Condi

My spyglass.

Charlie

I'll jump off the boat and snorkel and look for it.

[laughter]

Tastrius

I thank you, sailors, especially considering my helms-person, Ezme, they are the one who sought out this curse. They will be hunting me.

Gillion

Oh!

Jay

So we can expect company at some point.

Gillion

I was gonna ask where your crew was. They're all trying to hunt you.

Tastrius

Mmm.

Gillion

Why would they want that?

Jay

Is it just him or like your entire crew?

Tastrius

Their minds have been broken through the passage of time, and Ezme especially has gone mad. Considering they believe me to be finding a way to break the curse. They're not wrong. They will do everything in their power to stop me.

Chip

So-

Gillion

Don't worry, we'll kill you and your friends.

Chip

Hang on, you're being hunted by people who can't die.

Tastrius

Hmm, aye.

Chip

And now you're on our ship, and now we're being hunted by people who can't die.

Tastrius

I know this is a large ask for you to put yourselves in danger for my sake.

Chip

What? Large? No, not a large ask. No.

Gillion

Hey, we haven't died once.

Chip

Can we have a huddle up? A meeting?

Jay

Yeah. Hey, what's up?

Chip

What the fuck?

Jay

I mean from the sounds of it you can like-

Gillion

We gotta help him.

Chip

He can't die and now a bunch of people who can't die are gonna try and make us die.

Jay

Hey, well, listen-

Gillion

That's why we have to make them die, Chip, for their own good.

Chip

How do we make them die if they can't die?

Gillion

By killing them.

Jay

He just told us how to kill them.

Chip

Okay, yeah, there's a funny rock at the bottom of the ocean.

Jay

Uh-huh.

Gillion

And I'll hit them with it.

Jay

Listen, I mean we also know about-

Chip

What? That's bullshit.

Jay

Lots of funny rocks at the bottom of the ocean. I'm sure there's one down there.

Gillion

Plenty of, plenty of funny rocks. Plus, I mean, how tough could these ghosts be?

Chip

That is exactly what you say right before they're tough.

Charlie

I look around to see if they immediately on cue come through the fog, yeah.,

Gillion

Well, listen, we can't just leave this man. His vessel's already drifted off. It's our duty to help him.

Chip

I know we can't leave him. He's way too awesome but like-

Jay

We're also, like, right there.

Chip

What do we do about the dead people, not dead people?

Jay

Listen, I'm sure if we hurt them enough, they'll kind of die.

Chip

No, that's not how not dying works.

Gillion

Chip, you can't piss your pants now. Rule number one.

Jay

You've come so far.

Gillion

Okay?

Chip

Okay.

Grizzly

You guys feel a presence enter your huddle. As you hear,

Charlie

Uh oh.

Old Man Earl

Well if you piss your pants in the water, no one will know.

Chip

Oh Jesus.

Old Man Earl

Hey, Gillion.

Gillion

Ah!

Jay

Oh my god.

Gillion

I was— No, I was close there, but I didn't. I held it in.

Old Man Earl

Yo, fish man, can I borrow one of those corals on your head?

Gillion

I don't know if they—

Chip

It's not like soap.

Gillion

I don't know if they grow back. [wachhh] Can I get— Ow!!! Oh god.

Old Man Earl

All right, I'll be right back.

Gillion

All right.

Chip

What the fuck was that?

Gillion

I'm a hero, self-sacrifice.

Jay

Anyways, listen-

Chip

What is going on today?

Jay

I'm gonna get us going in the right direction, okay? You guys go help Gillion.

Gillion

He hit me with the fade.

Chip

Let me just entertain our guest here. I'm gonna go put on the charm. Hey, Captain!

Gillion

Uh-oh.

Chip

What's up?

JoCat

Tastrius just looks at you, just like, hmm.

Bizly

Put my arm around him.

Tastrius

Good day.

Chip

How's it going?

Tastrius

Hmm, it goes.

Chip

Yeah, it does, it does. It doesn't stop going, I guess, does it? How—um,

Gillion

He's doing great, Jay.

Chip

So-

Grizzly

By the way, Jay, make a survival check with advantage. No, go ahead.

JoCat

I thought you meant like— okay, I misinterpreted.

Condi

That's a seventeen.

JoCat

I was like, oh wait, yeah, survival is a check for navigating. I forget.

Bizly

I don't know why I regesisterd that as me surviving.

JoCat

Yeah, that's what I thought initially as well. It's like, wait, I didn't threaten him or anything.

Charlie

Hang on a second.

Grizzly

Just Jay, just Jay. Chip, you're good, you can keep talking.

Condi

That's a 17.

Chip

So, uh, you got any, like, hobbies? Stuff?

Tastrius

Any free time I used to have has been taken from me from this painful existence.

Chip

Holy shit, that's deep. Uh, you don't, like, crochet? Anything?

Tastrius

My hands are waned from time. I have the reflexes of an old coot. And yet, the mind of a poor man.

Chip

You are so fucking cool.

[laughter]

Tastrius

Thank you? I overheard your conversation, and I understand your apprehension for doing something so dangerous for a stranger.

Chip

Oh, that psh.

Tastrius

But I have no one else to turn to.

Jay

All we actually do around here is do dangerous things for strangers, so this is actually completely normal.

JoCat

You can see him chuckle a little bit.

Tastrius

Ah, the life of adventure. This reminds me of my youth.

Chip

What did you do in your youth? Were you like a—

Tastrius

Much like you. Jobs, traveling, letting the sea take me where my whims wished. Ah, but no things are left to last.

Chip

Yeah, I guess it all comes to an end.

Gillion

What's your top five adventures?

Tastrius

Oh, there was this one time we found a secret island in another dimension.

Gillion

Whoa.

Tastrius

And every time you took treasure from it, another chunk of it would sink down. That was a spectacle. All that was left was the tower we left in. It was a shame to leave all those people on that island sinking with no land left. Ah, but it was glorious.

Gillion

Wait, wait, wait, hang on. What? No, rewind.

Chip

No, that's fine.

Tastrius

Well, there was a magical enchanted tower that we had the choice of whether to leave our gold there and save the island or take it and doom it to the ocean. Of course we'd take it. That's why we were there. Oh, pillage and plunder. Hahaha!

[laughter]

Chip

He's right. He's right. Pillage and plunder.

Gillion

Hey, Chip, I don't know about all that.

Chip

Woo! Yeah!

Grizzly

Jay, you are steering the ship in the direction using the vague descriptions of landmarks, almost like National Treasure, looking for the Declaration of Independence. And you guys have sailed past Edison Kingdom by this point. You've left where— west. You were west before where the Navy prison was, and you sailed back to make your way to what I assume was going to be Allport. But you eventually get, using your drawn map that you used from looking at Captain Lizzie's map, you make your way and you— get above the spot where you assume the location of this supposed graveyard, as is written in the journal here.

Charlie

I love this character, by the way, JoCat.

JoCat

Oh, thanks.

Grizzly

No, he's awesome.

Bizly

He's so cool.

Grizzly

So, yeah, you guys are above it, and as you kind of stop the ship, there's nothing really to anchor into because you're in the ocean. So you just raise the sails up and let the ship just kind

of coast. And as you do that, with pristine timing, Old Man Earl kicks the door open again from the kitchen on the gun deck and comes out, and he's holding this tray, and it's two blue, dark blue liquids-

Charlie

Oh no.

Grizzly

In these glasses. And he's like,

Old Man Earl

Alright, Chip, Jay! You're going underwater right here! You're going to need this! I don't know if it's going to work, so [chuckles] drink it with care.

Chip

What the fuck? You could do this the whole time?

Charlie

I curiously break off a piece of my coral and just consume it.

Old Man Earl

No, no, no. You've going to have Earl's special ingredient.

Grizzly

And then he winks at you.

Jay

That never becomes less unsettling.

Chip

It's foot juice.

Old Man Earl

Alright, drink it!

Gillion

What the fuck did you do?

Jay

I don't know what it is.

Chip

It's a fungus.

Old Man Earl

I washed my feet in the ocean.

Chip

Uh, that's not better.

Old Man Earl

Go ahead.

Chip

Okay.

Gillion

Let the power of Gillion enter your bodies, comrades.

Chip

Don't say it like that.

Gillion

Become moisture masters.

Old Man Earl

It's a mixture.

Chip

I don't want to be moist.

Gillion

Yes.

Jay

I don't want to.

Gillion

Oh, it's moist time.

Chip

Alright Jay.

Charlie

I get behind Chip and I start rubbing his shoulders.

Jay

Cheers.

Chip

Cheers.

Charlie

I see you sweating.

Gillion

Good, preemptive.

Chip

All right, on three. Ready? 1, 2, 3.

JoCat

I just look— I just elbow Gillion.

Charlie

I just smile alarmingly.

Tastrius

Ten gold pieces that the short one vomits.

Gillion

If it is his destiny.

Bizly

Am I the short one?

Grizzly

Alright, both of you make a con save as you drink this now.

Bizly

No, I didn't do it yet. I'm waiting for Jay to do it to see if it's okay.

Grizzly

I got a natural 20 on my con save.

Charlie

Holy shit!

JoCat

Hey!

Grizzly

Alright, Jay, you drink it up and you feel that this drink has some sort of magical properties to it as it enters your throat and into your gullet and you just feel much better. It tastes fine.

Charlie

You're setting a dangerous precedent DM.

Grizzly

It tastes like blueberries.

Jay

That wasn't that bad. Hey, Gill, your coral tastes like blueberries.

Chip

Oh, it wasn't bad? Okay.

Bizly

I take it.

Grizzly

Roll a con save.

Gillion

Why isn't it bad? Ah!

Bizly

Okay.

Charlie

Feeling more and more uncomfortable about this, actually.

Bizly

Six.

Charlie

I give Captain Tastrius his ten gold.

Grizzly

You guys watch as Chip confidently swigs it back, throws it back, and for a second looks totally fine. And you also feel that same kind of vibe.

Charlie

Before I even see anything happen, I just give him the money.

Bizly

I look over triumphantly at this at, um—

Grizzly

And then you, like, hurtle over in an instant and just start excreting liquid from your mouth.

Gillion

Oh!

Jay

Oh, oh god!

Bizly

I was just looking over really confidently.

Chip

That wasn't so b-[vomits]. Ahhh! Ahhh!

Grizzly

So, for the next hour, so—

Gillion

My power comes with a cost.

Grizzly

Well, for the next few hours, Chip and Jay the juice, with using the ingredients-

Charlie

Yes, my juice.

Grizzly

Off Gillion's head crown coral, you guys will be able to breathe underwater. However, except for the next hour, you're poisoned as well.

Charlie

Bruh.

Grizzly

So a poisoned person has disadvantage on attacks and ability checks.

JoCat

Tastrius is just jingling the gold given by Gillion.

Tastrius

This will help me travel the River Styx, thank you.

JoCat

He just puts it in his pocket.

Chip

That was so good. It's a shame you don't have more, Earl.

Gillion

Oh, I mean, I actually have plenty, if you find it so helpful here!

Chip

That's fine. No, I think that'll do it.

Gillion

Here Earl, another batch. Do you feel the destiny flowing through your veins, Chip?

Chip

Oh, so much destiny.

Gillion

Indeed. Go face it.

Charlie

I kick him off the ship. I just grab him and jump off with him.

Grizzly

Alright, Captain Tastrius, I assume you're following along.

JoCat

Yeah, I walk off just casually as if I'm taking a step down a stair. Just like, and then just [pfffft].

Chip

I feel it! My destiny!

Grizzly

Yep. So, vroom, vroom, vroom, vroom. You all just kind of jump into the water.

Gillion

Be the dolphin! [geh, geh, geh, geh]

Grizzly

Chip, as you are kicked off, you kind of see— all of you, as you jump in and cannonball and whatnot, the rest of your crew comes to the edge of the ship. And, Tastrius, you would see a very tall elven or half-elven boy with brown hair kind of waving and screaming at Chip as he gets kicked in. There's this big robot man, and of course, the old little halfling man, all just kind of at the edge of the ship waving and saying their farewells to their three captains who may not come back. So-

Condi

They never know.

Gillion

Oh, yeah. Introductions, by the way. That's—

Charlie

I fall in the water.

[laughter]

Grizzly

You plunge yourselves into the water and begin to swim deeper into the unknown depths of the Undersea. The deeper you get, and Gillion, you would know this feeling pretty well, except as you get deeper, it gets more intense because you all feel, as you get deeper, a dense magical energy that flows through the water, creating this claustrophobic sense as you're squeezed by both the pressure of the descent and the strong arcane power.

Gillion

This is awesome.

Grizzly

And you all can talk in the water with water breathing. Sinking even deeper, it gets colder, emptier, and you begin to see red and blue shimmers throughout the dark waters. And then every now and then, a random flash of this multicolored light dimmed by the water and distance in the darkness and in the distance, but no sound.

Gillion

Oh! Everyone be careful, by the way. There is a massive leviathan that does feed at places like these, so—

Jay

What?

Chip

Let's kill it!

Gillion

Keep it fishy. No!

Grizzly

So.

Tastrius

Yeah, 'tis true. I hear it's mating season.

Charlie

Oh god.

Grizzly

A Leviathan comes out, eats— No, I'm just kidding. Eventually, a slight white glow gives you a sense of direction as you've been kind of descending in this pitch darkness. But below you, coming into view, is an accumulation of these colossal ships, many with lanterns still providing the light that illuminates the area. An area that spans further than your eyes can allow. Some of the ships are put together or simply severed in half due to their large size, while others are

completely shredded and then molded into these new structures entirely, all kind of stacking onto each other and building up this large cluster.

JoCat

While we are traveling through this area, I'm going to pull out my cutlass and cast Light and light it up kind of like a torch.

Grizzly

Cool.

Charlie

Cool.

JoCat

So you can lead the way.

Condi

That is—

Grizzly

That helps a lot.

Condi

—a useful spell.

Grizzly

With this new light and after what felt like hours of sinking, or not hours, but it felt like a very long time, your feet hit the ground floor, which is this hard black rock. Some cracks in the ground reveal oceanic?

Charlie

Oceanic.

Grizzly

Oceanic green lava, giving a mixture of colors to the atmosphere and otherwise, the ground is also covered in this cluster of coral and different aquatic vegetation.

Charlie

I begin crying furiously, but look normal to everyone.

[laughter]

Jay

Gillion, you lived like this?

Gillion

Oh yeah, baby. This is good.

Jay

The pressure is getting to me a little bit.

Gillion

It's worse when you're me. But oh, it's so good to be close to home again. Maybe we should—
can we just do this from now on?

Chip

No-

Gillion

What is all that, no, all this boat shit has just gotten to me. But this is what it's all about.

Jay

No, I really like the boat actually.

Chip

I love the boat.

Tastrius

You're familiar with living in trenches, water elf?

Gillion

Oh, quite, yes. I'm far away from home, but just being on the bottom again like this is nice.

JoCat

I just pat him gently on the, on the back of the shoulder.

Grizzly

For you, Gillion, this area is so much different, especially the ground floor.

Charlie

I reciprocate, put my arm fully around you.

Grizzly

Especially the ground floor and just the general aura and light and sparks in the vicinity here in the Southern Ocean is much different than what you're used to. It's not clear. It doesn't look like being deep in the— It doesn't look like a home. It looks wild and untamed. And all of you at this moment as well get a much better sense of the scale. Of the broken— or sorry, of some of these ships, as you are now close to most of them. And you see that a lot of them, because of their size and the amount of them, are creating archways into chambers made of the broken ships themselves. And there are— you have a brief moment here, just at the start, or in a clearing that doesn't have any ships, and there are many options for paths to take.

Condi

Strangely beautiful.

Grizzly

It is, but at the same time it's like so wild, the feeling of being in down here. It's definitely intimidating.

Tastrius

Yeah, we have a limited time down here for our land-breathing friends.

JoCat

I address the journal. Is it vague about which— I assume it's going to be vague about where this might be— we might just need to search.

Grizzly

Just deep in the deep in the graveyard, pretty much-

JoCat

Deep in the graveyard...

Condi

He said, he said it was somewhere that meant a lot to him, didn't he, in that journal?

JoCat

Uh, did it?

Condi

I swear I remember hearing that.

Charlie

I think I remember that as well.

Grizzly

Yeah, yeah, in the description it was-

JoCat

It means a lot to me.

Grizzly

Basically hidden somewhere that, that held a lot of meaning, deep to their being.

Gillion

Don't worry, Tastrius. It is your destiny to find it.

Charlie

While I'm wrapped around him as well, I'm casting Guidance on him to give him that extra.

Grizzly

Oh, yeah.

Charlie

Extra little d4.

Bizly

While Gillion's arm is wrapped around him, my arm is also wrapped around him from the other side, but I'm closer and cooler.

Grizzly

Yeah, if you want to make—

Charlie

No way.

JoCat

You can see Tastrius looks visibly uncomfortable.

Bizly

I'm like smiling really big.

Charlie

Bizly, let's see how close and cool you are.

Bizly

I'm like smiling really big next to your face.

Charlie

I'm smiling big.

JoCat

Yeah, can I—

Charlie

I'm so-

JoCat

What do I roll to try and recall this information?

Jay

Hey guys, stop harassing our guest.

Chip

Shut up Jay.

Jay

He is trying to remember.

Grizzly

Sorry, which information?

JoCat

Uh, just the information of what would be important to them.

Grizzly

I wouldn't say you would have to roll for this.

JoCat

Oh, is that information that I would know?

Grizzly

Yeah, because the most important thing to the helms-person is their job at the helm. The job that they had at the side of their captain.

JoCat

Right.

Grizzly

So the most important thing to them is the helm.

JoCat

I guess we can try looking for the helm of the ship, I guess. Yeah, I'll relay this to my companions. It's like—

Grizzly

There are many ships down here, broken, some still. Yeah, there's tons. But that would make the most sense. So what direction would they—

Chip

So what do you think? Do we just smash through all these ships and then break everything and then anything that comes by, we just kill it and then we find it?

Jay

That's so disrespectful.

Tastrius

You may if you wish. These ships are beyond their life now. Though I would prioritize looking at the helms, check the wheels, anything around that.

Chip

The helms. Yep, just thinking that one. I'm going to go do that. I'm going to check in this one right here. I think it's in here.

Bizly

I'm not—

JoCat

For each of them as well, I'll cast Light because it's not concentration. I'll cast Light on like any little trinket that-

Charlie

Huge!

JoCat

They may have as like a makeshift lantern.

Charlie

I have this this little frogtopus and this bowl of water—

JoCat

Frogtopus? I'm sorry?

Charlie

Sorry. So like everyone knows what that is. Yeah yeah, it's a pink creature. It's got sort of the head of a frog and these four little tentacles that come off of it. You see it spinning around in there and I hold it out to you to cast light on. Her name is Pretzel; she just becomes my little lantern.

JoCat

Yeah, I cast light on that.

Charlie

Yes, that's awesome.

JoCat

I'll cast on Jay, enhance ability.

Charlie

Whoa!

Condi

Whoa.

JoCat

And what are you feeling? Are you feeling smart or are you feeling wise?

Condi

I'm feeling pretty wise today, I'm not gonna lie.

JoCat

Wise? Okay, then I will give you owl's wisdom, where you have advantage on wisdom checks for the next hour.

Condi

That's perfect, that's perfect.

Tastrius

You, navigator, your eyes will see all.

JoCat

And I touch you with my ghostly arm.

Condi

Her eyes just widen as she sees.

Charlie

Terrifying.

Grizzly

Just to clarify, it isn't ships that are kind of like next to each other where you can check each ship for the helm. They are ships that are like, pretend two ships were severed in half, merged together, and then another ship just fell on top of it. And this cluster of ships are broken and just like crushed together=

JoCat

Sounds like it's like Dark Souls 3 at the end where you see the kingdoms crushed together all around.

Charlie

Oh my god. So it's a lot. It's like—

Grizzly

And those ships, and some of them are so massive in size, that mixture of ships that goes on for miles and miles and miles create these structures where you're basically walking into the ships themselves to make your way through the graveyard.

Condi

Huh.

Grizzly

And there are many holes and breaks and archways and paths that lead into the different ships that have just kind of fallen and been crushed together.

Gillion

Jay, can you please stop spinning your head around 360 degrees? It's making me nauseous. Also, maybe— I don't like to suggest this because I want to make sure everyone is safe, but if we really have your crew after us, would it be a good idea to try and cover more ground, maybe split up across this graveyard?

Tastrius

As you wish. You are the captains of your own fate, and you are assisting me, so I trust in your judgment.

Gillion

I mean, you are a captain in your name, so I don't know, I feel like you are pretty qualified.

Jay

Well, what I'm wondering, is it the helm of your ship? Like, did you lose your helm at some point, or is it just a helm?

Tastrius

Oh, my ship. My ship is still— I hesitate to say alive, but well in the possession of my helms-person that is hunting me down. We won't find it. My ship is not down here, not yet.

Jay

I see.

Tastrius

I am not familiar with these long over, the course of time.

Charlie

If this kind of place is laced with this magic, I think I'll kind of put out some arcane feelers, maybe see if there's any way that I can detect anything different in the water or any sort of like, you know, energy anywhere.

JoCat

Yeah. It's likely a magical object, so yeah.

Charlie

It is a magical object, so I'll give that a shot.

Grizzly

So do you want to just make an arcana check?

Charlie

Sure, yeah. Which it is my destiny to do. Awesome check. I got a fat fucking ten.

Condi

Nice.

Grizzly

You try to focus your sense and get a feeling for the strongest sense of arcane. And deep into the graveyard, you're not getting any specific blips of dense or more dense arcane energy than the arcane power that is surrounding you everywhere in the undersea in general, except for almost a few moments after you start focusing and looking, you all would get a sense as you see this kind of like swirl that takes place a few feet away from where you are, where you're all standing in front of the ships. And that swirl of water turns into this kind of like black mist and then apparates into this [fssssh] owl-shaped floating head. And in front of you is like— it is the shape of an owl, but just the head. And its eyes are like this deep black hollow voids with this very silver, sharp dagger beak, black feathers with golden flecks on just around the feathers themselves. And it starts to float towards all of you as you start looking or trying to focus on the arcane.

Tastrius

Aye, lads and lass, you believe that might be it?

Gillion

That, the funny bird? I guess it's weird that a funny bird would be down here.

Jay

Yeah, I don't think birds are like oceanic creatures, right?

Owlcas

It's not often dead ships are visited by those among the living. How peculiar.

Jay

Ah.

Gillion

We are actually just looking for an artifact here to help our friend Captain Tastris die for realises.

Jay

Yep, just trying to send him peacefully into the afterlife along with the rest of his crew.

Tastris

Please, spirit, my time on this world has been over for long.

Owlcas

[laughs] Very interesting. Unless you want to join the dead here, I suggest not going down these paths.

Grizzly

And he just kind of like—

Gillion

Well, I actually think that's exactly what he wants, so let's do it.

Grizzly

Well, no, like four more of its heads just kind of like apparate in front of these archways created by the ships, and then only about one or two of them are still open.

Owlcas

I suggest going down, perhaps this one.

Grizzly

And then all of them disappear at once in this kind of like swirl of black mist and then reappears in front of just a specific one that is off to the left from where you guys are standing as it just kind of like almost like the Cheshire Cat, the head just kind of just swivels and rotates and floats in the water here.

Jay

Do you guys think that owls are like trustworthy?

Gillion

Thanks, dark underwater owl. I barely even know what an owl is, except I guess you are now also one. So what do you think?

Grizzly

Well, it looks just— it basically just looks like a, it has similar features to that of a bird, and you know what a bird is because you know Apple, a bluebird.

Condi

Can I insight check this?

Charlie

I know literally one bird.

JoCat

That's what I was gonna say, this has got insight required written all over. I don't trust this bird.

Condi

There's some tomfoolery going here.

Grizzly

Either both of you can roll insight or one with advantage. Whoever wants to do that.

Condi

I already technically have advantage.

Charlie

I'm not going to roll. I'll give all of you advantage.

JoCat

Yeah, that's right. You do. You do have advantage because I gave you enhance ability.

Charlie

And it's her destiny.

Condi

And it's my destiny. Oh, what a day. What a day.

Charlie

This is so poetic, man. You gave her the ability of an owl. This is perfect.

Condi

That's a 19 plus one plus two, 22.

JoCat

Hell yeah.

Grizzly

Twenty-two.

Charlie

Huge day for owls everywhere.

Condi

Huge, massive day.

Grizzly

Because it's just the head and it is not showing much emotion or tells, at first you don't get a sense of what kind of emotion or if this creature is lying until, as it picks an entryway, the rest of its body apparates underneath it and it lands on just a jutting out plank board from one of the ships. And you see this— it's a very pointy and sharp edges, edge-shaped owl. And in the middle of it, in the middle of its chest, it's just gaping, O-shaped hole in its chest. And as it sort of speaks once more, you can see that under the beak, there's just these rows of serrated teeth. And it's pretty obvious with the insight that this is a tricky and smart but dangerous creature. Is it trying to help you from the inside? It is not clear.

Condi

Okay.

Jay

Guys, I don't know, I've never learned how to read nothing. It doesn't have a— Oh, there we go. Yeah, that's a command.

Owlcas

Anyways, I suggest this path.

Gillion

Literally serrated teeth, yeah.

Jay

Yeah. It also has a hole in its chest. It literally doesn't have a heart.

Chip

Okay, so what do you suggest?

Gillion

Let me smell it. Let me smell it.

Condi

Are you gonna actually smell it?

Charlie

Yeah, I'm gonna sniff the owl. I'm gonna use my divine, divine sniffer. Let's see.

JoCat

You have a divine sniffer?

Condi

This is a real thing, yes.

Charlie

This is just how I flavor my divine senses, like fucking Scooby-Doo smell, trying to sniff people out. Anyway, I got a three.

[laughter]

Charlie

I inhale water and just start choking.

Grizzly

That's pretty much exactly what happens.

Gillion

My gills! My gills!

Grizzly

It has the appearance of—

Gillion

They're clogged with kelp!

Grizzly

In your experience, it has the appearance of what darker creatures look like. But this is the Undersea, this is the deep. You have no idea what to expect. Things could just look like this in general because of how deep you are underneath but he continues to talk.

Gillion

That's not a fish though.

Owlcas

I suggest going down this path. It'll be far more interesting and keep you from joining the dead.

Tastrius

Hmm, perhaps we may see an instance of what might be down that path.

JoCat

And I am going to cast Control Water.

Charlie

Whoa!

Grizzly

All right.

JoCat

So what that allows me to do is until the spell ends, you control any freestanding water inside an area you choose that is a cube up to 100 feet. We're surrounded by water.

Charlie

Marco.

Condi

Yeah, we are.

JoCat

And you can choose the form of any spell. And I'm going to redirect flow to basically try and pull out whatever is in that direction. Pull the flow of water.

Condi

Oh, that awesome. That's clever. I like that.

JoCat

Out to us first to see what's in there.

Condi

I was just going to send Chip in there.

Grizzly

Okay how-

Bizly

That's normally what they do, yeah.

Condi

What's up guys, welcome to the mid-roll. We've got a few things to talk about today, but first I have something I'm really excited about. Today's episode of Just Roll With It is sponsored by Arcane from Riot Games. Arcane follows the story of a young Vi and Jinx from League of Legends and the events that forever changed their relationship. And if you've been following me on Twitter, you might know that I'm infatuated with this shit. I've always really loved the League of Legends world and lore, and it's just so great to finally see it being used for something this cool. And the best part is, you don't need to know anything about League of Legends to watch this. It's a great stepping off point to learn about the world of Runeterra and those who inhabit it. Arcane is a nine episode, three part series, and the first three episodes are already out. And if

you're listening to this on Friday, the day that this episode is uploaded, the next three are coming tomorrow. You do not want to miss it. It is a seriously fantastic story, and I cannot recommend it enough. So thank you again to Riot Games for sponsoring this episode.

Condi

This episode is also sponsored by Honey! That's right, Honey, the free browser extension that scours the internet for promo codes and applies the best one it finds to your cart. If Arcane was giving you a good story, then Honey is giving you good deals. I shop online all the time, whether it be for my clothing, for my groceries, for fast food, really whatever I feel like buying at any given moment. And Honey is always there to help me get the best deals on whatever I might buy. For instance, The other day I decided I wanted a little bit of pizza, you know, go up, order my usual, go to the checkout, and boom bam, click that little button up there and hey look, they got a code for me, \$5 off! That's \$5 I can spend on garbage I don't need, which is always a good thing. If you don't already have Honey, you could be straight up missing out on a ton of free savings. It's free, it installs in a few seconds, and by getting it you'll be doing yourself a solid and supporting this podcast. You can get it easily by going to joinhoney.com/jrwi. That was joinhoney.com/jrwi. Again, thank you to Honey and Arcane for sponsoring this episode.

Condi

Hopefully you guys enjoy it, and hopefully you're enjoying our guest, JoCat. He was so great to have on. It is a little intimidating how professional he is, but it was a ton of fun. Anyways, let's get right on back into the episode.

Grizzly

How far does— what is like the range? How far can it extend to?

JoCat

So the range, the cast point range is 300 feet, and I can control up to 100 feet.

Charlie

That's a lot of water.

JoCat

It's a lot of water.

Grizzly

As you cast this spell and you start having the flow of water redirect, and you guys all start feeling this pressure of water come against you. Just coming out of the entrance, for a few moments there's nothing. And then after a minute, you start seeing these large glowing globules of just basically jellyfish-shaped creatures that come out. And then first there's one or two that start to float up as they're released from underneath all these ships. And then there's two, three, four, five, six, seven, as they start continuously floating up and more and more come out.

Gillion

Look at all those little guys.

Grizzly

But after that, I mean, after that, as soon as you see maybe 30 or 40 jellyfish come out of the ship, that's it. You keep redirecting the water, but nothing else is coming out from it.

Jay

That's a lot of jellyfish.

Tastrius

Your tricks do not faze us beast.

Chip

Yeah.

Jay

Yeah, I had a plan for that too.

Gillion

Woah.

Charlie

I touch a jellyfish.

Chip

What was your plan?

Jay

What do you mean?

Chip

What was your plan?

Jay

Oh no, it doesn't matter anymore.

Owlcas

Well, I do see that you have some tricks. I still recommend this path. Do be careful in there, no matter what you take. You do never know what lurks within deep here in the undersea, in the graveyard of ships. I hope to see you soon.

Grizzly

And [pfffft] the whole body just sort of disappears again in that black cloud.

Jay

I just feel like I'm being manipulated, you know? I still don't want to go down there.

Tastrius

Well, you two are the ones on borrowed time. What say you?

Chip

I want to know what's down the path.

Gillion

I mean, hey, at least it's not jellyfish anymore, right?

Jay

True, those things look deadly.

Grizzly

I will just delete that encounter.

[laughter]

JoCat

Hell yeah, skipping encounters.

Charlie

Here just for you DM-

JoCat

Thank you, and sorry.

Grizzly

I say,

Gillion

Whoa, these look cool.

Charlie

And I touch one to see what it does.

Bizly

I was gonna do that too.

Grizzly

You really? That's so sweet. Alright, guys, go ahead and make a con save.

Charlie

Yeah!

Condi

Awww!

Charlie

We love you, DM!

Grizzly

Chip, you don't get a plus from Gillion's aura or anything.

Bizly

I know.

Charlie

Fuck! Anyway, I rolled a five plus seven, let's see, 12.

Bizly

Fourteen.

Grizzly

Fourteen is enough.

Jay

Hey, guys, you shouldn't touch the—

Chip

Hey look, ah!

Grizzly

Chip, you touch it and it tries to shock you immediately, but you pull away with your fast reflexes fast enough to where it and the surrounding water around it doesn't really affect you much and you swim away from it. And just as you do that—

Gillion

No, Chip, you got to commit like this.

Chip

[boop] Gotta be quicker.

Grizzly

Just as you do that, Gillion goes up and hugs the jellyfish right before you guys enter the path. And you take six points of lightning damage and you're—

Gillion

Bleh!

Grizzly

Paralyzed.

[laughter]

Charlie

I just, yeah, my eyes just turn white and I start floating to the surface.

Condi

I grab him as he's floating up, and I'm just like carrying him like a balloon.

Chip

Oh, yeah, Gill, was that how I was supposed to do it?

Jay

This happens-

Gillion

[garbled speech]

Tastrius

I had not realized that greetings had been changed so much over the years.

Jay

Yeah. Yeah, no, he doesn't...

Chip

He's just a friendly guy.

Jay

He does this a lot. He also doesn't really understand greetings either, so.

Grizzly

Gillion looks like he got the soul shocked out of him.

Chip

Yo, you okay up there, buddy?

Charlie

I'm just fully starfished out. Like, completely splayed.

Grizzly

I'll say as soon as we— You guys are— where are you going?

Bizly

Down the path.

Grizzly

What's the plan now?

JoCat

Down the path.

Grizzly

Alright, so—

Condi

I just have a Gillion-sized balloon so.

Grizzly

You pull Gillion around for a while. You're going to be paralyzed for just a minute here. And you eventually, as you guys start entering underneath the ships here. Again, the surrounding area, like the hallways, the chambers, what you're walking under is basically like a cavern built by the remnants of these broken ships. And after a few moments of walking down the straight path, you get to a room. That looks to be just kind of like two slants of two ships almost digging into the sand at an angle, merged together. And there are many planks that create the floor that are jutting out. And you can, with Jay's passive perception, you can see that there are strange devices that are lodged underneath the planks. There's nothing else in this room. And as you walk through, not paying them any mind, as you step on one of the planks, it kind of triggers one of these devices and you hear just a very faint high-pitched ring for a moment. And then there's nothing. And you continue on and press on.

Jay

Hey, Chip, watch your step.

JoCat

I don't like that.

Chip

Watch it for what?

Jay

The little things in the boards. Do you not...?

Gillion

I think I'm getting tinnitus.

Tastrius

Be on your toes. This place is likely protected.

Bizly

I look, look back at him. I nod my head and I get up on my tippy toes.

Condi

Wait, do we technically— we don't actually need to be on the ground.

JoCat

Oh yeah, we can just swim. Wait a minute, we can just swim.

Condi

We're underwater.

Gillion

Good job.

Chip

Don't question the captain, Jay.

Bizly

I'm tippy-toeing.

Grizzly

I'm glad you basically deleted this idea for trapping a room with a bunch of jellyfish and like high-pitched sounds that would cause them to electrify the entire area.

JoCat

Wow, that's creative, man. I wish we got to experience that.

Charlie

No, I think I did.

Condi

Says I'm like, man, you single-handedly destroyed it.

JoCat

That would've been cool.

Grizzly

I honestly just when you said that, I honestly just realized that if you had just swam through it, the whole trap part of it wouldn't have mattered.

[laughter]

Grizzly

Anyways, I had a really tough— I don't know. It doesn't matter. Anyway, so you keep going.

JoCat

No, no, it's cool.

Charlie

It's a cool idea.

Grizzly

It's fine.

JoCat

I think it's a cool idea.

Grizzly

So you guys keep pressing on. I just need to know the marching order. And then also, Gillion, you can make another con save now.

Charlie

I am literally a balloon.

Bizly

I think Chip, then Jay and Gill and Captain behind him.

Charlie

Yeah, I'm a balloon. I got a...

JoCat

Actually, I'd be—no. Yeah, that's fine. Yeah, that's good.

Charlie

Twenty-four, twenty-four.

Grizzly

Okay, 24, you eventually, after what seems to be half an hour of pressing on through these-

Charlie

Oh my god.

Grizzly

Chambers and corridors of broken ships, you shrug off the paralyzed sensation or condition and you're able to speak and talk and move again.

Charlie

I get so used to it and numb that I think I stay in that position for another five minutes.

Condi

I just keep carrying Gill around.

Grizzly

So the marching order is Chip, Jay, Gillion, Tastrius. Is that right?

Condi

Sounds about right.

Charlie

Yeah, yeah.

Grizzly

All right.

JoCat

Also, Jay, your enhance ability is gone because I dropped the concentration to control water.

Condi

That makes sense, okay.

Grizzly

All right. So after traversing through for a few more moments, you come into an open chamber, almost like the second deck of a large ship. And in front of you, there's this very peculiar sight as you see two ghostly figures, slightly green and translucent, sit at a table topped in white cloth, both holding these spectral teacups engaging in jovial laughter. As you walk in you just hear [laughter] and then they stop as you guys kind of make your way and make yourselves known unless you are trying to not be known.

Condi

I probably would not have stealth-ed in here now.

Gillion

Jay, spin me around! What's that?

Condi

I spin Gillion around.

Jay

Hey, Captain Tastrius, do you recognize these two?

Ghost 1

Ohohoho!

Grizzly

So you guys aren't stealthing or anything like that?

Condi

No, no, I maintain eye contact with them as soon as they look over at us.

Grizzly

They're sitting like this way, not facing you. Then they look over as soon as you guys enter.

Condi

One of the wood boards creaks as we walk in, still not swimming.

Charlie

One of the many wood boards we step on underwater.

Grizzly

They look over, they stop laughing for a second. They look at each other. One raises an eyebrow, looks back at you guys.

Ghost 1

By gods, do we have guests?

Ghost 2

And I believe we do have guests.

Grizzly

And they all just kind of float up. And on this white— this table that is blanketed in this white cloth, you see there are two physical cups that are just kind of gently floating above the table on these little teacup plates. And then they sort of just float to let you— to give these two seats open, to open up these two seats. And one of them speaks out and goes,

Ghost 1

Well, welcome to the tea party! Nice to finally have some guests around here.

Grizzly

And then it just kind of flies around and then gets real close to Tastrius. And Tastrius, you can see this looks like a very old sailor in this kind of almost British uniform, like from the Boston Tea Party days. I can't think of anything.

[laughter]

JoCat

Right, a little privateer.

Grizzly

Yeah, yeah, but it's like blue and gold and has like cords that tie the top together. And he like gets real close and he's like-

Charlie

Oh my god, guys, it's the Boston Tea Party. We're here.

JoCat

They do have drinks.

Chip

Hey, Tastrus, these guys look like trouble. I think we gotta—

JoCat

I just— you can see that Tastrus just like leans back as he approaches him and just like,

Tastrus

Hmm, be you sailors cursed by the self same that I am?

Ghost 1

Oh no, my dear friend, it seems to be that you are only half one of us. Well, we are no trouble, no danger. We just want to have a good time and share some stories. Please sit down and drink from the tea with us.

Ghost 2

Yeah, sit down and drink from the tea.

Tastrus

Time is short for us.

Gillion

How are we supposed to do that, everything's just water.

Tastrus

We may have to turn down the offer.

Ghost 2

Well, if you don't sit down and drink from the tea, how are you gonna get out of here?

Ghost 1

Well, only we know the way out.

Grizzly

And you just look around at this point. You do see you're in a ship, like a second deck. You have traversed and made your way there, and there doesn't seem to be a hatch or any openings.

JoCat

Really? Even the way we came from, it's like closed now?

Grizzly

No, no, it's still open, but that's like You know, going back.

JoCat

Oh.

Condi

That would be even worse if it was closed.

Grizzly

That would be silly.

JoCat

I was gonna say, oh no.

Gillion

If only I could move and drink from this tea.

Jay

Gillion, you're talking normally. I think you can move.

Gillion

I think I'm just numb. Oh yep, no, I'm good. Cool.

Ghost 1

Come on, just take a load off.

Tastrius

These two be a waste of time.

Ghost 1

No, no, come on, it's good to just sit back and relax and enjoy the present for a while before, you know, it all ends and you become a ghost! Isn't that right, my friend?

Grizzly

And he looks over to you.

JoCat

What do you guys think? I don't know. I don't trust these guys.

Gillion

Don't worry, Captain Tastrius, I'll get you out of here.

Charlie

I grab a cup-

[laughter]

Charlie

Well, first, what do I see as I'm raising it up to my mouth at full speed?

Grizzly

It's just—it's strange because it is a brown liquid that stays contained to the cup even though you're underwater.

Gillion

Weird.

Grizzly

So you still drink it?

Tastrius

I'm the one who's supposed to die, boy, not you.

JoCat

I just like, see you raise the cup.

Gillion

Well, I haven't died yet. It's not my destiny. Here.

Bizly

I give him the other cup.

Gillion

This way we will pave the way forward together.

Jay

Listen, I think we probably have like two or three hours left, probably time to drink a spot of tea. I don't know, how do you feel about drowning Chip?

Ghost 1

It's good for the health. It's green tea.

Chip

There are worse ways to go.

Charlie

It's literally not.

Tastrius

Well, if I'm the one who dies from this, I hope you enjoy lugging my body around for 12 hours before I come to.

Gillion

Do you have anything to toast to? Or to, as we say in the Undersea, to squirt to, Captain Tastrius?

Tastrius

Hmm, ten gold pieces on whoever is able to hold their liquor.

Jay

It's going to be really funny if this is just regular tea.

Gillion

Alright, bet.

Charlie

I clink glasses with him and throw it back.

JoCat

I clink it.

Ghost 2

A tea toast to a good life.

Grizzly

And as you guys are—

Gillion

Wait, what does that mean?

[laughter]

Grizzly

As you guys throw it back, go ahead and both of you can make a con save.

JoCat

Oh boy, I'm not good at that.

Charlie

Wait, he's next to you, right? Does he have plus four?

Grizzly

He does, yes. You have plus four.

Charlie

You got plus four on your con saves.

JoCat

Plus four? That means I have a plus one.

Grizzly

[laughs]

Charlie

Wait...

Condi

Your con is negative three?

Charlie

That is immensely low, brother.

JoCat

Listen, you know, when you're, when you're an undead zombie ghost man, your flesh is kind of decayed a lot, you know, it has a hard time holding together.

Condi

That seems fair. Your livers just aren't processing the poison like they used to.

Gillion

Hey, I'm rocking that negative 2 dex. What would I be?

JoCat

That is an 18 on my con save.

Condi

Not bad.

JoCat

I got a 22.

Grizzly

So you guys throw— you guys swig it back, and as soon as you stop drinking the tea, you notice that as you— it doesn't seem to disappear, the tea itself. You can just drink it forever as it is never-ending. And you set them back down and they both look at each other and they go,

Ghost 2

Oh, they drank the tea! Oh my god, I can't believe they did it! [laughs] This is going to be a great time!

Gillion

We did! Now tell us the way forward now that we've consumed your suspicious beverage.

Ghost 2

Alright, you, you, you, fish man, tell us the most embarrassing thing you've done.

Charlie

Wait, do I have to do that?

Grizzly

No.

[laughter]

Ghost 2

Yeah, go on then. Now that you've drinking the tea, you're not gonna be able to lie about it.

Gillion

Guys, I can't help it. I can't. The tea is compelling me. Guys-

Grizzly

It's not.

Gillion

When I touched the jellyfish, I broke the first rule of the pirate code.

Chip

No!

Gillion

You didn't see because it was underwater. I pissed my pants!

JoCat

It's a placebo tea.

Gillion

Captain Tastrius, what have we done? The tea! It's taking over! Oh gods!

Ghost 2

What about you, old ghost man?

JoCat

Tastrius just looks at you just blank-faced in disbelief at the people that are helping him.

Gillion

Tastrius, you can't resist it. It's okay.

Ghost 2

Now that you've drinking the tea, you're gonna have to tell us With all that life experience you must have picked up one or two guilty pleasures?

Tastrius

I called my first pistol the Slarty Fart Blaster!

[laughter]

Charlie

Gillion gasps.

Grizzly

Both of them go silent for a moment and then they just burst out into this jovial laughter.

Tastrius

I thought it was cool.

Grizzly

And they drift back to both seats—

Gillion

It is.

Ghost 1

Why they told us that without being affected by the tea, I have no idea, but it makes it even funnier.

Tastrius

What?

Gillion

Don't worry, they're just trying to play some tricks on us.

Ghost 1

Listen, listen, we're just two old sailor ghosts from a long time that's passed. If you would, before you go, before we give you the way out, just one more time, one last time for all of us.

Ghost 2

Yeah, one last time for all of us.

Ghost 1

Let's make a sea shanty.

Jay

A sea shanty?

Gillion

A sea shanty?

Ghost 1

Yeah, yeah, one person at a time, add to the lyrics. We're all singing together, except for us.

Jay

Oh god.

Gillion

Wait, guys, what's a sea shanty?

Jay

I've never been good at these.

Chip

Oh, we've never really gone over this. We're not very good at sea shanties.

Gillion

Captain Tastrius, please, what is a sea shanty?

Ghost 1

Surely all pirates are good at sea shanties. If you're not good at sea shanties, you're not a pirate nor a sailor.

Chip

Oh, hey, that's not true.

Ghost 1

Are you even a real pirate?

Chip

Yes. Yeah, I'm a real pirate.

Jay

We're actually captains of our own ship, thank you.

Chip

I'm a captain.

Gillion

We have to do a sea shanty, guys.

Chip

Okay.

Gillion

It's our destiny.

Chip

Um...

Ghost 1

Each ship has created their own sea shanty, that's part of code. Everyone knows about the code.

Chip

Of course no, we have one. We have one that we do. We just don't share with everybody. But you know, we'll do it now because you guys are here and obviously you want to hear it. Um...

Jay

Oh, this is gonna be a mess.

Tastrius

I have heard many a sea shanty in my time, but creating one is another matter.

Ghost 2

It's easy here, I'll start it out for you. Well, well, the boat sails.

Gillion

Chip!

Chip

On the open sea!

Ghost 2

Yeah, that's the spirit!

Jay

Um, well, well, the sea—the boat sails.

Ghost 2

Hey, that's my lyric!

Jay

Hey, we're just repeating. Repetition is the core of music. Thank you.

Gillion

It is? All right. Hey, hey, the boat sails.

Chip

No, Gillion, you have to do the next one.

Gillion

On the open— oh, okay. All right, all right. We've got hey, hey, the boat sails on the open sea.
Hey, hey, the boat sails.

Ghost 1

Don't overthink it, fish man.

Gillion

Follow my destiny.

Ghost 1

Oh, lovely!

Gillion

I feel like the rhyme has actually kind of been broken because there's still one more line. It's just not—

Ghost 2

All right, old man, bring it home.

Gillion

You got this, Captain.

JoCat

Fuck.

[laughter]

Condi

Nobody ever expects a surprise sea shanty.

JoCat

I mean, I'm genuinely thinking, like, trying to find a good lyric.

Gillion

No, hey, it's all right. Listen, we've set you up with a weird ABAB rhyme scheme here, but if you keep it going and we bring in verse two, we might be able to salvage this.

Condi

No, no.

Gillion

Quick, Captain Tastrius, you need to start a second verse to the sea shanty. You've got this.

Tastrius

Far and wide till our ship woods will rot, we travel around with the treasure we've got. Hey, hey, the boat sails so that we one day will be free!

Ghost 2

Free!

Jay

Oh, that was good, that was really good.

Grizzly

Both the British ghosts started laughing and twirling around and a split second, as you guys all kind of shout out the sea shanty together. You blink and the ghosts and the table and the tea, all of it is gone. And where the table once was seems to be an opening or a hole in the deck of the ship that leads, down into— you can see the oceanic floor once again, and then just more walls created by broken ships. It seems to be another passage way forward, only a little bit out of decline.

Gillion

All right, verse three, here we go.

Jay

No, no, we're done with that.

JoCat

You can see a slight smile across Tastrius's face at finishing the sea shanty.

Condi

Hey, hey, ship sails.

Charlie

Got the boat rocking from chip to chip.

Bizly

Chip to chip.

Grizzly

Unless you guys see otherwise, you're heading down the hole. The hole in the hull.

Charlie

I keep singing our song while we're going down.

Grizzly

That's very— that's adorable.

JoCat

You can see Tastrius is enjoying himself, kind of going along, having these young and bright-eyed new sailors.

Gillion

Sails up. Get the wind. Take the wheel and sails up.

Grizzly

So-

Gillion

Feel the boat rock.

Grizzly

You guys press on and every now and then you'll come through more of these chambers or through decks of ships. Sometimes you walk up ladders or stairs to get to other—to make progression. Sometimes you, you continue going down again. It's a very messy maze of just an

environment to travel through. But some points, just like the two ghosts you met in one of the decks of the ship, who you would assume at this point due to your shanties and just general good time have passed. You would see some spectral figures that appear for brief moments as you travel and then dissipate. And then others that are just only like green balls of like wisps, like small will-o'-wisps that—

Charlie

Green balls.

Grizzly

That also appear in the space and then follow for a moment with you, but pose no danger or threat, and then dissipate once again. And then after a time, you come to another— what seems to be a— some sort of obstacle, but a sight to behold. In front of you, you are entering or just at the entrance of what is clearly a ship's treasure room. It is a kind of like 30 by 30 cubic room, and it is just painted in these gold pieces and jewels. However, all of it is covered in heavy mounds of the slow-moving black sludge. The gems and coins don't seem to be touched by time, rust, decay. They're all completely polished and cleaned like they were freshly crafted. And it is from on the left side, the right side, the ceiling, just this black ichor.

Condi

Oh.

Grizzly

And on the other side of this room, as you have to walk over golden coins and emeralds— or not emeralds, but gems and coins. There is also the black sludge that is creeping onto the ground, but there's a clear path. And just on the other side is a doorway just to make it through. But this is the only room you've seen thus far that still has this amount of treasure in it, although covered by this strange substance.

Gillion

You don't think that what we're looking for is in the icky, icky, yucky room, do you?

Chip

It's always in the icky, icky, yucky room.

Tastrius

It is in the room, but look not on the treasure on the wall. I think they may be more tricks.

Jay

Yeah, I'm not getting a good feeling about this.

Gillion

No, me neither. Should we— should I check under the goo?

Jay

No.

Chip

Maybe?

Jay

I don't think we should-I don't know.

Bizly

How does the goo smell?

Jay

I don't want to touch it.

Bizly

Is it smelly goo? Can it smell anything? We're underwater.

Charlie

You're underwater.

JoCat

Hmm.

Gillion

Inhale, I dare you.

Chip

What's the water smell like? I wonder what it smells like. [starts choking]

Grizzly

Wait, what are you doing exactly?

Bizly

Sniffing water, dude. I don't know.

Charlie

He's just inhaling water. He drowns and dies.

Grizzly

Well, if you are going near to the like black sludgy substance, I have to know.

Charlie

I think we're all—I mean, I personally want to go close and check it out so...

JoCat

Yeah, I do as well. I'm not going to touch it.

Charlie

Unfortunately, yeah.

Condi

I'm keeping my distance. Listen, I will not make the mistakes of my forefathers.

Charlie

So far I'm two to two on touching weird goo. I don't really want to drop the streak.

Grizzly

So then all of you, I guess, except Jay, enters the chamber of the treasure room here and Chip and Gillion touch it.

Condi

I'll enter it, but I'm not going to get near the goo.

Bizly

I'm not touching it. No, I'm just getting in here.

Charlie

We're just looking at it. Is it like moving?

Grizzly

Alright, so are you— I just need to know if you're in within five feet of it.

Bizly

Yes.

Charlie

I would be, yes.

Grizzly

Okay. Yeah, I mean, you get really close. You look. What about you, Tastris?

JoCat

Yeah, I get close as well.

Grizzly

Okay. Yeah, all of you-

Gillion

Look at that goo.

Grizzly

All of you get close and you can, pressing your— like, getting your legs close to it, getting your face close to it. You see, not only is it moving, but it starts to kind of collect and bubble up towards you, almost like it is rising up. And you-

Gillion

Guys, is it kind of weird that it does that?

Grizzly

All three of you would feel it swiftly, but not in a very fast, sharp movement, but just fast enough to where it just kind of like [gurrerrggg] around your ankles or up to your face, depending on how close your face got to it.

Charlie

I was definitely leaning face first.

Grizzly

Okay, yeah, it gets right on you.

Jay

Guys, be careful. Oh, god.

JoCat

Yeah.

Gillion

[muffled screaming]

Grizzly

So, Chip, eight doesn't hit your armor class.

Tastrius

Fuck! Vile substance!

Grizzly

Fifteen doesn't hit Tastrius. Does 15 hit Tastrius' AC?

JoCat

15 does not hit Tastrius.

Grizzly

Alright. [giggles]

Charlie

What'd you get? What'd you get?

Grizzly

Twenty-three.

Charlie

This is a fucking comedy show and I live in it. I have the highest AC and everything always hits. Yes, it hits!

Grizzly

I rolled an 18.

Charlie

It gets in my mouth and my eyes and I'm like,

Gillion

Ah!

Grizzly

I rolled an 18.

Gillion

[muffled screaming]

Grizzly

As you guys are able to, as soon as you, like, Chip and Tastrius, when it sludges over to try and wrap around your ankles and crawl up your leg, you immediately jump back into the only path space that is not covered by this black ooze. And you are also stepping on coins. But—

Charlie

Oh my god.

Grizzly

Gillion, you take five points.

Charlie

I'm going to become the fucking Joker, man.

Grizzly

You take five points.

Bizly

I got some vests for you.

Grizzly

You take five points of bludgeoning damage.

Charlie

And DM, and what else?

Grizzly

Seventeen points of acid damage.

Charlie

Holy shit!

Condi

Oh my god!

Tastrius

Back, fish man!

JoCat

And I'll try to get my cutlass to carve out the black sludge from where it's trying to grab him, just like a swing.

Grizzly

Okay. In addition—

Charlie

But wait, there's more!

Grizzly

Okay, okay. At this point, everybody roll initiative.

JoCat

Okay, alright.

Charlie

No, tell me what else happens to my poor fucking body.

Grizzly

I would say you can still roll the hit.

Grizzly

Initiative roll with the sludge.

Grizzly

Uh, Tastrius.

JoCat

Okay, roll the hit. Okay. My initiative is six, by the way.

Grizzly

Okay.

Charlie

Nice.

JoCat

If you wanna mark that down.

Grizzly

Gillion, as you are hit by this sludge as it wraps around your face, throat, and shoulders, you immediately notice as it starts to eat through the plate armor on your chest so.

Charlie

Oh! What?

Grizzly

Take a negative one penalty to your AC.

Charlie

Jay got this! What?

Bizly

Oh, shit!

Charlie

No!

Condi

No, it's okay. That's just the additional iron I mounted onto your—

Charlie

It is, it is. Thank you for that.

Condi

Onto your already plate armor.

Grizzly

Alright, so—

Charlie

I got a 14, by the way.

Condi

I guess I'll just have to do it again later.

Grizzly

Yeah, yeah, I'm writing them down here.

Charlie

Dude, I don't know. I think it might be the armor, not the enchantment. I think my armor is just all funky. I lost my sword.

Condi

I bought you that armor though.

Charlie

I know you did.

Condi

I'm so sad.

Charlie

This sucks. The worst day of my life.

Grizzly

The enchantment would technically still be there, but the armor would be the gone.

Charlie

Yeah, it's the armor that's getting worse, right?

Grizzly

Yeah.

JoCat

By the way, my roll to cut out the sludge ahead of Gillion's face, of course, I'm not trying to—

Grizzly

Yeah, yeah, yeah.

Condi

You slice Gillion's face off.

JoCat

Was a 23.

Grizzly

Twenty-three definitely hits. You're attacking with the Mangothorn?

JoCat

Yes.

Grizzly

Alright, cool. I also added that to your sheet, by the way.

JoCat

So five damage.

Charlie

Please help!

JoCat

Trying to cut off this ooze in front of Gillion.

Grizzly

Yeah, you're able to sever that piece, and it seems to, as your sword hits and slashes through the ooze that is connected to Gillion's face, it just kind of just [swssssh] it gets eviscerated, pretty much just like disintegrates from the touch. That's—yeah, okay, so everybody, we're at the top of initiative here.

Gillion

Guys, I figured it out. We shouldn't touch it.

Jay

You don't say.

Grizzly

First up in initiative-

Charlie

Wait, did I get the highest initiative? It can't be.

Grizzly

You did.

Charlie

This doesn't happen. I have a minus two.

Grizzly

You did.

Charlie

Oh, big day. Gillion's big day.

Bizly

Big day.

Grizzly

Okay, so—

Condi

Big day for Gillion out here.

Grizzly

Gillion, you have an initiative of 14. You are up first. What are you doing as this black sludge, just sludged up to your face.

Charlie

Can I use—

Grizzly

And it is currently on you, yeah.

Charlie

Oh, it's still on me?

Grizzly

Yeah, it's like— Well, not anymore after he cut it off.

Charlie

Oh, okay, cool, cool, cool. I was worried it was still just attached to my face. Could I cast gust of wind underwater and make it sort of like this jet of bubbles, maybe?

Grizzly

Um, sure. Yeah.

Charlie

Cool. I'm gonna swim behind the rest of the group and I'm going to put my hands out and I'm going to say,

Gillion

All right, ride the wave and don't let it touch your face!

Charlie

And I cast gust of wind.

Jay

What?

Charlie

Just to sort of— I want to help blast everyone through the room faster.

JoCat

Oh.

Charlie

So I think you can probably just choose to fail the saving throw.

Condi

Yeah, I guess I'll choose to fail the saving throw.

Charlie

And everyone gets pushed 15 feet away in that direction. And then—[laughs]

Bizly

What?

Charlie

Wait, why do you shake your head? I'm like towards the door, towards the door on the opposite side.

Grizzly

Yeah.

Charlie

That's my action and then as my movement, I'm just going to start swimming up towards that door. And as my bonus action, because I'm feeling particularly kooky, I'm going to cast sanctuary on— let's see, who is closest to any of the black sludge right now do you think would be in the most danger?

Grizzly

Tastrius, Chip. Well, finish your turn. I'll tell you what happens.

Charlie

Cool. Yeah, I blast that gust of wind. Tastrius is built different, so I touch Chip. And I cast Sanctuary on him.

Bizly

Thank you.

Charlie

As my bonus action, so if anyone tries to attack him, they need to make a Wisdom saving throw or lose or redirect the attack. That is it and then I'm going to swim on up.

Grizzly

Okay, so.

Gillion

Also, don't let it touch any of your gear. My chest plate is melting.

Jay

No, I spent so much money on that.

Gillion

I know!

Grizzly

You can't--you'd be swimming behind Jay at the entrance of this chamber, and you would cast this gust of wind to try and push everybody. As long as everybody's willing, I assume they don't have to make the save and they just get pushed 15 feet? Just 15 feet?

Charlie

Just 15 feet, and then I swim up my 30.

Grizzly

Okay, so you push everybody about halfway through the room, and as you do this, you also push a lot of the coins and black sludge that is on the ground and on the right side of the wall where Tastrius and Chip are forward alongside with them as they are also inside of the water and they just kind of move along with it.

Charlie

Good, good, good, good.

Grizzly

With this—

Charlie

Good, cool, fine, that's great, that's great. That's what we love to see.

Grizzly

Chip, because you are still five feet— it doesn't matter. No, it does because you're still within five feet of the black sludge, you'll take one point of acid damage.

Charlie

Does it attack him as an opportunity attack?

Grizzly

Yeah, basically, when he jumped out of the way and you cast this, you pushed the ooze with them, you would push it.

Charlie

Oh, I see. Okay.

Grizzly

With them and close enough to Chip. And bits and parts of the black ooze, as when you cast this gust of wind that creates this torrent of bubbles as well, some of it that's on the ceiling sort of moves as well, just a little bit.

Charlie

This is the worst day ever.

Grizzly

And as it does, immediately, as soon as just a little bit of the ooze on the ceiling moves. It's kind of creating this almost like a spider web of ooze on top. Some of it breaks, and once that part of it breaks, immediately planks of wood just go [shoooo] and fall right in front of your face at the entrance. It doesn't hit you or anything, but you immediately get the sense that if that black sludge moves from the ceiling, there is—

Charlie

There's going to be a cave in.

Grizzly

Tons of ships, yeah, above still.

Charlie

Okay. Well, that's all very bad.

Condi

So maybe we focus our efforts on getting out of here.

Charlie

Thank goodness it's not my turn anymore. Good luck.

Grizzly

Because you guys rolled so low on your initiative.

Condi

Hey, hey, that's us.

Bizly

That's me.

Grizzly

Some of this black ooze that has been pushed in front of both Tastrius and Chip is going to try and move his form towards both of you and wrap around your body.

Bizly

If it's trying to attack Chip, it needs to make a wisdom save.

Grizzly

Okay, 24 for Tastrius.

JoCat

Yeah, that hits.

Grizzly

And a 20, unnatural, for Chip.

Bizly

Yeah, dude.

Condi

You did the Wisdom save?

Grizzly

Yeah.

Charlie

The Wisdom save was a 20?

Grizzly

No, the Wisdom save was— it's actually a two.

Charlie

Oh yeah, that— so that fails my DC, believe it or not.

Grizzly

What is it? What happens?

Charlie

So with sanctuary, it needs to basically just pick a new target.

Bizly

Oh, what?

Charlie

Yeah, so it doesn't, it doesn't go for Chip.

Grizzly

All right.

Charlie

Or lose the attack.

Bizly

Big man.

Charlie

New target or lose the attack.

Condi

Trying to goo me now.

Condi

Does it need to be within the same five feet of him, or does it like move?

Charlie

I mean, yeah, like if it's a 5-foot—if the creature only has a range of five feet, it would be that, yes. But if it's like a long range thing, you could just choose someone else.

Grizzly

Okay, I mean—

Condi

I see.

Grizzly

I would assume that because you pushed them all together, they would all be in a group now. Like Jay, Chip, and Tastrius.

Condi

You know.

Bizly

Probably, yes.

Grizzly

Otherwise, I mean, if you don't think so, otherwise it'll just—

Condi

Yeah.

Charlie

No, they probably would be if I pushed them all together.

Grizzly

Okay, so then I rolled again, 19 to hit Jay, different target.

Condi

Yeah.

Grizzly

Cool? All right.

Condi

Yeah, that hits yeah.

Grizzly

So Tastrius is just three points of bludgeoning damage.

JoCat

Okay. Owie.

Grizzly

And oh, only nine points of acid damage.

JoCat

Only?

Charlie

Only nine!

Condi

Only nine on the guy who has negative three constitution.

Charlie

I'm actually incredibly worried about you.

JoCat

It's fine, if, if I die, I'll just I'll come back later.

Condi

Yeah.

JoCat

You would just be a man down for a bit.

Grizzly

Parts of your— actually, pieces of your skin and armor would corrode away, and there'd be like a new speck around where your neck is of this glowing, that kind of like glowing ghastly or ghostly form. And you would also take a negative one to your AC.

JoCat

All right, you just like see him curse under his breath.

Tastrius

I was hoping that I still I'll be as much in one piece as I can when I'm buried.

Grizzly

Nine points of bludgeoning damage to Jay.

Condi

Ouch.

Charlie

Oh no, this thing hurts big time.

Grizzly

Thirteen points of acid damage, and you take a negative one penalty to your AC.

Condi

Ouch.

Charlie

Oh my god, dude, fuck this.

Grizzly

Alright.

JoCat

I don't know if I should do this or not.

Charlie

If you have something cracked, you should just do it. I believe in you.

JoCat

Because it might kill me and hurt you guys, depending on how this works underwater.

Charlie

Uh oh.

JoCat

Ah, fuck it, it's a one-shot for me. You guys, you guys have to deal with the consequences, I don't.

[laughter]

Charlie

Well, that is the most terrifying thing I've ever heard a guest say.

JoCat

After I am attacked by it, I'm gonna use my reaction to use wrath of the storm-

Condi

What?

JoCat

Where the black sludge that hit me-

Charlie

What the fuck is that?

JoCat

Needs to make a dexterity saving throw, DC 15.

Grizzly

Bruh, he rolled a 5.

Condi

All right, so it takes-

Grizzly

He already has four negatives.

JoCat

It takes 2d8 lightning damage.

Grizzly

All right.

JoCat

Oh wait, I can choose to make a thunder damage instead. Okay, that's safer.

Condi

That's awesome. Thank god.

JoCat

Yeah. Where's my eight side dice?

Charlie

Oh god.

JoCat

Yeah, it says you can use— yeah, lightning or thunder damage of your choice.

Charlie

And there's a lot of black sludge, I don't know.

JoCat

Yeah, so just a high-pitched kind of crackle going throughout the sludge that touched me and it takes four damage. Four thunder damage.

Grizzly

Gotcha. All right. Parts of it kind of just splatter and dissipate as it is hit by the thunder. Holes basically get punctured into the black sludge and...

Tastrius

Back vile substance!

Condi

I'm swimming away to the door.

Charlie

Good turn, good turn.

Grizzly

All right.

Condi

I don't know the physics of this situation, but I've got a bow and an arrow and we're underwater.

Charlie

I think the physics are bad.

Grizzly

It'll be a massive disadvantage.

Charlie

The physics are not good.

Grizzly

It'd be a minus.

Condi

I knock my bow and arrow, not thinking about the physics because I'm Jay Ferin.

Gillion

Here, do you want your gun instead for underwater?

Jay

No, no, you have to use it.

Grizzly

Go ahead and roll a disadvantage. Like, massive disadvantage. I don't even know.

Charlie

If there was anything to ever be at disadvantage, it would be this.

Condi

So that's actually, I got a six plus six-

Grizzly

It hits.

Condi

Twelve.

Grizzly

Wait, you're shooting at the black ooze, right?

Condi

Yeah, I am.

Grizzly

I'll say there's like 3 main blobs right now. One that was that Tastrius just thunder damaged.

Condi

The one that just hurt my armor.

Grizzly

Gotcha.

Condi

And also me.

Grizzly

All right, go ahead.

Condi

But more importantly, my armor.

Charlie

There's like no way this will look cool. Just sadly, meh.

JoCat

It's like that one scene in John Wick where they're underwater and they shoot the gun and the bullet just [voooo]

Grizzly

Yeah, go ahead.

Condi

Oh no, one second. I have—

Bizly

Arrow, go!

Condi

Arrow, go! And it goes very— I actually rolled max damage, 11.

Charlie

Might as well just throw it.

Grizzly

Alright, no, we're good. Yeah, I mean, you pull your bow back and it [pffftttt] shoots straight through one of the— as you rush away from it. You notice that it does begin to follow you as well as the ooze on the ceiling and on the floor. It all is slowly but fast enough to where it's just ten feet behind you as you move your full 30 feet to the door. Following your direction, basically your presence. And you shoot the one, the main glob that hurt you, and it fires right through and

creates this hole in it. But as soon as it lodges itself in, the arrow partway through gets stuck, and then you just watch as the arrow completely dissolves and gets—

Condi

Fuck this.

Grizzly

Eaten away by the black ooze.

Condi

I'm at the door now, right?

Grizzly

You are. And—

Condi

Can I try to open it?

Grizzly

Yes.

Condi

Does it open?

Grizzly

Wait, wait, wait, wait, wait, is opening a door a free action? Or bonus action?

Bizly

It's up to you, DM, on how important this door is, I guess.

Condi

Could be an interaction.

Grizzly

Yeah, yeah, you do it. You do it. It's definitely locked.

Condi

Oh.

Gillion

Alright, Jay, you got us a way through over there?

Condi

I turn around and there's a smile that's like, we're fucked.

[laughter]

Gillion

Oh no.

Grizzly

Alright, next up. Chip, what you doing?

Chip

Don't worry, I'll be there in a second.

Bizly

I want to slowly and casually swim my way over to Jay. Just like, as this goo looks at me and then just darts away, looks at me and darts away, I'm just swimming my way over, having a grand old time. I'm just waving at a little piece of goo, waving back at Gill.

Chip

This is some nice water.

Bizly

And I gently float down next to the door. I want to pick the lock.

Charlie

Nice.

Grizzly

All right, roll. I believe it's sleight of hand or something with thieves tools. You've never picked a lock before, so...

Bizly

I am a rogue who has never picked a lock before.

Charlie

That is fucking wild. We're on episode 54.

Condi

That's true.

Charlie

He's never picked a lock.

JoCat

Fifty sessions and you've never picked a lock?

Bizly

I've never had to, Gillion just jumps through windows.

Grizzly

It might just be dex plus your proficiency.

JoCat

Yeah, that's how tools work.

Grizzly

Yeah, yeah.

Charlie

That's wild. I also don't think we've also ever used tools on this podcast.

Grizzly

So roll, it'll basically be plus three, so it'll be plus six total. Your dex plus your proficiency. So, okay, you have a three in dex and three proficiency. $3+3=6$. Roll a d20.

Bizly

Nine.

Grizzly

You don't pick that lock. You are struggling.

Jay

Oh my god, Gill.

Grizzly

This first attempt for trying to pick the lock, you are struggling being underwater. While the gold—

Chip

The tools keep floating away, Jay!

Grizzly

While the gold and the gems look completely, like, clean, this little doorknob is very rusty.

Charlie

Maybe this thing can't rust gold or something.

Grizzly

Well, there doesn't seem to be black ooze touching around the door or the entrance and the exit way. Just the ceilings, the floor, all the gold on the walls left and right. And you know, just from being at the entranceway, Gillion, once this black ooze moves from the ceiling, everything above it that it's holding up is going to come crashing down. And it is, as they move closer towards the exit, it is moving to try and follow.

Jay

Chip, come on, take this seriously.

Chip

What the—I'm trying! This thing goes in here and then you—can I see that thing on your hair?

Jay

Haven't you picked the lock before?

Bizly

I pull the little pin out of her hair.

Condi

My what?

Bizly

The little thing in your hair.

Condi

My pin?

Bizly

Yes!

Grizzly

Alright, so that's your action.

Condi

I take it back.

Bizly

No, you don't. I take it. Sleight of hand.

Condi

Son of a bitch.

Grizzly

Alright, next up, unless you have a bonus action or movement.

Bizly

Nineteen sleight of hand, I take her pin.

Charlie

What the fuck are you guys doing?

JoCat

They're trying to steal stuff back and forth.

Condi

Son of a bitch, 16.

Grizzly

Alright.

Condi

Have the pin. If you break that, you die.

Grizzly

Next up, Tastrius.

JoCat

Okay, seeing that my companions are trying to make their way through the door, I am...I just turn back.

Tastrius

I'll try to hold them off. Crew of my ship, protect us!

JoCat

And I'm going to cast spirit guardians.

Charlie

Oh, that's fucking sick!

Condi

Oh ho!

JoCat

I pull out my sword, thrust it forward, and several ghostly spectral beings that—

Charlie

Ghostly guys.

JoCat

Yeah, that fit kind of the appearance of my crew, including my helms-person, all surround me in 15 feet, and I can choose my companions to not be affected by this. However, it affects creatures blah blah, an affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a wisdom saving throw, DC—

Charlie

Oh cool, so you can slow down the ooze. That's fucking sick.

JoCat

I can slow down the ooze and they take 3d8 radiant damage.

Charlie

Huge.

JoCat

On a successful save, they take half.

Grizzly

All right, so a wisdom save?

JoCat

Wisdom save, yes.

Grizzly

What is the area range?

JoCat

15 feet from me, so I'm gonna try and stay close to my companions, so 15 feet within us.

Grizzly

One of them rolled 18 minus 2, so it's 16.

JoCat

Mmm, close. Okay, it takes half. Let me see if—oh.

Grizzly

So that's a natural 20.

Charlie

What the fuck, dude? How is this ooze so wise? What does it see?

Grizzly

It isn't wise, it's a negative two!

Charlie

What does it see?

Grizzly

Okay, one of them— okay.

Charlie

Get us out of here!

Grizzly

I rolled a third time. Sixteen minus two, 14. So one of them takes full damage.

JoCat

Okay.

Charlie

Holy shit.

JoCat

Alright, let's see [ba ba ba badada] it takes— what is— oh, usually a weird mark, that means it's the max. So, 16, 18 damage. So half of that would be nine.

Grizzly

Cool, 18.

Charlie

So one takes 18, the other two take 9.

Grizzly

Okay, got it.

JoCat

They're slowed no matter what, it seems.

Grizzly

That's good. That is very good.

Charlie

Massive.

Grizzly

You see, as you see, as the one that is just sort of the main, like, mass of one of this black ooze that is following behind Jay. As soon as you release this and the spiritual guardians come out, that one is just completely almost exploded into bits and pieces from the light radiant damage. While the others—

JoCat

You can see my crew member take out a spiritual cutlass and fwoosh!

Grizzly

Yeah. While the others are blasted into much smaller and to look like a much smaller, weaker form, it sort of just starts to like, float up, or it will start to float up towards the ceiling to try and recollect with more of the ooze to reform a bigger mass. But yeah, they did a lot and they're very slow. You can immediately tell that while they were keeping about ten feet behind at that pace as you guys are moving, when Jay moved her full movement, you watch as one of them can keep ten feet behind. Now it's 20 feet behind. So they're moving much, much slower.

JoCat

Hell yeah.

Grizzly

All right, top of the round. Gillion, you are at the entrance.

Charlie

All right, what's the heaviest piece of treasure in the room that I could wield?

Grizzly

A golden goblet.

Charlie

Okay, I pick up the goblet and I say,

Gillion

Drinks on me!

Charlie

And then I swim over and I am going to—you see as this goblet sort of becomes wreathed in this purple energy as I cast wrathful smite on this goblet and I smack the ceiling ooze with it.

Grizzly

Okay? So the goblet itself—

Gillion

I don't want to ruin your nice gun, Jay.

Grizzly

The goblet itself will just use your normal plus to hit using your strength or dex or whatever Gillion uses, and then it'll just be a 1d4.

Charlie

It's not gonna be much damage though. Check this out. So that's going to be a 20, I don't even have a sword on my sheet, I think it's plus seven, so yeah, I'm fine, 21 to hit. A d4 of damage?

Grizzly

Yep, d4.

Charlie

Bet and it needs to make a wisdom saving throw. It takes four damage.

Grizzly

I rolled a two wisdom saving throw.

Gillion

Fear me, yucky goo!

Charlie

Okay, the goo on the ceiling is now afraid of me, so it can't willingly move closer.

Condi

So it can't move down?

Grizzly

Is this a charmed?

Charlie

This is frightened.

Grizzly

It doesn't seem to affect it. As soon as you start moving forward—

Gillion

It's not scared!

Grizzly

And you hit it and you try to imbue this wrathful smite into it, the energy does seep through it and it does do a lot of damage, or it does enough damage to it.

Charlie

It does five damage to it.

Grizzly

Alright, plus the four, so nine total?

Charlie

No just five is it.

Grizzly

Gotcha. Alright.

Charlie

Just five. But I have a second attack!

Grizzly

Alright, yeah, go ahead. It is still going to move towards you, and as it does, the roof and whatever is above it starts to come down as it makes its movement. But it's moving so slow right now, it doesn't seem to be a danger this round.

Bizly

Yeah, 20 to hit. That is going to be fucking d4 damage, baby. You know what, I'm gonna smite the goo. Surely. So I'm gonna smite this bad boy with a level 2 slot, rolled really bad, six radiant damage, plus one goblet damage.

Grizzly

All right, is it still radiant damage? I'll let you change your smite damage.

Charlie

No, it's always been radiant. It's always radiant. Just radiate. And I'll keep swimming. Unfortunately, I have to change the gust of wind thing as a bonus action, so I can't do that. So I am now blasting everyone into the door.

[laughter]

Grizzly

All right.

Charlie

So I don't know if I can blast us through the door, maybe.

JoCat

Maybe, I don't know, it's been underwater, maybe it's decayed. Who knows?

Charlie

If I push everyone 15 feet together into the door, does the door break?

Grizzly

Which-

Bizly

I'm not resisting.

Charlie

It's either that or everyone's just getting squished against it because I cannot change the direction.

Grizzly

Okay, then as you move forward and you're— this is what it's like. You're moving forward and you're blasting this torrent of wind that is creating a very strong, almost like vortex force on everybody. And it is pushing everyone again 15 feet back and because of that, on Gillion's turn,

everyone gets pushed up against the door and the wall. However, with that, you would still be— because I forgot you're pushing— you would still be pushing black ooze from the ceiling and the floor and anything in your range closer towards everybody as well.

Gillion

I'm trying to pinch off the stream! It won't work! I can't do it!

Chip

It's fine I almost got-

JoCat

Do you think any further oozes are in Guardian range as well?

Grizzly

Yeah, I would say after this round, you all would immediately notice because of this torrent that the ooze will, if you don't get through the door, will probably collect enough to try and wrap— not wrap, but basically contain all of you. It would become a wall in front of you on the door, like a pseudopod.

Charlie

Oh, great.

Grizzly

And the ceiling would collapse. So next up, Jay.

Charlie

Fantastic.

Condi

Okay, I look down at Chip while I'm being blasted into this door.

Jay

God damn it, Chip. If you're not going to take this seriously...

Condi

I take my pin back. I'm going to try to pick the lock myself. I'm going to grab his tools floating in the air. I'm going to try to pick it myself.

Grizzly

Okay, I don't think you're proficient with thieves tools, so it doesn't even matter.

Condi

I am, because I'm an artificer. It's in my proficiencies.

Charlie

Huge.

Condi

Yeah, so it's actually 12 plus six, 18.

Bizly

Did you just show me up the one time I tried to pick a lock?

Condi

I did, I did. Fuck you.

Charlie

Hey, maybe episode 55 you'll finally do it, buddy.

Grizzly

Okay.

Bizly

Episode 100.

Grizzly

As long as nobody—as long as you're able to grab a set of tools and then use them in one turn, I would say it's fine. What did you roll?

Condi

I rolled an 18.

Grizzly

Okay. You shove the tools in there and you rattle it around and you do it.

Condi

I shove Chip to the side.

Grizzly

While you guys are press against the door, you're able to break open and the door just like [whoosh] swings open, especially with the force of the water, and you would be pushed through pretty much immediately.

Chip

Jay, you don't even know how to use those things!

Tastrius

Back! Back you vile stuff!

Grizzly

Yeah, pretty much.

Gillion

Wait, guys, where's everyone going?

Grizzly

So Jay, that ends your turn. You're pushed about ten feet into the next, like, out of this treasure room.

Condi

Is there more goop?

Charlie

Fifteen feet.

Grizzly

I mean, it is being pushed sort of out, but as soon as it touches anything past this treasure room, like, when it is pushed against the door, like the top of the door hinge or whatever, it just immediately, like, singes through as it kind of just eats away at the wood and then presses on into the water. But it's like bits and pieces that are just getting through. It's not like the entire mass that is on the ceiling and whatnot. However, Chip, it is your turn. You as well get pushed ten feet through the door.

Bizly

What's on the other side of the door?

Grizzly

It looks like just a continuation of walking through a ship.

Condi

Okay.

Bizly

I walk through.

Grizzly

Because you guys need to start to swim through towards Jay.

Bizly

Yeah.

JoCat

Yeah, fuck the ooze.

Grizzly

That's it everybody.

Condi

Fuck that ooze.

Gillion

Don't worry, everyone. I'll hold it off.

Grizzly

Alright, do you say anything as you leave Tastrius and Gillion behind?

Bizly

They'll be fine.

Grizzly

In that case, Tastrius, it's your turn. I would assume we get pushed into the doorway.

JoCat

Yeah, push through and I'll just call out,

Tastrius

Ten gold you can't make it through alive, fish man. Please do make it through alive.

Gillion

Oh, I'm ten gold richer then, 'cause it's my destiny. Oh god.

[laughter]

Tastrius

I'll have your pouch when you get through.

JoCat

And I'm gonna follow Chip.

Gillion

I may not have any belongings anymore, but I'll probably be okay.

Grizzly

So, um—

JoCat

Actually, you know what, no, I'm gonna stand, I'm gonna stand close to the door so that some of my spirit guardians have a little bit of a protective bubble for him to come through. Yeah, I'll wait there for him.

Grizzly

Yeah, keep the sludge moving slow. Gotcha. Alright, Gillion, back on your turn. Go ahead and make a dexterity saving throw.

Charlie

Oh, I'm really, really good at those!

Grizzly

The moment you are trying to pass through the doorway here with the gust of wind, as the ooze is trying to follow behind, half of it has moved far enough to where the ceiling is going to just tumble up and fill up the room.

Charlie

Yeah, you guys are going to love this number. I rolled a three, but don't worry because I get to add—no, no, no, hang on. I get to add plus three, so a six. But hang on, guys.

Condi

Yeah?

Charlie

Let's get crazier. If I add six—okay, I'm going to use favored by the gods and I'm going to add 2d4 to this roll. I've got a six. Let's bring the six up to a—

Condi

Fourteen maybe?

Charlie

I rolled a one, so a seven. Don't worry, another one, up to an 11.

Condi

Could be worse.

Charlie

Somewhat salvaged.

JoCat

It's better than average.

Charlie

Right, guys? Eleven's good. We like 11 here. Come on. Come on.

Bizly

I guess?

Charlie

Okay, bye forever.

Grizzly

So, Tastrius, you would see as Gillion tries to swim and push his way through. He's a very talented swimmer, but not quite fast enough to miss the roof that kind of caves in. Bits, small parts of the ooze make it through, but they're moving so slow and they're just so small. Most of it gets kind of like trapped underneath whatever falls. Eventually, as you have noticed what the ooze can do, it'll probably eat through, but it's a slower process. Gillion, however, still takes damage. Both from the—

Charlie

The entire roof falling.

Grizzly

Basically, a lot of ships that are on top of this one coming through as there was no ceiling or walls other than the black ooze that were supporting its weight.

Condi

This is not Gillion's day.

Charlie

It's really not, man. This has been a rough one.

JoCat

I wish I could help, but—

Grizzly

You would take 18 points of bludgeoning damage. As one of your legs, it's kind of like smashed and trapped within the doorway and you have to rip it out at the last second just to make it through.

Charlie

Yeah, I use— on my actual turn, I use my bonus action, what I wanted to do, and I switch the gust of wind around and blow away the remaining black ooze.

Grizzly

Excellent and doing that also puts you— I guess it's kind of like your disadvantage for when the roof collapses. And how your leg gets stuck, but you are able to blast most of the black ooze that is suspended and floating throughout the water into it as it collapses, knowing that now you guys can run far away. You'll probably be able to— or swim far away, sorry. You'll probably be able to keep ahead of it as it moves much slower than you do. And yeah, so that initiative order is over.

Condi

How's Gillion looking right now?

Charlie

Rough.

Condi

Geez.

Charlie

Gillion is looking rough.

Condi

What's up guys, and welcome to the end of the episode where I do the Patreon reads. That's right, I want to thank all the lovely people who support this podcast on our Patreon, such as Riker Zinn, Artemis Loves You, Drippy Tricks, Everett Stoker, Krobens, Zero Codex, Netven, Deathclaw, Scarab5, Sandy007, Ben Mani, William Smith, PrincessVegeta, SoloVepep, Clarence, Cheshire, MisfitWolverine15, BlueBlandBlorp, Elise the Washed Up Bard, Bowling Ball Iron, Xerberus, Mr. Griffin, Alyssa, Dreamstrider, Choccydris, LordTicklefish, Spinyax, Hummingjay, Buttery Toast, Consume Cheddar, Raytheon, Creepy Reaper, King of Ranch, Serene is Actually a Skeleton, Material Seaweed, Gillion's Biggest Fan, Resha Snivy, Cornier Comet, JumpiestVenus34, Your Gal Pal Valerie V, Edgy Moss, Rekku Kurotu, Salutation, JRWI Enjoyer, and Jay Newell. Thank you guys so much for supporting this podcast and letting us do

what we do. It means so much more than you could possibly know. I really hope you guys enjoyed this episode, and I will see you next week.