

## The Adventure Zone: Steeplechase – Episode 1

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**Krystal:** Hey friends, it's Krystal with a K, with another Steepy Watch. Okay, so let's talk about Prize Pantry and Ustaben, which lets you unleash your inner Saturday morning maniac as you rifle through boxes of cereal until you find the incredible prize inside.

But please, do not eat the cereal. We know it's early to say that, but we really can't emphasize how important it is that you do not eat the cereal. The faux flakes may look like the real thing, but they are chemically indigestible to a degree that really is... irresponsible. [chuckles] So, don't eat the flakes!

[vlog transition whoosh sound effect]

**Krystal:** It's a really big day, the 150 years of Dreaming festivities are finally adding a little dream dust to Prize Pantry, one of our favorite spots that doesn't get the love it deserves. Beginning next week, customers at Prize Pantry may find more than a t-shirt or slap bracelet in their inedible breakfast, because Dentonic Creationeers have created a one-of-a-kind enamel pin with the famous Dentonic logo and a gold-embossed 150.

It's so cute! And get this, gang. They only made one. Some people are estimating this could be worth as much as 10 suites! Alright, that's all for this week's watch, Steepies. And remember, like Dentonic always says, never know when to stop dreaming.

[intro theme music plays]

**Justin:** Alright.

[pause]

**Justin:** Sorry, I'm tryin' to make my mouth start talking.

**Griffin:** Yeah.

**Travis:** Yeah, uh-huh.

**Clint:** [laughs]

**Griffin:** The hardest part.

**Justin:** Nothing is coming out.

[pause]

**Travis:** Do you want us to start?

**Justin:** Hi everybody, welcome to— Either welcome to or welcome back, depending on where you're at, to uh *The Adventure Zone: Steeplechase*. We're so happy to have you back, thanks for deciding to take a spin on this.

**Griffin:** Can I do what you usually do to me?

**Justin:** Please.

**Griffin:** And be like [singing dramatically] "The yarn-spinner takes the loom in his hands and weaves a magical tale. Take the wizard by his hands as he flies you around on his rug made of wings and a angel's hair".

**Travis:** Now Griffin, that was beautiful and I loved it.

**Griffin:** Thanks.

**Travis:** But I do just wanna jump back real quick to Justin thanking people to listening to our show by using a phrase "taking a spin on this". [wheezes] Which—

**Griffin:** "Spin on this".

**Travis:** Also sounds like a word— like a weird way to ask somebody if they want to engage in coitus. [chuckles] With you.

**Justin:** So—

**Travis:** "Hey baby, wanna take a spin on this?"

**Clint:** [chuckles]

**Justin:** How much of this do you feel like is going to be dragging me and how much of this is gonna be like actual adventure?

**Griffin:** I think—

**Travis:** 50/50.

**Griffin:** For the first episode, 50/50.

**Griffin:** About 50/50, yeah.

**Justin:** I've been so nervous. I've been trying to will myself to start, but I think I should just start.

**Griffin:** Yeah.

**Justin:** I think that's the only thing I'm going to be able to do.

**Griffin:** Okay.

**Justin:** Is just. Just start.

**Clint:** I believe in you, son.

**Travis:** Who was that?

**Justin:** That's our dad.

**Travis:** Oh, has he been on the show before?

**Justin:** Why are you being a goofball right now? I don't want any kind of goofing around, please.

**Griffin:** [chuckles]

**Travis:** Oh, this is one of the serious ones?

**Justin:** This is a serious one, okay.

**Travis:** You gotta say that up front.

**Justin:** Here we go! Alright. Here... I go.

**Griffin:** [chuckles]

**Clint:** [wheezes]

**Justin:** Okay, so. You remember last time, a woman had just fallen from the sky.

**Travis:** Okay, Beef leans over to Emerich. Or says to Emerich...

**Lindon:** Um, do you think that this is more of like a Lindon scenario, or like a Beef scenario?

**Woman:** [in a British accent] Alright! Alright, one sec.

**Justin:** And you see the woman reach behind her and she, with a single slash of one of those blades, cuts her wire down and the wire just goes catapulting. It was under a lot of tension. The wire just goes catapulting back up into the... the sky, and she sort of like gracefully lets herself go, and lands on the ground.

**Woman:** Right. Who do we have? Who are you? Names, please. [snaps her fingers]

**Emerich:** Um, I am Emerich Dreadway? Um...

**Woman:** Right.

**Emerich:** Ye— Yes.

**Woman:** You?

**Emerich:** Emerich, mm-hmm.

**Lindon (as Beef):** [in a gruff voice] Well my name's Beef Punchly. You know, the Mountain of Meat.

**Woman:** Oh my god, Beef Punchly?!

**Lindon (as Beef):** Yeah, the Slammin' Slab.

**Woman:** Oh my god! I was such a big fan of you in your prime.

**Lindon (as Beef):** Okay, um—

**Woman:** You?

**Griffin:** I was inside. I couldn't be bothered to— I was in the middle of a sales pitch. But for the—

**Justin:** Oh, so you're not there.

**Griffin:** But for the interest of introductions, I will poke my head outside and see what my two cohorts are doing, and then walk over.

**Woman:** Alright, who are you, late arrival?

**Montrose:** And who are you?

**Woman:** No wait, who are you? I have all these knives. Who are you?

**Lindon:** Uh, Montrose—

**Montrose:** Do those—

**Lindon:** She fell from the sky and she was on a big cord, and then she cut the cord, the cord flew away, but I don't think she's from around here, just to fill you in.

**Woman:** Oh, Beef Punchly's got a bit of smarts in addition to his muscle. What's your handle?

**Montrose:** My name is Montrose Pretty and uh... it is a pleasure to make your acquaintance.

**Woman:** Right, Montrose, Beef, Emerich. [sighs] This is awkward but I don't have a lot of time, so I'm just going to lay it out to you quick right. What kind of guys are you? What sort of men?

**Lindon (as Beef):** Well, I'm— I'm a big guy.

**Woman:** Yeah.

**Lindon (as Beef):** Aren't I.

**Woman:** Right.

**Lindon (as Beef):** Yeah, a big guy.

**Woman:** I should've been more specific, right. Like—

**Montrose:** I'm sort of middleweight, I guess you could say.

**Woman:** Small—

**Montrose:** Not too big, not too small.

**Woman:** The peepers work fine, I can see you alright. Are you the sort of men who would like to make a little extra coin? Maybe even a suite. Reeeeeal cheap and squeaky.

**Lindon (as Beef):** Listen, I'm flattered. Uh, but um... I'm uh not really interested in uh... entanglements at the moment.

**Woman:** Fun. What about you? Any of yah. I just need warm bodies at this point and you're the closest ones.

**Emerich:** Um... I would be interested. We are currently in need of... funding.

**Woman:** Right...

**Emerich:** I think is a nice way of putting it.

**Woman:** Okay.

**Montrose:** We are seeking angel investors.

**Woman:** Good.

**Montrose:** For a exciting opportunity.

**Woman:** Well boys, how would you like to be your own angels, eh? What about you, Beef?

**Lindon (as Beef):** I'm— I'm not looking for a date, if that's what you're looking for.

**Woman:** Oh, good! Yeah, me neither. I need you to help me with a little bit of nasty business. And if it all goes smooooth, right? You're gonna be walking away with a little bit of coin. How's that sound?

**Lindon (as Beef):** It still kind of seems like a d— like you're looking for a hook-up?

**Montrose:** Perhaps this is not the sort of conversation that should take place outside, when you have just smashed through the sky.

**Gravel:** Right, but I don't have another time to have it. My name's Gravel. I'm about to rob the Prize Pantry. And you three are gonna help me.

**Lindon (as Beef):** Oh... It's a robbery. Oh, okay. Yeah, brother. Let's do it.

**Gravel:** Really? You're— Beef! You flipped reeeeeal quick. Alright, you're in!

**Lindon (as Beef):** I thought you were— I thought you were looking to engage in sexual congress with one of us. But if—

**Gravel:** Don't flatter yourself. Emerich? What do you think?

**Emerich:** Um, that would be conducive. That would be very, very conducive to our goals.

**Gravel:** Montrose, I need one more. Come on.

**Emerich:** I think we just have to— I think we—

**Gravel:** I have expressed, I'm in a real rush. Montrose.

**Montrose:** It's just people—

**Gravel:** Let's just have a yes and—

**Montrose:** People are watching this conversation take place. You have just smashed through the sky, like some sort of uh—

**Justin:** There was nobody around.

**Griffin:** Oh there wasn't?

**Justin:** Uh-uh.

**Griffin:** Well then that's fine.

**Justin:** You didn't ask. Trust me, there's nobody around.

**Griffin:** Okay, is there anyone— I wanna survey the area. Is there anyone around?

**Justin:** You're gonna use a— No, you don't have to roll for that, just look around.

**Griffin:** Yeah, it's not a daring action. I look around. [pause] There's no-one, okay.

**Justin:** [chuckles] No-one in the area. Normally there would be.

**Griffin:** Yeah.

**Clint:** [chuckles]

**Justin:** Normally there would be quite a crowd here, but you've remembered that today is the day of the big unveiling. Today is the day that they're going to be unveiling this pin for everybody to see. It's gonna be on display for a little while, until they slip it into one of the Prize Pantry boxes and leave it for someone to discover.

**Lindon:** Um, sorry, Gravel. If I could drop Beef just for a second. Um—



**Gravel:** Oh my gooooood. You sound completely different.

**Lindon:** Yes. I'm— I'm really Lindon. Don't worry about it. So—

**Gravel:** This is throwing me. Okay Beef, go ahead, sorry. Really, really on a time crunch, but whatever it is, super quick. Let's step inside your arcade real quick, just in case. Let's— just in caseys.

**Lindon:** Okay. Um, so, listen. As we've established, we are not above this. We are interested.

**Gravel:** Fantastic.

**Lindon:** And we do need money. But, but, but... We've kind of got a pretty good established thing going here in Ustaben, and I am... From experience, I've learned not to shit where I eat? That's—

**Gravel:** That's so smart. I love that. Thank you.

**Lindon:** If we're on a time crunch, it'd probably help if you didn't interrupt.

**Clint:** [wheezes]

**Griffin:** [chuckles]

**Lindon:** Okay.

**Gravel:** You're not wrong. Go ahead, Beef.

**Lindon:** So, um—

**Gravel:** Brains and brawn, I love it.

**Lindon:** If you would like us to engage with you.

**Gravel:** Well.

**Lindon:** On this job.

**Gravel:** Uh-huh.

**Lindon:** We're gonna need some certain assurances. We'd need to know— Because at this point, we don't know you.

**Gravel:** Oo!

**Lindon:** So we could probably gain some coin just by turning you in to the authorities?

**Montrose:** Now now now, let's not—

**Justin:** Okay, so—

**Montrose:** Let's not be hasty.

**Justin:** Travis, when you say that. Faster than you can even think, Gravel's at your throat with a knife.

**Lindon:** I understand the point you're trying to make right now.

**Gravel:** Is that a joke?

**Lindon:** Oh, I see.

**Clint:** [chuckles]

**Lindon:** Yes, because of the knife. But it's also kind of defeating the purpose of getting us to trust you and side with you if your response to being questioned is to immediately go for my throat.

**Gravel:** Right, so here's what I'm trying to establish with my outburst there, and I am sorry about it. I fly off the handle a little bit. I want you to know that I'm proper bad. Reeveeeal nasty, right? And I know what I'm doin'. And I can get you through this, if you trust me. And you should, because you saw what I just did there. I got lots of other ones, right? I need you to trust me and just be a— just help out. A little helping hand. No-one will even— You know what? If you do a proper job, no-one will even know you're there. Right? So, you really can't lose. I really could use the help. And I want this, I want this.

The problem is, I just got separated from some other real nasty types, right? And I think that they're still gonna try to steal the pin? And I really, really want the pin. I really want it. So, I'm willing to offer you each one suite if you just help me out with a plan that is already so creamy you wouldn't believe it. What do you think?

**Lindon:** Is that one suite each?

**Gravel:** Fuckin' hell, yes. One suite each. I don't know how you like working for Denton, but if he's running you a little bit ragged, like he did for me, maybe you don't see a lot of other options for getting a suite of your own. So, think on it.

**Griffin:** I look knowingly at the other two and kinda chuckle, and say...

**Montrose:** Oh, we have our ways of uh... getting our pleasures of the— This— I'm sorry, can I start over? We...

**Clint:** [snorts]

**Montrose:** We do not rely on the gifts of the Dentonic Corporation. We have our own ways of blowin' off steam. I believe you have established your bona fides simply with the number of knives that you are carrying with you. I must express some concern that having competition in a score of this magnitude is harmful to our health, and so I'm afraid I must counter with an offer of two suites each for all of us.

**Gravel:** Not in a million years.

**Montrose:** I believe if you look at the risk being posed—

**Gravel:** Not in a mil— It doesn't leave enough for me. Sorry.

**Montrose:** I—

**Justin:** Now, Griffin. If you would like... you may attempt to Sway, to convince her— I don't wanna use the language of the mechanics, right?

**Griffin:** Yeah yeah.

**Justin:** If you wanna make a press for this.

**Griffin:** Yeah.

**Justin:** You can absolutely make a press for it.

**Griffin:** That is what I'm trying to do. I'm trying to establish this is dangerous.

**Justin:** 'Kay.

**Griffin:** And so we need more payment.

**Justin:** Okay.

**Griffin:** So, shall we talk about Position and Effect?

**Justin:** Right, so Position and Effect are the two different sort of big things you need to think about before you take what's called an "action roll", and an action roll can sort of encompass almost everything that you will do, right? So you will have a certain skill that you're using in this action roll. There's a Position, that indicates sort of the level of... danger that you are in while you are trying to do this, right? So there is a controlled, there's risky, there's desperate. And bad rolls in desperate situations are real bad.

**Griffin:** Yeah.

**Justin:** Good rolls in desperate situation are real good. You'll rarely be in a controlled situation because by definition, if you're having to roll on it, there's probably some risk of failure.

**Griffin:** Right.

**Justin:** So the default is risky. As far as "effect", that's how much damage you're doing. I saw a good video that said to imagine it like a treasure chest, right? If you're trying to wreck a small treasure chest, a tiny one, you're probably gonna have a great effect and destroy it. If you're trying to wreck a medium-sized treasure chest, then you're probably going to have like about the effect you'd expect, a regular effect. And then you could have great effect. Or sorry, a limited effect, or no

effect, if it's massive and made of iron and you're not gonna get anywhere with it.

**Griffin:** Right.

**Justin:** So that's kind of effect that you're shooting for. What does this feel like to you?

**Griffin:** Uh, it feels risky, I think. Considering that she seems like an established criminal and I am asking for a 100% increase in our payment.

**Justin:** Sure.

**Griffin:** Uh, and effect I would say maybe standard? I don't know.

**Justin:** Yeah, I think that that's— that is fair. So let's put— let's just call it risky standard.

**Griffin:** Risky standard. And I'm rolling. Okay.

[sounds of dice rolling]

**Griffin:** So I have rolled 2d6, because I have—

**Justin:** Why 2d6?

**Griffin:** I have two in Sway.

**Justin:** Okay, great.

**Griffin:** So I roll two six-sided dice, and I have gotten a five and a four.

**Justin:** Okay. So we take the highest one, and that's a five, and that's gonna be a mixed success.

**Griffin:** Yes.

**Justin:** So.

**Gravel:** Alright. [sighs lightly] Okay. Here's what we're gonna do. I'm gonna offer the three of your four suites. One for each of you, and then

one to invest in your... business ventures. It's really the best I can do. Please, I've already outlaid lots of suites just getting to this point, and I really need this score and we are running out of time. Please, boys, please. Four suites. Four suites and everything changes. Four suites... and you're off.

**Montrose:** It sounds reasonable to me.

**Griffin:** And I hold out a hand for a handshake.

**Gravel:** Emerich?

**Emerich:** I um... [clears throat] I think it's a wonderful idea. I'd like to know a little bit more about the plan, but I'm— I trust my comrades here and um... sorta you.

**Gravel:** Beef?

**Lindon (as Beef):** Beef is in.

**Gravel:** [excitedly] Oh ho ho, right! I'll explain on the way.

**Justin:** Now normally, we wouldn't talk about a plan, but I think for this first engagement it probably behooves to talk through— Just to give you an example, I wanna talk through what Gravel was gonna do. And this is what Gravel explains on the way over. Does that make sense to you all? Just so we have like a vague— I normally wouldn't want to steer in this way, but I— I feel like in the interest of efficiency, it makes sense to talk through what she was gonna do. Does that make sense?

**Griffin:** Absolutely.

**Travis:** Yeah.

**Griffin:** Yeah.

**Justin:** Okay. So, let me, real quick, share... a little bit about the Prize Pantry. So you should see now two sheets in there, in your handouts. One is a reference, just to give you an idea of what Prize Pantry is, and while you're lookin' at that, I'll talk about it.

So Prize Pantry is a shop in Ustaben, which as you know, Ustaben is a— one of the layers in Steeplechase, which is a huge sort of resort amusement park with immersive layers that are stacked on top of each other, that give the rich an amazing, immersive experience they couldn't get in the outside world. It's the biggest theme park on the planet by exponential factors, and Ustaben is a place that's all about nostalgic feelings. It's about making you feel like you did when you were younger, be it a real experience that you had or maybe one you always wanted to have.

Prize Pantry is a shop that lets you purchase boxes of cereal that have toys inside, just the way they used to. But you don't eat the cereal, but you do keep the prize. Once you're done with the cereal, you dump the cereal into the cereal collection tube, it gets hoovered up in through the pipes of the Prize Pantry and gets reloaded into a new box with a new toy. This map that I'm showing you, there are four areas that you know of, after talking.

**Travis:** Mm-hmm.

**Justin:** Both from your experience. It's next door to the arcade. I'm assuming— Have y'all been there, would you say?

**Travis:** To the Prize Pantry?

**Griffin:** Abs— I mean, absolutely.

**Justin:** Yeah. Okay. What about you, Emerich? You been to the Prize Pantry?

**Clint:** I would assume that there's some kind of hard light constructs used in just about every phase of Steeplechase.

**Justin:** Okay. So maybe you have done some—

**Clint:** So I would think that there's like an attendant or, you know, something there that is— that he's familiar with, hard light-wise, so yes.

**Justin:** Okay.

**Griffin:** Yes.

**Justin:** Great.

**Travis:** Beef's not really a big cereal guy, or— And he's done— he knows— He cares about real prizes, from winning competitions.

**Justin:** Okay.

**Clint:** Like prize fights.

**Travis:** Well he's not a fighter, he's an arm-wrestler, but yes.

**Justin:** So, the Prize Pantry, the areas that you know about from having been there, there's a show floor where the boxes of cereal are. There is a cereal café, where if your hunger for cereal has been awakened by opening fake cereal, you can go buy some real cereal and eat up. There is also an administration area at the top, a couple floors, and then there is the entry way.

The reveal is sort of in the middle of the show floor. There's a— You've seen it, probably in the lead up, a large podium covered by some sort of velvet drape, and waiting on the big reveal. That's on the show floor. And this is what Gravel's plan that she had worked out was— was this. This is what they had been building towards.

Slipper, one of her guys, was gonna infiltrate the back office— the back, where the cereal is stored, to disable the alarms that are connected to the podium. Then Matchstick, one of her other guys, was supposed to sneak in underneath the sort of like faux stage that they've set up, that the podium's on top of. Was gonna sneak in there and using tools, cut out the pin from the bottom while it was still covered. And then Trashbag, the third guy on her team, was gonna make a big distraction so everybody could get out. That was the plan that they had worked out. Is that clear enough?

**Griffin:** Question, can we switch characters and be those three?

**Travis:** Yeah.

**Clint:** [laughs]



**Griffin:** 'Cause those were cool names.

**Travis:** I don't wanna be Trashbag, but other than that, that—

**Griffin:** I'll be Tr— I'll be Trashbag, if you.

**Travis:** Oh.

**Clint:** I like Trashbag too!

**Travis:** I'll take Matchstick, frankly.

**Justin:** Okay, well then... when we are working towards a score, which is the language that we would use for this, we would need to do— I think the next thing we would do would be to decide on an approach. So, there are six different approaches that you can take, 'kay? There's Assault, which is just go, you know, assault. You're gonna do violence. Deception—

**Travis:** There's a-pepper.

**Justin:** Deception, which is lure, to trick or manipulate. Stealth is to trespass unseen. Occult is engaging in a supernatural power, Social is negotiating, bargaining, or persuading. Transport is carrying cargo or people through danger. Now what these approaches— what it indicates to you—

**Travis:** Uh hold on, I just— For the record, Dad stifled it, but when I said "a-pepper" after Justin said "assault", Dad laughed quietly. And I just want that on the record.

**Clint:** [laughs]

**Griffin:** You'll get credit for that.

**Justin:** Okay.

**Travis:** 'Cause—

**Griffin:** You'll get credit for that after we get through this.

**Travis:** Dad held the laugh in, but I just want it noted.

**Clint:** Let me try it again. [laughs deliberately]

**Travis:** That's good. We'll fix that in post.

**Clint:** Is that okay?

**Travis:** Yeah.

**Justin:** So what these approaches are actually telling you is what you don't have. Does that make sense?

**Griffin:** Yeah.

**Justin:** So for Assault, what you don't have is the point of attack, where the attack is gonna come. That's a detail you need. For Stealth, the detail you need is the point of infiltration. For Transport, the detail you need is the route and the means. So you're looking for a detail. Based on what I've described to you so far, which of these do you think applies?

**Travis:** What would we need if we went with Deception?

**Justin:** If you went with Deception, you need the method of the deception, how you're going to fool people. Now she did have— they did have an outfit, a like uniform Slipper was gonna use to get in the back. Slipper has the uniform, she does not have the uniform.

**Travis:** Yeah, I think we're all probably maybe a little too recognizable in Ustaben anyways.

**Justin:** Right, yes.

**Travis:** So I don't think Stealth—

**Griffin:** I mean, taking on disguises and hiding is sort of my main power.

**Travis:** Yeah yeah yeah yeah.

**Griffin:** So, I'm not willing to count that strategy out, out of hand.

**Justin:** Yes, but this is the world in— this is the layer in Steeplechase where you would be the most known, so you may have to get a little creative.

**Travis:** 'Cause it sounds like what she described was a Stealth approach?

**Justin:** I think that that's probably the closest, yes.

**Travis:** But I don't—

**Justin:** And you do still have the point of infiltration. What you don't have is a way to shut down the alarms in the rear. Which is in sort of— You can imagine that, a huge cavernous stock room. It's not part of the show, which— so it's like not themed, it's not all—

**Travis:** Yeah.

**Justin:** Colorful and fantastic. But now you know the things that— I have told you now the things that Gravel knew. That's the intel she had. What we've sorta done is bypass the Gather Information stage, okay? You have a plan, that's what she was gonna do.

Her role was going to be more of an overseer, sort of a coordinator. There— You're going to be linked via communications, you've got an earpiece that lets you all talk. I know everyone always loves that, being able to be in contact, but in this small scale, I think these earpieces will work just fine. So what are we thinking? Which of those approaches are feeling right?

**Griffin:** Do— Can I—

**Travis:** Um...

**Griffin:** Can I— I don't know if this is a conversation that needs to happen in game, but uh what the escape plan was, once uh—

**Justin:** The escape plan was for— I mentioned Trashbag was gonna cause a distraction on the show floor, something that distracted everybody, and let the other two, and hopefully Trashbag, to escape unseen. That was it, literally walk out.

**Griffin:** Literally walk out, okay.

**Travis:** I will say, I feel— Beef feels pretty good about the idea of like causing a distraction. Big guy like that, pretty easy to—

**Justin:** So—

**Travis:** You know, trip.

**Justin:** Yeah.

**Travis:** Right?

**Justin:** Okay.

**Travis:** Or do something.

**Justin:** I will warn you before we go too far down this path, we need to take this in order, 'cause we don't wanna start planning. We're not planning. When you— The rule in *Blades in the Dark* is when you start planning, you're already done. Does that make sense?

**Travis:** Mm.

**Griffin:** Yip.

**Justin:** So you're not— We're not gonna talk about a plan, that is something we'll uncover as we're doing it. Right now, all we're going to figure out is the approach.

**Griffin:** Can I suggest Deception?

**Justin:** Okay.

**Griffin:** "Lure, trick or manipulate", and the detail is the method of our deception. We know that a cr— a heist is going to take place here, and we know the exact details of how that heist is going to take place. Which seems like a tremendous advantage that we can use to actually score this stuff ourselves, while potentially pinning it on someone else. I think Deception is our strongest play, and then what we do—

**Justin:** What is the method of Deception? What would you— How are you deceiving people?

**Griffin:** Mmm... Well, I— we have two options. We can either try and deceive the administrative staff here are the Prize Pantry by telling them that this heist is going to take place and we're here to help stop it. That may be a tough sales pitch. The other method is that we deceive the other thieves, who it may be easier to steal the score from.

**Justin:** [intrigued] Mmm!

**Griffin:** Rather than from the place itself.

**Travis:** Mmm. What job was Gravel gonna do?

**Justin:** Gravel was overseeing.

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

**Justin:** Which is gonna continue to be the role that she will fill.

**Travis:** Helpful.

**Justin:** From above.

**Clint:** So we have the advantage of knowing what they were going to do.

**Justin:** Correct.

**Clint:** Right?

**Justin:** Yup.

**Clint:** And they have a disadvantage.

**Justin:** Yeah.

**Clint:** In the fact that Gravel is not with them.

**Justin:** What you need to figure out— No. Yes. Yes, that's true. That's true, you do have that over them. What you need to figure out, all you

need to figure out right now, is— the— It seems like Deception because the method of deception is what— Unless you wanna use Stealth to get into the back, that is the gap in your plan right now. That's what you need to figure out. Are you gonna—

**Clint:** I think distraction because you've got disguise, we've got uh— Yeah, I say Deception.

**Justin:** Deception.

**Clint:** 'Cause we can distract.

**Justin:** Okay. So.

**Clint:** Disguise.

**Justin:** Here is my question. Which of you is going to be the one who is tasked with shutting down the alarm?

**Clint:** Emerich. That just— I mean, he's the technically-oriented one.

**Justin:** Okay. Sounds good.

**Travis:** So wait, just before we start, 'cause we said... Are we deceiving the other crew? Or are we deceiving the staff of the building?

**Justin:** I think that you should decide that.

**Travis:** Yeah.

**Griffin:** I think we deceive—

**Justin:** Are you going to let things play out?

**Griffin:** Yeah.

**Justin:** Or are you going to let them— Because I think those are two different roles.

**Travis:** Yeah.

**Justin:** Let me make this argument. That if you're gonna steal it from there, it's Stealth.

**Travis:** Yeah.

**Justin:** If you're gonna steal it from them, it's Deception.

**Travis:** I think it's—

**Justin:** Or Assault, depending on if you wanna get like so rowdy on 'em.

**Griffin:** Super rowdy.

**Travis:** Yeah, I think it's—

**Griffin:** Yeah, that's—

**Travis:** I think it's trying to steal it from them. Especially since our gang's reputation, our thing is subtlety. Right?

**Griffin:** Yeah.

**Travis:** So it seems to me there is way more room for blaming it on the other crew.

**Griffin:** Yeah.

**Travis:** If we go with Deception.

**Justin:** Interesting.

**Griffin:** I think that's a good— Let them do the hard work.

**Justin:** Okay.

**Griffin:** And then we'll swipe it from them.

**Travis:** What are they gonna do?

**Justin:** Is it—

**Travis:** They can't go to the authorities and be like "I was robbed while I was robbing someone".

**Justin:** Is the plan— Is Emerich going to do something with the alarm? I'm just trying to figure out the first beat that's gonna happen.

**Travis:** Yeah.

**Clint:** Um... Well, I don't think Emerich— Yes, Emerich will do something with the alarm. But if we're waiting for... Slipper to go in first and disable it, we'll just play it by ear, right? Figure it out as we go.

**Travis:** Yes.

**Griffin:** It doesn't seem like we need to do anything to infiltrate this place.

**Justin:** You're in.

**Griffin:** We're in. It's a question of how do we intercept the prize before they get away with it.

**Justin:** Right, that's it.

**Clint:** Now, we have every right to be there. We're employees, right?

**Travis:** Yeah.

**Clint:** We can—

**Justin:** You can be there, for sure.

**Clint:** We don't have to...

**Justin:** For sure.

**Clint:** Go in in disguise.

**Justin:** No. Are you going to... steal it from these guys?

**Clint:** Yes.



**Justin:** Let them steal it and then steal it from them? Or are you going to try to steal it before they steal it?

**Travis:** I'm going to tr— I vote steal it from them.

**Griffin:** Same. Dad?

**Clint:** Same.

**Griffin:** Okay.

**Justin:** Okay. So, are you going to deceive them into giving it to you? Are you going to steal it from them by force? Are you going to secretly steal it from them? Which of those sort of like approaches are you thinking?

**Travis:** I'm going to—

**Justin:** Because can I— can I make one other— just one other point.

**Griffin:** Yup.

**Justin:** One other thing that Gravel would probably bring up as you're talking through this. If they can steal it... and Gravel can say "Oh thank god" ... She may not— she doesn't need you. [chuckles]

**Griffin:** Yeah, fair.

**Travis:** Well.

**Justin:** I'm not trying to undercut you, I'm telling you what Gravel would be telling you, is like... if we don't get it first, I'm just gonna go with them. I mean... Does that make sense? 'Cause she probably had a better deal with her crew.

**Griffin:** Okay, well then let's do this. We're over-thinking this. Let's do Stealth. Let's steal it before they steal it. I think that would be more fun. I think it would give us more opportunities to like flex our different skill sets, and I think it would be a better...

**Justin:** If you act fast, they're gonna be uncoordinated.

**Griffin:** Yeah.

**Justin:** `Cause the don't have— they don't have Gravel. If you act fast, you could get it before they do, I bet.

**Griffin:** Yeah.

**Justin:** Maybe.

**Griffin:** Okay. I think that's—

**Justin:** Travis, you okay with that?

**Griffin:** Okay.

**Clint:** Yeah.

**Justin:** Are you feeling r— Okay.

**Griffin:** Why don't we back waaaaay up and discuss that a little.

**Justin:** Well, some of that though— I mean, don't back up too much.

**Travis:** Yeah.

**Griffin:** Okay.

**Justin:** `Cause I do want to explain about, you know, Gravel's allegiances.

**Griffin:** Yeah.

**Travis:** I think— Okay, first things first. I think we need to play it by ear a little bit, `cause I'll tell yah the piece of information we can't possibly have. How far along are they? How close are they?

**Griffin:** Yeah.

**Travis:** This other crew, right? So like I don't think we have— I think we need to get in the room first. Somebody needs to get eyes on this displayed thing.

**Griffin:** Okay.

**Travis:** And then we can play from there.

**Justin:** Okay.

**Travis:** And I think Beef is going in for that, right? Beef, as the biggest and the physical force, if something goes down for that, he's ready to like "Well".

**Griffin:** Okay.

**Travis:** "Assault is the back-up plan", [chuckles] you know?

**Griffin:** Sure.

**Justin:** Okay, so we're gonna do an Engagement roll, and that is going to determine sort of where we start in this. So you get 1d for sheer luck, okay? A "d" in this case is a die.

**Travis:** Oh!

**Justin:** You get one die for [chuckles] sheer luck. You get uh— Is the plan overly complex or contingent on many factors?

**Travis:** Nope!

**Justin:** No? No, I guess not. Is it particularly bold or daring? I mean I guess it would be, yeah. 'Cause you guys have never done this before, so I think it's pretty fuckin' bold. So 2d. Can any of your friends or contacts provide aid or insight for this operation?

**Travis:** Ooo.

**Justin:** I don't think there— you would have any time to do that, so I don't think that one would apply here. And then... are there any other elements you wanna consider? No, I think 2d.

**Travis:** Okay.

**Justin:** Two die is a good— That feels good to me.

**Travis:** 2d6.

**Griffin:** Well it looks like Travis rolled one and Dad rolled one.

**Travis:** Well, yeah. We did it bad, though.

**Justin:** I'll say it would— it would be uh...

**Travis:** Here we go.

**Justin:** I'm— I do the roll.

**Travis:** Oh, you do the roll. I don't wanna dim the lights, I'm playing with my brothers. Gross.

**Justin:** [chuckles]

**Clint:** [snorts]

**Justin:** Wait, where's the d?

**Travis:** Well, that's what she said. [wheezes] Damnit!

**Justin:** [chuckles] Okay, no. Where's the—

**Clint:** [laughs]

**Justin:** Where's the die?

**Griffin:** It looks like— It looks like a d20. It's in like the top bar on the top left.

**Justin:** Ah, a d6, there we go. We're gonna roll 2d6.

[sounds of dice rolling]

**Travis:** Oh!

**Justin:** A six.

**Travis:** Six!

**Griffin:** Alriiiiiight! Wait, is that good or bad? [giggles]

**Justin:** That's good. Believe it or not. You guys show up... You guys show up. Okay, so they got a six, which means that they're going to bypass the first obstacle. This is how good the Engagement roll is, they're going to bypass the first obstacle that we had in place, which I feel like was getting into the back room.

So you guys show up. You're looking around, you see that people are starting to head towards the podium for this big reveal that's about to happen, and Dad, you see your friend. It's one of your constructs. He is a hard light—

**Clint:** Eustace.

**Justin:** Eustace. Oh, Eustace.

**Clint:** U-E-S-T-A-C-E. Uestace.

**Justin:** Ue-stay— Ue-stace.

**Clint:** Yah.

**Justin:** You see Eustace walking, carrying a big armload of cereal boxes. We have started to use hard light constructs in this world, they started out as something to replace sort of animatronics in our rides, but the technology was so powerful, that you helped develop, Emerich, that um... They've started to use them in more practical functions. So this is a hard light construct that's carrying boxes, and he greets you.

**Eustace:** [in a booming voice] Well, hello, Emerich! So glad to see you, Father. How can I help you today, Father?

**Griffin:** [giggles quietly]

**Emerich:** Eustace, I told you, you don't have to call me [chuckles] father.

**Eustace:** But—

**Emerich:** It makes me feel so old. [chuckles]

**Eustace:** But you are the father!

**Emerich:** I am a... a father. I'm— I— You look well.

**Eustace:** Oh, these boxes are so heavy.

**Emerich:** I'll walk with you, and you can set them down. Is that—

**Eustace:** Uh, yes.

**Emerich:** Would that be alright?

**Eustace:** Please, Father. Walk with me. Help me as I—

**Emerich:** Yes. Can I carry some of them? May I help you?

**Eustace:** Oh Father, that's not necessary. Thank you kind, kind Papa.

**Emerich:** [chuckles]

**Eustace:** Papa, come with me as I carry these to the back.

**Griffin:** [laughs]

**Eustace:** It's such a joy and a pleasure to see you, Papa.

**Emerich:** Have you—

**Eustace:** Ohhhhh, sweet Papa.

**Justin:** So, uh—

**Emerich:** Yes.

**Travis:** [chuckles] But—

**Justin:** Against all odds, this cat has l— has walked with you and shepherded you back into the back storage area where you know the electrical panels are at. Just by sheer, sheer fate you have now bypassed it and you are in the back. What happened next?

**Emerich:** Um Eustace, how— where do you have to take these things?

**Eustace:** I'm setting them here!

**Justin:** And then he sets them on a shelf.

**Emerich:** Oh.

**Eustace:** Another job well done.

**Emerich:** Yes, good. Is that all you have to carry?

**Eustace:** Yes, Papa. I'm done for the day.

**Emerich:** Oh, um...

**Eustace:** Goodbye!

**Emerich:** W— wa—

**Justin:** And Eustace is gone. You find yourself um... Are you alone? No, there's probably... two or three other employees back there with you, but like all people in jobs where they're at the lower level, if they see someone that's not in uniform, they just assume they're a manager from somewhere else. So unless you do something to upset that, I think you're back here, you're okay. What do you want to do now?

**Clint:** Yeah. Emerich wears a cover-all. You know, like a... you know, a one-piece.

**Griffin:** Jumpsuit.

**Clint:** Yeah, like a jumpsuit kinda thing.

**Justin:** Okay.

**Clint:** All the time, anyway.

**Justin:** Okay.

**Travis:** All the time?

**Clint:** With the— Oh, yeah.

**Justin:** Even the shower.

**Clint:** Oh, yeah. He ope— he unzips it in the shower.

**Justin:** [chuckles] Okay, that's good.

**Clint:** You know, you know.

**Travis:** Lets the water fill it up.

**Clint:** Lets some water get into it.

**Justin:** Yeah, right.

**Clint:** Yeah. Um... Well I think he... would look around, to see if he can find the um...

**Justin:** Yeah, he's gonna look around to see if he can find— It's probably... Ooo, you think it's a breaker, probably? Or something like that? Some sort of like... It's probably near the breaker, but it's not exactly like that. Here's what we're gonna do. I'm gonna— Dad, I'm gonna ask you for a Survey roll. I am gonna say it's risky because too much attention, you know, you're gonna— It's not gonna be good for you. But the effect is pretty standard. I mean, it's— you're just looking for what you think is the panel. So go ahead and give me... it's called a Survey.

**Clint:** Survey says! ... Is this risky?

**Justin:** Yes.

**Griffin:** Risky standard.



**Justin:** Risky standard.

**Clint:** [mutters] Risky...

**Travis:** That's what they call me.

**Clint:** Risky standard. Alright. No bonus die, submit.

[sounds of dice rolling]

**Justin:** Oh my god.

**Griffin:** We love it!

**Justin:** I mean you love to s— You hate to— You love to see it, I guess. You love to see it.

**Griffin:** You hate it see it, but we love to see it.

**Justin:** Okay, that's fair. Dad rolled a six.

**Travis:** Hell yeah, he did.

**Justin:** Which is uh very good.

**Travis:** Dad always rolls a six, he's a very talented man.

**Justin:** Dad doesn't always roll a six.

**Travis:** He's very good at games.

**Justin:** Also Dad—

**Clint:** I roll a six when I run— roll a hundred-sided die.

**Griffin:** Right.

**Justin:** Right. Yeah, perhaps. So Dad, it's a six. That is a success. You— This is gonna sound wild, but there is a box right next to the breaker, and it says "alarm" [wheezes].

**Clint:** [laughs]

**Justin:** In letters, like.

**Griffin:** [chuckles] Woah.

**Justin:** It says "Alarm Panel Here", and you know exactly where it is.

**Clint:** "Do not mess with!"

**Justin:** You can walk right over to it.

**Clint:** Okay.

**Justin:** Okay. You know where the alarm panel is, Dad. There are maybe two guys in here, and I don't think that— I mean, you had a success, I don't think they think anything about it. But they— But if you start fuckin' around with the panel labelled "Alarm", they may. I don't know.

**Travis:** Now Justin, I have a question.

**Justin:** Yeah.

**Travis:** Did Gravel give us a description of the other crew?

**Justin:** Hmm, let me think on that. Maybe basically. Like, you know, you're not lookin' at a... artist's recreation of their faces or anything.

**Travis:** Mm-hmm.

**Justin:** I think you know basically what they look like, and they do not seem to be either of the two cats that are already there.

**Travis:** Okay, great.

**Justin:** Emerich? Action's still with you.

**Clint:** Okay. We are in communication, right? With the earbuds?

**Travis:** Correct.

**Justin & Griffin:** [simultaneously] Mm-hmm.

**Clint:** I'm going to reach up like I'm scratching my ear and activate the earbud, and tell the other two "I am in position at the alarm". Um... if they can do something to draw these guys away.

**Justin:** Okay. I'm assuming that you were sort of talking quietly to yourself.

**Emerich:** [in a quiet, deep voice] Um, fel— I am in position. The eagle has landed.

**Justin:** Okay.

**Emerich:** Um... but there are people here watching. And if I try to do anything with the alarm, I believe I may come to some misfortune.

**Gravel:** [over the earpiece] Right, okay. So um, can you just sort of snuff 'em out?

**Emerich:** K— Um... Ki— Um. Are— Murder them?

**Gravel:** Kill them, right. Yeah, just sort of snuff 'em out. It'll be real nasty. Ooo.

**Emerich:** That's not really my bailiwick. I'm the one—

**Gravel:** Good, that was a test. You shouldn't go willy-nilly snuffin' out lives, you maniac. I don't know why you brought it up. No, I'm sorry though, I can't help. I'm your eye in the sky.

**Lindon:** Um, I— I—

**Gravel:** Here's what I can say. There's nobody else headed your way, it's just those two in there.

**Lindon:** I think, um, I have an idea.

[ad break]

**Justin:** Alright, Beef's in the main room. We know Emerich's in the back. Montrose, what are you doin'? Are you with Beef, just kind of like surveying?

**Griffin:** I am wearing my finest— my finest fancy garments.

**Justin:** Okay.

**Griffin:** And I walk into the room with an air of "I deserve to be here". Just trying to look my absolute fanciest. And I'm looking around at things.

**Justin:** You see it's working. You see people around you and they're looking at you like "He deserves to be here". Like they're into it.

**Griffin:** I'm like examining the podium like...

**Montrose:** Mm-hmm. Mm-hmm, this looks right. This looks—

**Guard One:** Uh, excuse me, take a step back, sir. Yah. Hey, yah. I'm gonna need you to take a step back, sir. Thank you.

**Travis:** I wanna wave down like an attendant.

**Justin:** That was a big guard.

**Griffin:** Yeah, it sounded like a pretty big guard. Just from the—

**Justin:** Tried to do my big guard voice. That was a big guard.

**Montrose:** [in a fancy, cocky voice] My mistake, my mistake. Excellent job, that was a test. [chuckles] And you have just succeeded in passing it.

**Guard One:** Please step away, sir.

**Montrose:** My— My mistake.

**Guard One:** I take a step back.

**Montrose:** Excellent work. What's your name?

**Kevin:** Uh, my name's Kevin, thank you. Never know when to stop dreaming. Please move it along.

**Montrose:** I like that, Kevin. I like that. And you really shouldn't even be talking to me when you're on the clock.

**Kevin:** Correct, sir. Please step away.

**Montrose:** This place—

**Justin:** Okay.

**Griffin:** [snorts]

**Justin:** Do you wanna continue the conversation, Griffin?

**Griffin:** [chuckles] Uh yeah, kinda.

**Justin:** Okay, great!

**Griffin:** No wait. Travis— I want Beef to do his thing.

**Justin:** He's talking to this guard, that's what he's doing right now. What are you doing right now?

**Travis:** Um...

**Justin:** We'll come back to that, Montrose. Don't you worry.

**Travis:** Okay, um... I would like to wave down an attendant. Somebody who's like handling getting boxes for people.

**Justin:** Perfect.

**Dan:** [in a snooty voice] Yes? How can I help you? My name's Dan.

**Lindon (as Beef):** Oh, hey Dan. It's a pleasure. Beef—

**Dan:** Are you looking for the perfect match between you and a prize?

**Lindon (as Beef):** Wha—

**Dan:** Because yes, I—

**Lindon (as Beef):** Dan, I'm gonna stop you right there. Dan Dan Dan Dan Dan. It's me, Beef Punchly? The Mountain of Meat, you know? The Slammin' Slab? Um...

**Dan:** I'm a— I'm a little young. Were you in your— Are you in your prime now, or would you say...

**Lindon (as Beef):** That's not important, Dan.

**Griffin:** [cackles]

**Lindon (as Beef):** We can talk about that later. But I'm lookin' around here and I don't see any Beef Berry! Any Beef Berry Crunch!

**Dan:** Beef Berry Crunch is available in our cereal café. The cereals here—

**Lindon (as Beef):** But I don't see any of the boxes here, Dan.

**Dan:** You know sir, that is a great point. You're abso— You're absolutely right. You know, we try to have a cornucopia of cereal experiences represented—

**Lindon (as Beef):** Yeah...

**Dan:** —on our show floor, and I do not— I do not think Beef Berry Crunch— Kind of a um... Kind of a collector's item. I think retro. Would be so cool if we, if we uh— if we did some Beef Berry. But no, we don't have any Beef Berry on the floor. I can get you—

**Lindon (as Beef):** Are you sure? Maybe they could check back in the back. Back in the warehouse, hey Dan. Look back in the warehouse, I sure would appreciate it.

**Dan:** [sighs] I'm pretty busy. I ge— But for you, Beef, I guess. I guess. Sure, I mean, I could go look.

**Justin:** Alright, Travis. Give me a Sway roll, let's see if you can convince Dan. And I think that this is not risky. I mean, I think that this is controlled. I mean, it— [chuckles]

**Travis:** Yeah, I don't really lose much.

**Justin:** The worst thing that could happen is Dan saying "No, I'm not gonna do that".

**Travis:** Yeah. I don't really lose when he's like "Uh, no".

**Justin:** And the effect I think is pretty standard too. You're asking an employee a very reasonable request.

**Travis:** Yeah. Could you look in the back? Uh... Bonus dice, no. Okay, here we go.

[sounds of dice rolling]

**Travis:** Ooo... Well. Well!

**Griffin:** Well, oh my god.

**Justin:** Well. Well!

**Griffin:** Travis.

**Travis:** That's a one and a one!

**Justin:** Did you have two in Sway? Oh no, you had no in— none in Sway.

**Travis:** No, I would have to take the lowest, and that's hard to choose on these two ones.

**Griffin:** I think it's a— yeah.

**Justin:** Holy shit. Hold on a second. I mean, I have to see— I have to see [chuckles] what to do here.

**Travis:** I think it's an unmitigated failure.

**Griffin:** Um, yeah.

**Justin:** It's gonna be unmitigated failure, but I have to feel like—

**Griffin:** Does he just not feel guilty about the fact that they have not stocked this—

**Travis:** He just walks away without answering anything.

**Griffin:** [laughs]

**Justin:** I mean, I—

**Clint:** [laughs]

**Justin:** Here's what I will say, Trav. It's a really good time [wheezes] to have a bad roll.

**Travis:** Yeah.

**Justin:** Because really, I mean the stakes of this are— I'm trying to figure out a way of [laughs] I'm trying to think of a way of penalizing you, but like I really, I [chuckles] can't think of too much that I could level against you here. Let me see what the, uh...

**Clint:** Well, it could penalize his ego.

**Justin:** That's true. Hold on, I'm trying to look at... Okay. Believe it or not, on a controlled roll, a four/five or a one to three result gives a scoundrel a chance to try again.

**Travis:** Okay.

**Justin:** So.

**Dan:** I'm so— I— Hey. I'm so sorry. I'm super rushed though and I just can't. I gotta go, I'm so sorry.

**Lindon (as Beef):** Oh yeah, I totally understand. I'll just go back myself and look.



**Dan:** Absolutely not. I ge—

**Lindon (as Beef):** Oh, yeah?

**Dan:** You know that I can't allow that. Okay, I—

**Lindon (as Beef):** Oh man, that breaks my beefy heart.

**Justin:** Okay, if you want to try to push it, Trav, you absolutely can ask again. I'll be— I will let you do it again. It will be risky this time.

**Lindon (as Beef):** Come on, man. Can't you pleeeeeease go back there, for me, brother?

**Dan:** Let me think about it.

**Griffin:** [chuckles]

**Travis:** It's risky now, right?

**Justin:** Now it's risky.

[sounds of dice rolling]

**Travis:** One and a four.

**Griffin:** Sweet Jesus.

**Travis:** Jesus Christ.

**Griffin:** Sweet boy.

**Clint:** [whistles]

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

**Dan:** [sighs heavily] Yeah, I'll go look for— but I'm— Here's what I'm gonna say. I'm not gonna take a lot of time looking, alright? But I will take a quick look because you... say that you're somebody and I don't wanna get in trouble with the, you know, the higher ups. Okay.

**Lindon (as Beef):** Well, everybody's somebody in here.

**Dan:** Okay, I'll— I'll be right back.

**Justin:** And Dan starts walking off to the rear. Emerich. That's when you see the door fly open.

**Dan:** Hey, guys! Hey, guys. Can you guys help? I have like so many people out there with everything going on. Can you guys please help me out? I'm lookin' for Beef Berry Crunch. Do we have any empty boxes back here?

**Justin:** And the three of them start looking for a Beef Berry— [chuckles] Is it Beef Berry or Beef Berry Crunch?

**Travis:** It's Beef Berry Crunch.

**Justin:** Okay.

**Travis:** It originally— It started off as Beef Berry, and everyone was really confused by that, but then we figured out if we just put "Crunch" on the end, we— people understood a lot better what it was.

**Justin:** Fantastic. Okay, so the— Yeah Emerich, they're distracted. They're looking for Beef Berry.

**Clint:** I think that then Emerich, in the guise of also looking for Beef Berry, to see if there's any, oh I don't know, in the alarm box, opens the alarm box.

**Justin:** So just to be qu— I just wanna double-check real quick.

**Griffin:** [laughs]

**Justin:** Are you loudly announcing as open the alarm box, "Let me see if there's any in here!"?

**Clint:** No no no no. Body language.

**Justin:** Oh, okay good.

**Clint:** Just body language.

**Justin:** They're distracted!

**Clint:** Lookin' around.

**Justin:** Don't worry about them.

**Clint:** I'm— Okay.

**Justin:** You're fine. You're fine.

**Clint:** Alright.

**Justin:** You've got a window.

**Clint:** Opens the alarm box.

**Justin:** Okay, pal. It opens. And it's fuckin' wires, man.

**Griffin:** [chuckles]

**Justin:** It's wires [wheezes] for days! If you wanna have some sort of impact here, you're gonna need to roll for it.

**Clint:** Right.

**Justin:** I'm assuming— Well now I won't assume. What are you doing?

**Clint:** Well, Tinker.

**Justin:** You're gonna tinker.

**Clint:** I'm gonna use my Tinker skills. I have two dots in Tinker.

**Travis:** But to what end?

**Clint:** To disable. The alarm.

**Justin:** Okay. So you wanna disable the alarm.

**Travis:** Well now, hold on. Hold on, hold on. I want to understand something.

**Justin:** Okay.

**Travis:** If the goal is to deceive the other team.

**Griffin:** No, that's not the goal anymore.

**Clint:** Remember, we got—

**Griffin:** We're trying to steal this thing before—

**Clint:** We're gonna steal it before they steal it.

**Travis:** Okay.

**Justin:** 'Kay. Alright, so Emerich, you're going to disable the alarm.

**Clint:** Yes.

**Justin:** Let's see, let's call that a risky, for sure.

**Travis:** Business.

**Justin:** And standard is like— I mean that's what you'd be getting into something like this for, right? So I think it is risky standard.

**Clint:** 'Kay. I— Oh, I see.

[sounds of dice rolling]

**Griffin:** Okay.

**Clint:** Five and a one.

**Justin:** Oof. Lucky, lucky. So we'll take that five. It's a mixed success. You harken back to some of your old, you know, you've wired systems not dissimilar from this before. But at one point while rewiring things, you get shocked. Tss, ah! And Dan and the two warehouse workers are— look over your way and start walking towards you.

Let's cut over to... Montrose. You are talking with a guard that you were interested in, for some reason.

**Griffin:** Yeah.

**Justin:** And he's asked you to step away. What are you gonna do, Montrose?

**Griffin:** I've stepped away. I'm continuing to try and have a conversation with him, but I want him to know that I respect his authority.

**Kevin:** Thank you, sir. I appreciate that.

**Montrose:** I appreciate someone who is as skilled and competent at their job as you seem to be. My name's Dominic Goodparty, and uh I am—

**Kevin:** Really?

**Montrose:** Yes, I'm in the event planning business. It's not my real name, but legally it is, I changed it to Dominic Goodparty.

**Kevin:** You're—

**Montrose:** Have you—

**Kevin:** I could swear that I've seen you around. I mean, you—

**Montrose:** Shh.

**Kevin:** I would swear I've seen you around.

**Montrose:** [mutters pointedly] Don't give away my— Don't give away my—

**Griffin:** I wanna say something up front. I have established that Montrose wears a mask everywhere he goes.

**Justin:** Yes, that's true.

**Griffin:** Like a hard light mask. I don't think I would roll in here with just my regular old Montrose face on.

**Justin:** Okay.

**Griffin:** Fair?

**Justin:** Okay. Yeah, that's fair. I think what you're gonna have to accept is that if you wanna wear the mask it will hide your identity, but people are— it's gonna be really, really hard to get people to trust you. Like people are— it's weird that you're doing this. So I—

**Griffin:** Okay, then how about this? I'm not wearing the mask.

**Justin:** Oh.

**Griffin:** I don't wanna be wearing the mask. Yeah.

**Justin:** Okay.

**Griffin:** It's not— I have a face under there.

**Travis:** Ohhh, okay.

**Griffin:** It's just a very plain face.

**Justin:** Okay.

**Travis:** Hey, it's a beautiful face.

**Griffin:** Thank you. I'll accept it.

**Montrose:** Yes, Dominic Goodparty, Goodparty Event Planning. And I have to say, this is quite a shindig that your higher ups have thrown together here. Security is—

**Kevin:** Sir, I really—

**Justin:** Griffin, if you want this man to talk to you, you gotta convince him, 'cause he has told you to step away.

**Griffin:** Okay. Gotchu, gotchu.

**Montrose:** Anyway, I don't wanna tell you— I don't wanna get you in trouble, but it seems like you do have all of the entrances and exits—

**Justin:** You need to roll your die to keep this man from taking some action against you!

**Griffin:** I'm getting—

**Justin:** He's asked you many times to stop [chuckles] talking to him.

**Griffin:** I produce a set of climbing gear.

**Justin:** Okay.

**Griffin:** That I have brought with me.

**Justin:** Okay, he's intrigued enough to say— [wheezes]

**Griffin:** That's two load. I said—

**Justin:** He's intrigued enough to see where you're going with this.

**Montrose:** [quietly] I did just find this in the alley, and so um—

**Kevin:** Oh my gosh, you're kidding me.

**Montrose:** Yeah and listen. I've seen this happen a lot of times. You look left, right. You look forward, you look backward, but you forget to look up. And—

**Justin:** Griffin, go ahead and mark one on your Load for me.

**Griffin:** Yes. It's actually two.

**Justin:** It's actually two, okay.

**Griffin:** For the climbing gear.

**Justin:** What Load did you go— Now, I did not ask you guys.

**Griffin:** Yeah.

**Justin:** And I don't think that I probably need to. I think we'll just call it normal, unless you all have some sort of opposition to that, to having a normal load. The way *Blades in the Dark* works is you don't have to take— you don't have to specify the loadout that you're taking. What you do have to specify is like, how kitted out you are.

**Griffin:** Yeah.

**Justin:** So, one to three is a light load, which makes you less conspicuous and faster. Four to five is like normal, six is heavy, seven to nine is encumbered. Now, four to five load, you look normal, so you look like a scoundrel ready for trouble.

**Griffin:** Yeah, I don't— I think I'm light. I think I'm definitely light.

**Justin:** You're goin' for light. Okay.

**Griffin:** Yeah.

**Justin:** So that's— You've used two—

**Griffin:** I basically have three Load points that I can spend on gear in the moment, when I need it.

**Justin:** Okay. Montr—

**Griffin:** And we also get one free Load because of our crew.

**Justin:** Great point, okay. So in my— Is it— Are you guys goin' in, Emerich and Beef, are you guys goin' light or normal?

**Travis:** Beef is more of a normal guy.

**Justin:** Okay. Normal.

**Clint:** Yeah, I think normal.



**Justin:** Okay. That probably made you— We won't deal with it right now, but normal, for the future, it will be tough with normal if you wanna do a lot of like convincing people you are someone—

**Griffin:** Not a criminal. [chuckles]

**Justin:** Not a criminal.

**Griffin:** Yeah.

**Justin:** Because someone who's normal like has some tools. By the way, will you look at your character sheet there, Emerich, and see if your tools that you used—

**Clint:** Tinkering tools is checked.

**Justin:** Is checked, okay. So you got that accounted for in your load.

**Kevin:** So you found— [whispers] Oh, shit. Damn it. I knew this would happen. I tried to tell them. I tried.

**Montrose:** Up-crime. It is the scourge of the security personnel, and I am—

**Kevin:** So you fou— You just found these lying in the alley?

**Montrose:** Yeah, I guess they were trying to keep a light load. I'm not sure— It's hard to get in the mind— It's hard to get in the mind of these criminals, isn't it?

**Justin:** So Griff, would you say that right now, what you are doing is attempting to Sway or Consort? What would you say? Would you say you're trying to—

**Griffin:** This is a lie.

**Justin:** This is a lie.

**Griffin:** I'm trying to— I want to get under that stage, 'cause I know that that is ultimately where they are gonna wanna go, the other team, and so

I am trying to divert as much security— as many eyes and security personnel away from here. And the roof is about as far as I can think to.

**Travis:** So it's Sway, baby.

**Griffin:** Try and send them.

**Justin:** Alright, well let's see if— So what are you trying to get him to do?

**Griffin:** Go check out the roof.

**Justin:** Okay. Let's call that a Sway. I think this is definitely risky.

**Griffin:** Yeah.

**Justin:** 'Cause it's a big lie, but I think the effect is probably still standard. I mean— No... [sighs] It's gonna be tough, 'cause I don't think he would leave his position, I think he would radio it in.

**Griffin:** Okay.

**Justin:** But, I'll tell you what, let's see how the roll goes before I start micro-managing.

**Griffin:** Okay. Do I get a bonus dice because I have used a tool? We haven't really talked much about how bonus dice factor into things.

**Justin:** Okay, well let's see here. You can normally get two bonus dice for your action roll. Some special abilities might give you additional bonus dice. For one bonus die, you can get assistance from a teammate. They take one Stress, say how they help you, and give you plus 1d. You can also Push Yourself to give yourself another die. What were you thinking that you would get a bonus die from?

**Griffin:** Producing this climbing gear, having a prop. Doing some light prop work with my friend here.

**Justin:** I'm trying to figure out if that would be applicable here.

**Griffin:** It doesn't have to be.

**Justin:** I don't know if that's a thing.

**Griffin:** Okay, then I won't use it.

**Justin:** Okay.

**Griffin:** No bonuses.

[sounds of dice rolling]

**Griffin:** Don't need it. That's a six and a four, we'll take the six.

**Justin:** Hot.

**Clint:** [from a distance] Woah!

**Justin:** You guys are crushing it. That's a—

**Travis:** Not me.

**Justin:** That's a—

**Clint:** Well, a couple of us are.

**Justin:** That's a complete success, okay.

**Kevin:** [sighs heavily] Alright. Alright. Alright. [sighs] Give me the gear.

**Griffin:** I hand it over. Do I take it off my— I guess I brought it already, so I have expended that Load.

**Justin:** You did bring it, yeah yeah yeah.

**Griffin:** Yeah yeah, okay.

**Kevin:** Okay. Give me the gear. I'll— [sighs] I'll go— I'll go check it out.

**Justin:** You know what? I'm gonna do a Fortune roll to see if he does go check it out.

**Griffin:** Okay.

**Justin:** Or if he sends someone to check it out.

**Griffin:** Alright.

**Justin:** 'Cause I don't know what he would do.

**Griffin:** Fair.

**Justin:** So, I want to do two. So a Fortune roll is just sorta like something where the players aren't in control of it, but I don't necessarily want to make the decision, because it dictates too much, so we're just gonna see where— what the Fates say. [sighs]

**Griffin:** Baby!

**Justin:** So that's a fi— Sorry, that's a uh... a six! I'll be danged, you guys are killing it.

**Kevin:** Yeah, alright. I— [sighs] I'll go check it out. Hey, can you do me a favour? You seem like another professional. Can you hang out around here, just kinda keep people's hands away from the pin? Don't let anybody peek under it.

**Montrose:** Where is it?

**Kevin:** Or— There's been some vloggers around that wanna get an early peek. It's just right here behind me in the—

**Justin:** Obviously, I mean he doesn't need to say that, it's pretty clear.

**Griffin:** Is it in a box, or is it just the pin itself is under the cloth?

**Justin:** What you see is... a like... four inch by four inch square that you can tell is a cube, right? So like four inch by four inch cube, that is about six feet elevated off the ground, on a— You can't really tell. Probably a pedestal or something. But there's a large purple drape draped over it, so you can't— That is what you see.

**Griffin:** Okay.

**Montrose:** Yeah, that is not a problem.

**Justin:** Alright, he schleps off to parts unknown and takes your climbing gear, and he heads out. Beef. What are you up to, my man? Right now, here's where we're at. Emerich has disabled the alarms and you uh Griffin— sorry, Montrose, have lured away the guard that is standing nearest to the stage.

**Travis:** Tell me about the method— the dumping of the fake flakes into a thing, and then the tubes carry them away. Are the tubes visible? Can I see them?

**Justin:** After you check out, there is a four foot by four-foot pink square that's labelled "Prize Zone". You stand there and there's lights that are on there, and there's like booming music. It's like a big moment, when you open it up to see what you get. Then you tear it open, there is a receptacle, not unlike what you— the things that you put your 3D glasses back into.

**Travis:** Sure, yeah.

**Justin:** You know, that kind of idea. And you just upend the box and dump it right into this receptacle. And then there's a— and you see it, sort of a Willy Wonka-style vacuum tube, just blow— [wheezes] Cereal just blowing up, just blowing through this fat tube.

[vacuum sound effect plays]

**Justin:** And you dump your box next to it, and it is— the boxes I think probably just go in like a recycling thing. There is also a plastic like jewel case amaray around each box that keeps people from opening them in the aisles, and those are stored behind the counter. They just unlock those with a magnet and toss them behind the counter, and that is the system.

**Travis:** Got it.

**Justin:** And I think the cereal's probably blowing into the back and being collected in like big, big bins.

**Griffin:** [mutters] So wasteful.

**Travis:** Well then they reuse it.

**Griffin:** Oh, yes yes yes.

**Justin:** The cereal, yeah, it's all reused. It's all reused.

**Travis:** Okay, I'm gonna position myself close to that, close to like the receptacle and stuff. And then I'm just gonna kinda keep an eye out for the crew members.

**Justin:** Oh, okay. Alright. With the theory being what? What's your rationale?

**Travis:** That prize area seems pretty rigged up for good distraction fodder.

**Justin:** Okay. Alright. Um... Things are going so smoothly for you guys. The thing that is hap— needs to happen now, and this is what you hear from Gravel.

**Gravel:** Alright, alright. It's all goin' real smooth. We've had great luck here. What I need is someone to go ahead and... steal the fucking pin, if anyone would be so kind? Thanks.

**Travis:** Well, do I see... any of them?

**Justin:** You see, from your perspective, here's what you see. You don't see Emerich, he's in the back. You see— You can see Montrose standing near the stage and you don't know why, but fuckin' Montrose is just standing there by himself, right near the stage, unaccompanied. That is what you see from your perspective. You probably actually do know why because you could hear.

**Travis:** Yip.

**Justin:** Via the earpiece. Are you guys comfortable with those being always open? Does that make the most sense?

**Griffin:** Yeah.

**Travis:** Correct.

**Justin:** Just so we don't have to be catching people up?

**Clint:** Yeah.

**Justin:** Okay.

**Travis:** And do I see any of the other rival crew?

**Justin:** You wouldn't, probably. I mean, I don't think that you would. You could do— You know what, Trav? Why don't you go ahead and uh... Let's call this— I think this would be Hunt? Or Surve— I mean, are you looking for— You're probably— I mean, what do you think? Hunt or Survey?

**Travis:** Yeah, I think in this case it's Survey because specifically the "sense trouble before it happens" and "gather information about opportunities or exploits" as described in Survey is what I'm looking for, rather than trying to find someone to hurt them or find someone to like attack them. So I think Survey is the way to go. And I'm gonna Push myself, because the timing of like creating the distraction and everything here feels important.

**Justin:** So, by Pushing Yourself, you're gonna take two Stress, right? Yeah. You're gonna take two Stress to give yourself an extra die. And we can deal with what Stress is, but a good way to think about Stress, and this is how they— John Harper explains it in the *Blades in the Dark* book, is the ability to take on stress is what separates you all from other people. That ability to push yourself beyond the limits of what normal people could do? That is what separates your scoundrels from the other denizens of Steeplechase. So, you're gonna Push Yourself for a bonus die.

**Travis:** Yes. Which'll put me at one die, 'cause currently I have zero in Survey. What input value, is it risky?

**Justin:** Is it risky? [pause] No? I mean.

**Travis:** Okay.

**Justin:** Well yeah, it is risky becau— You know, it is risky because if you miss it, it's bad. [chuckles]

**Travis:** Yeah.

**Justin:** If you don't see them then it would be negative.

**Travis:** Okay.

**Justin:** So then yes, I would say risky standard.

**Travis:** Got it.

**Justin:** Which by the way, I know we're saying that a lot, that's kinda the default. And they even say in the books, you could probably be fine just like using risky standard as a... So. That's a three.

**Travis:** [makes a squelch noise] Damn.

**Justin:** So that is a— let's see.

**Travis:** You know what? This is a very important moment. And I'm going to... Oh, I can Push Myself or take a Devil's Bargain.

**Justin:** Yes. Yes.

**Travis:** I can't do both?

**Justin:** Um... Could you do both?

**Travis:** I mean, at this point, listen it's early on.

**Justin:** Hold on. [pause] "A Devil's Bargain can give you a bonus die, but it's only before the roll".

**Griffin:** I thought Devil's Bargain was you accomplish the thing, but you—

**Justin:** "A GM or any other player can offer you a bonus die if you accept a Devil's Bargain. Common ones include collateral damage, a sacrifice coin, betray a friend, offend or anger a faction, add heat to the crew, suffer harm. The Devil's Bargain occurs whether— regardless of the outcome of a roll." It's always a free choice. If you don't like one, then



you don't have to take it. But if you pay— make the deal, you pay the price, you can get the bonus die.

**Travis:** Okay. Okay. Well?

**Justin:** So we can do it, but this is a new rule, so if you wanna go back and take the Devil's Bargain, we can.

**Travis:** No, I think I don't know what—

**Lindon (as Beef):** I don't know where they are, but um... Montrose, are you ready to make the grab?

**Travis:** Why am I speaking in the Beef— It should be the Lindon voice.

**Lindon:** Uh, Montrose. I don't see the other crew, but um are you ready to make the grab and I'll make the distraction? Or how do you wanna...? You wanna make the grab and then I make the distraction?

**Montrose:** Well, first of—

**Justin:** Okay, because of the... You did not manage to spot the guy. But I'm going to put a clock. Okay, so clocks are a way of monitoring time, or progress.

**Griffin:** Yeah, generally speaking, yeah.

**Justin:** Yeah.

**Griffin:** That's been my experience.

**Justin:** The clocks— In my creation, clocks are— No.

**Travis:** In my fantasy world.

**Justin:** Okay, so what I've done is I've made a clock called "Rival Thieves", and you know this is happening. And I'm going to— This clock represents... it represents their progress in stealing the thing. You don't have any insight into what they're doing, but this— I am telling you that you are now one— I have ticked away one of the steps because of Beef's inability to spot this guy. This is—

**Travis:** He beefed it.

**Justin:** He beefed it. So, when this clock runs out, they will steal the thing and get away with it. So, the race is on.

**Montrose:** Um.

**Lindon:** Okay, Montrose. Are— Do you want me to trigger the distraction now, or...?

**Montrose:** I think— Well, first of all, in the future, talk about how we are going to converse over these things because, regretfully, my autonomous sensory meridian response has been absolutely zoomin'.

**Clint:** [wheezes quietly]

**Montrose:** I uh—

**Justin:** [chuckles]

[Someone clicks a pen rapidly]

**Montrose:** No, no no, that's—

**Clint:** [makes various ASMR mouth sounds]

**Montrose:** That's all well and good, uh—

**Justin:** Nope, stop it. People have earbuds in, you can't do this.

**Travis & Clint:** [chuckles]

**Montrose:** I got one more piece of the puzzle that I think is really gonna bring this whole thing together.

**Griffin:** What are the vloggers like in this room? How many vloggers are we talkin' about?

**Justin:** Um... They're pretty easy to spot, right? Because they have the cameras sort of—

**Travis:** They've got Go Pros.

**Justin:** No, they don't— It's like an attachment on their back, it's like a back rig, and then coming up over them, there's sort of a— Imagine a selfie stick that was attached to your back and just sort of like arching out in front of you. So like, and then it had like a camera at there. And you see them like... basically yammering on to themselves.

**Griffin:** Okay.

**Justin:** But you can tell they're streaming, right? Because not everybody can get to Steeplechase, but there are still people who are obsessed with Steeplechase. They are so excited to see this pin, like they cannot wait to see this design. This is a big moment for them.

**Griffin:** I—

**Justin:** And I would say there's probably... Let's see. Yeah, four. Or five.

**Griffin:** I wanna— I wanna work the room, with those five specifically, and prepare them for an exciting press-only opportunity to get just some, you know, merch photos. Just so that— Cause the— Once they unveil it. Sorry, once we unveil it, it's going to... The hubbub is gonna be— There's gonna be a rush and, you know, you're gonna get a bunch of noggins in the way of these product shots.

**Justin:** Okay, they probably have like a— an assigned area that they're in, right? So they have like—

**Griffin:** Oh that's fine, that's fine.

**Justin:** Like a bullpen.

**Griffin:** Yeah, that's not an issue.

**Justin:** So you go over and talk to them. What do you— What's your spiel?

**Montrose:** [in a peppy, professional voice] Hi everybody, thanks for coming. We're really excited to have you here.

[busy background noise fades in]

**Montrose:** Just to let you know, the higher ups have permitted you all to get some exclusive product shots of the pin, before we unveil it to the public.

**Vloggers:** Oooo!

**Montrose:** We—

**Vloggers:** Ahhh.

**Montrose:** Just a limited time to secure those.

**Vlogger One:** You hear that, gang? This guy h— What's your name?

**Montrose:** My name is Dominic Goodparty, and I'm a PR rep here for um—

**Vlogger One:** Oh my gosh! Do you work for Dentonic? Are you like a separate entity?

**Montrose:** I'm under contract from Dentonic.

**Vlogger One:** 'Cause I've never met you before, I don't think, and I go to these events all the time.

**Montrose:** Yeah, we're new. So, do you—

**Vlogger One:** Normally they handle these internally, right gang?

**Justin:** And they're like talking to you, but they're also kinda talking to the camera. They're like filming it.

**Montrose:** They do have their own internal PR teams for, you know, print and traditional press, so I hope you're not offended that they've sort of siloed you off and handed you off to me. To sort of not really give you all the b— Listen. [whispers] They don't want me to give you this scoop. [normal] But I think the work you all are doing is important, and you're reaching out to people.

**Vlogger One:** Oh my gosh.

**Montrose:** So.

**Vlogger One:** Thank you. That's so nice.

**Montrose:** This is an exclusive photo opportunity. We have to be a little bit discreet, but if you'd just follow me—

**Vlogger One:** Is this just for us? There's like four other vloggers, but they're not really paying attention.

**Griffin:** Uh, I want everyone.

**Justin:** No, this is— Okay, this is for everybody. So everybody has like turned towards you.

**Montrose:** So if everyone can follow me, we'll do a quick opportunity.

**Vlogger One:** Oh my gosh. But we're gonna miss the shot.

**Montrose:** You're gonna get the— You're go— I'm giving you the shot now.

**Vlogger One:** I know, but if we miss the big reveal, that's the moment everybody's waiting on.

**Montrose:** I'm giving you all an exclusive reveal. You know what? Nevermind. If you all wanna take the photos with the hoi polloi in the way, and not get the footage that your viewers and your audience wa— craves, that's fine. Just forget I said anything.

**Justin:** Okay, I'm gonna say, hey man, risky standard Sway, let's go.

**Travis:** How do you get advantage in this game? Is there advantage in this game? 'Cause that was a good line.

[sounds of dice rolling]

**Justin:** It was a good line, yeah. It's a good line.

**Griffin:** [claps loudly]

**Justin:** It's not mechanical.

**Clint:** One and a six.

**Justin:** A one and a six.

**Griffin:** Uh—

**Justin:** Alright.

**Vlogger One:** Okay, so where— Okay. We're so thrilled. Thank you for thinking of us. Where should we all go?

**Justin:** And they're all kinda like nodding to each other, like...

**Vloggers:** Yeah yeah, where do we go?

**Montrose:** Uh, head up right next to the podium and I'll just kinda uncover it on one side, and you all can get the footage that you need.

**Vloggers:** So we should walk onto the stage?

**Montrose:** Yeah, it's fine. I've told security what's going on. They're gonna turn a blind eye to us this once.

**Vloggers:** Okay, right now?

**Montrose:** Right now. Right now, let's move.

**Justin:** Okay. The six vloggers, with their cameras and everything and they're chattering to each other, and you see them walk up onto the— They walk up onto the stage, and then you hear from the back...

**Guard Two:** Hey, get down! Hey, we've got people trying to make a run at it. Hey everyone, we've got several vloggers on stage, they're trying to pull the curtain off.

**Justin:** And you see three of four security guards start to make their way towards the stage. What do you do?

**Montrose:** [over the earpiece] I know we have a lot of distraction irons in the fire and this will be the time to execute them, I do believe.

**Travis:** Okay, great. Beef is gonna lean up against that big tube, the pneumatic tube, like he's just resting, but he's gonna push against it, and he's trying to knock it loose.

**Clint:** [laughs]

**Justin:** Okay. So he—

**Travis:** I'm gonna wreck it!

**Justin:** He's trying to— You're gonna Wreck the tube?

**Travis:** I'm gonna Wreck the tube, baby.

**Justin:** Wreck the tube. I think this is probably, you know what? For a tube, I'm gonna say it's definitely risky. Um... And... standa— I mean, again, I don't wanna say this is desperate 'cause this isn't life and death, but people are gonna be like [chuckles] "What is beloved—" Arm-wrestler, right? Or boxer? What were we settled?

**Travis:** Arm-wrestler.

**Justin:** "Beloved arm-wrestler Beef—"

**Griffin:** If Beef can't have great effect against a tube, what is he here for?

**Travis:** That's fair.

**Griffin:** What is he doing here?

**Travis:** And this is a moment too where like this is— The distraction is like his moment, I'm gonna Push Myself again, 'cause—

**Griffin:** Can't you elect to Push Yourself after the roll?

**Justin:** I— No. I don't get the sense— I mean, looking at the action rolls section, it does sorta like look like you need to add the die beforehand.

**Griffin:** Okay.

**Justin:** Because otherwise it's sorta like—

**Travis:** What is my effect? I would like to have great effect. [chuckles]

**Justin:** Yeah.

**Travis:** I think we would all like to have great effect on a tube.

**Justin:** I mean, it's just so st— I mean, you're a human man. [wheezes]  
You're just a human being and this is like—

**Travis:** Oh well, no, hold on. I took the trait that lets me do a feat of superhuman strength.

**Justin:** Uh-huh. Okay.

**Travis:** So I'm going to say that this is where that comes in, of just like—

**Justin:** How does that work? Is that like a one and done kinda deal, or whate— what is it?

**Griffin:** I think you have to take Stress in order to activate that, right?

**Justin:** Is that the way that works?

**Travis:** So it says "You can Push Yourself to do one of the following; perform a feat of physical strength that verges on the superhuman, or engage a small gang on equal footing in close combat".

**Justin:** Okay.

**Travis:** So I'm Pushing Myself, right?

**Justin:** Yeah, you're Pushing Yourself. Take two Stress.



**Travis:** I did. Okay.

**Justin:** Okay.

[sounds of dice rolling]

**Travis:** A five and a five.

**Clint:** Woah.

**Justin:** Alright. How did you reflect the— Okay, this is the feat of superhuman strength. We're saying it's a five and a five. You... Holy shit, Beef. You didn't know that you still had it in you. Like, when you're doing this, you're feeling the way that you used to feel when you're arm-wrestling. You can feel your arm and the stress of it pulled against you. You can feel the stakes and the stress, and you didn't know that you could still do this, but in this moment, you are like, alive. And you feel your muscles like start to strain your shirt and you yank this tube out, and it is just sucking, right?

**Travis:** I'm—

**Justin:** You—

**Travis:** I'm leaning against it.

**Justin:** You find yourself— Well, here's what's happened, right? Now, you find it— there's this huge tube of suction and things are starting to get sucked up into this tube.

**Travis:** Oh, I thought it was blowing up.

**Justin:** What? It's sucking. It's suck— It's not blowing, it's sucking. You've un—

**Travis:** Yeah. Gotcha gotcha gotcha.

**Justin:** You have a giant— You've now unhinged a giant vacuum tube that is sucking people—

**Griffin:** [chuckles]

**Justin:** There are people who are starting to feel themselves pulled towards it, such is the power of the cereal tube, and I'll tell yah, they're fuckin' distracted.

**Travis:** Yeah.

**Justin:** People are really into this.

**Travis:** And Beef is definitely doing something, he's just like—

**Lindon (as Beef):** Woah, woah! Su— what? Sorry! Oh, wha— ah?!

**Dan:** Sir, what did you do? Sir?

**Lindon (as Beef):** The tube came loose and I was tryin' to catch it!

**Dan:** [incredulously] The tube came loose?!

**Lindon (as Beef):** Yeah! Brace those people, or someone's gonna get hurt!

**Griffin:** [chuckles]

**Clint:** [laughs]

**Justin:** Okay, they're fuckin' distracted. What do you do now?

**Travis:** I— So I am like barking orders, right? In my biggest, boldest, biggest, Beef voice, of like—

**Lindon (as Beef):** Guards! Hurry! Grab those people, they're gonna get hurt! Hold down the f— We have to protect these people while I try to get this back in place! You! You! Help those people!

**Justin:** I mean, this— You're doing great effect, like this is a mess, for sure.

**Travis:** Yeah.

**Justin:** I mean, they are listening to you. I think this is a very stressful situation they find themselves in. Anybody wanna steal the pin, or...?

**Griffin:** Yeah, so in—

**Justin:** Where are we at, vis-à-vis that?

**Griffin:** In this chaos that is now happening, with all the vloggers on stage trying to get pics of this thing, and the security personnel rushing them, I am going to run towards them also, be like—

**Montrose:** What are you doing?! Get down from— You can't be up there!

**Griffin:** And just run towards them. Just basically trying to get into the crowd so that I can stealthfully grab the box.

**Justin:** Okay, so it's under the sheet still. The box is under the sheet. What—

**Griffin:** Ooo, okay! I have a— Okay. How 'bout this?

**Justin:** Okay.

**Griffin:** I run up, and I'm running up towards them like—

**Montrose:** Stop! Stop! What are you doing?!

**Griffin:** And I'm going to knock the podium just over as I go towards them to stop them.

**Travis:** That's chaos, baby.

**Justin:** Okay. You knock the po— So you're running to— So you are now in the role of you're pretending to like, stop the vloggers.

**Griffin:** Yes.

**Justin:** From—

**Griffin:** And—

**Justin:** Okaaaay...

**Griffin:** [chuckles]

**Griffin:** I also have on me fine clothes and jewelry, and if this is something that I had time to prepare, I would like to say that that jewelry is a bunch of pins that I am going to scatter to the ground like so many, like so many beautiful caltrops.

**Justin:** Okay, so you're throwing a bunch of pins on the ground. You have no idea what this pin looks like, so you're definitely not trying to pretend it's the pin, right? What's the goal with like throwing the pins on the ground?

**Griffin:** Just more— I'm the Joker, baby.

**Justin:** [wheezes] Okay. [chuckles] So, you run. The vloggers are like getting ready to get their shot, right? But now, they—

**Clint:** They don't know what it looks like either, right?

**Griffin:** I'm not concerned about whether or not the vloggers get the shot. I just wanted bodies up there so that when I grab the thing, it's not instantly obvious that I have just run onstage and grabbed the pin.

**Justin:** Okay. So, they are— Is this— So they're looking at you. I'm not gonna make you roll for this, 'cause all you did was throw some pins on the ground. They're kinda looking at you like—

**Vloggers:** Wha— Ar— Is this the pin? Is this swag? What do we do?

**Justin:** And they're still filming over there, right? Like they are not really paying attention. They're kind of confused by you throwing pins at them, but they are still definitely filming the vacuum disaster.

**Griffin:** Okay. I think that there is uh... And I have knocked the podium over. Did I see the thing topple out when I knocked it over?

**Justin:** You knocked the pod— Did you knock the podium over? Yes, you did knock the podium over. Well, you know what? I'm gonna need you to roll for that.

**Griffin:** Oh, really?

**Justin:** Yeah.

**Griffin:** How heavy is this podium?

**Justin:** Well, I need to know how it's gonna go.

**Griffin:** Okay, can I say—

**Justin:** I don't know if it's attached or not, I need you to roll to tell me if it's attached. I don't know.

**Griffin:** Can I argue a skill? So one of the Finesse things is "employ subtle misdirection or sleight of hand". I'm trying to misdirect everyone with these many pins, while—

**Justin:** Okay, here's what I'm saying. Everyone is looking at the fucking crazy shit with the vacuum. You are good on misdirection.

**Griffin:** Okay. You know wha—

**Justin:** But it's not gonna get le— Like you reach a point of infeasibility, right? Like there's still people who are thinking about it, but like they're as distracted as they're going to be by this incredible calamity that we've just created.

**Griffin:** Okay.

**Justin:** Emerich, when you heard this calamity start, what did you do? 'Cause I think that that also gave you a window where the three that were starting to look at you, they are now like probably making their way outside because all of a sudden, weird shit like papers and paper clips and gum wrappers and magazines and all kinds of random trash is blowing through the tube right now. So I think those guys are going to— the warehouse workers. Dan gave up, I think, on the Beef Berry Crunch, and the warehouse workers are going to see like what the hell is going on. They probably are looking for a way to shut it down, if I had to guess. So you have an opening here, what do you wanna do?

**Clint:** I'm going to um... summon Eustace.

**Justin:** That'd probably be Attune.

**Griffin:** Well, he has a skill.

**Justin:** Attune.

**Clint:** Attune, yeah. I'm gonna use Attune.

**Justin:** So in the game of *Blades in the Dark* there are ghosts. We don't have ghosts. We have hard light projections that are standing in for ghosts. So Dad is playing as a Whisper, which is normally someone who's very adept with like supernatural forces. In our game, we're using that metaphor, as somebody who's like very adept with hard light. So you know Eustace is here, somewhere, and so you can try to Attune him, which is sort of like an all-purpose supernatural-type roll, if that makes sense.

**Clint:** Yeah. Should I roll before I tell you what I want to communicate to him?

**Justin:** Yes, tell me what you wanna do first.

**Clint:** I want to communicate with— Oh, that kinda spoils it. [wheezes] I'm gonna communicate with Eustace to ask him to do dear old Papa Dad a favor.

**Justin:** Okay. Let's— That seems like a good boundary. Let's roll an Attune on that and see.

**Clint:** Okay. Risky?

**Justin:** Um, yeah because if you're staying in the back, there's a risk that they're gonna spot you.

**Clint:** Standard.

**Justin:** Okay.

[sounds of dice rolling]

**Clint:** Okay.

**Justin:** Five. It's not instantaneous. In fact, it gives— there's enough time that one of the guys walks over and starts walking towards you, but you do see Eustace in front of you, and the other guard is not within earshot yet.

**Eustace:** Yes, Papa? How can I help? Oh, Papa!

**Emerich:** [chuckles] Eustace, my boy.

**Eustace:** Everyone, it's my Papa!

**Griffin:** [snorts]

**Emerich:** Hello! It's so nice to meet Eustace's co-workers. Eustace, could you do Papa Dad a favor?

**Eustace:** Anything for you.

**Emerich:** Yes, I believe they need to carry one of your cartons of boxes out.

**Eustace:** Oh, I'm very good at that, Papa.

**Emerich:** Yeah, I would like you to carry a carton of boxes out to the display where the uh— where the podium is. Let me just take one box out, so that there's just this one hole. Would you mind running this out there to the podium?

**Eustace:** Anything for you, Papa.

**Emerich:** Like a good— Thank you.

**Eustace:** Anything.

**Emerich:** Thank you. Ah, good.

**Justin:** And then he takes a stack of boxes. Any certain boxes?

**Emerich:** No, just as long as there's one cereal box uh out.

**Clint:** What is the cereal box that the... prize is going in?

**Griffin:** I don't think the pin is in a cereal box.

**Justin:** The pin is just in the—

**Clint:** Not yet, anyway.

**Justin:** On the podium, in the box.

**Clint:** Okay.

**Justin:** It will be placed in a cereal box at some point, and then it's like a sweepstakes-type deal.

**Emerich:** Just— Just carry these out to the podium, towards the rather plain-looking gentleman.

**Eustace:** Sure, Papa.

**Justin:** And then Eu—

**Emerich:** Thank you.

**Justin:** Eustace goes outside, carrying a big sack of boxes.

**Griffin:** Okay, I have an idea now.

**Justin:** Okay, now we are panned over to Montrose. You see... a hard light construct, I don't think you would probably think anything of it, but coming out of the back room. And then you have some vloggers that are still filming the vacuum debacle.

**Griffin:** Okay. I would like to... The vloggers are still near the podium, right?

**Justin:** Right.



**Griffin:** Maybe I wanna bump one of them into the podium. Just to fur— I wanna run towards them and make it look like I'm trying to control this situation.

**Justin:** Okay, but you're going to s— subtly—

**Griffin:** I feel like if I just lift up this curtain, reach in, grab the thin— Like it's hard to do that discreetly.

**Justin:** Okay. Okay.

**Griffin:** But if I can get it on the ground...

**Justin:** Okay.

**Griffin:** Then maybe it'll be a little bit easier.

**Justin:** Okay. Seems good. Let's call this then um... Probably Finesse.

**Griffin:** 'Kay.

**Justin:** Right?

**Griffin:** Yeah.

**Justin:** I mean, you're trying to make it look like something else is happening, finesse it.

**Griffin:** Okay. Risky? It feels a little desperate. [chuckles]

**Travis:** I think it's desperate.

**Justin:** It's desperate. Yeah, it's desperate. Which mean— Which has big implications if it does not go your way.

**Griffin:** Uh... Effect? Standard.

**Justin:** Uh-huh.

**Griffin:** And... I'm gonna Push Myself to take a bonus die.

**Travis:** Mm-hmm.

**Griffin:** 'Cause this is— this feels like a big one.

[sounds of dice rolling]

**Griffin:** Okay, that's a four, four, two.

**Justin:** Four, four, two. So we're gonna take the four. It's a mixed success. You are doing some like fancy maneuvers, you're trying to like shoo them away, while at the same time you're knocking the podium over, and you throw— you have an action where you sort of like are trying to throw one of them, but you lose your balance and you both fall into the podium and it topples over.

[loud crash sound effect plays]

**Griffin:** Do I see the pin come out?

**Justin:** No.

**Griffin:** What?

**Justin:** It's still covered in a huge purple drape. So what you've done is you've knocked over the whole thing, but it's still completely covered.

**Griffin:** Okay.

**Montrose:** [quickly] Oh, my mistake, I'm so sorry. I'm so sorry.

**Griffin:** I'm gonna stand up and while I stand up, just kind of try to subtly grab the... Oh no, you know— Aw, man.

**Justin:** You wanna stand up and grab the thing?

**Griffin:** The cloth.

**Justin:** The cloth?

**Travis:** [whispers] Do you have a knife?

**Griffin:** No. I mean, I could have a knife.

**Clint:** [whispers] You have a huge vacuum behind you.

**Griffin:** Oh, yeah! Do we— [chuckles] How far am I from the vacuum?

**Justin:** Mmm... I mean, I'm imagining like 20 feet. I mean, you're at the— but like it could be closer if you've got a good idea.

**Griffin:** Uh... We know where this vacuum ends up, right?

**Justin:** Yeah, it blows into the back.

**Griffin:** Okay. I want to try to... in one swift movement, stand up and try to uncover the pin and then kick it, like a soccer ball, toward the vacuum.

**Justin:** Okay.

**Griffin:** Is that a lot?

**Justin:** It's a lot. I'll letcha do it, but it's a lot.

**Griffin:** Okay.

**Justin:** Okay. I'm gonna call this Wreck. [chuckles]

**Griffin:** Wreck?!

**Justin:** I don't know what else it would be.

**Travis:** Yeah.

**Justin:** I mean, what are you doing? You're not— The subtlety is over, right? You got knocked over— You knocked yourself over with this other person. There is a podium covered in a gigantic purple cloth lying on the ground. If you wanna try to chuck the cloth and the podium into the vacuum, I will let you—

**Griffin:** No, not the podium!

**Clint:** Not the podium.

**Griffin:** I'm not gonna throw a podium!

**Justin:** Okay, so you're tryin' to—

**Griffin:** Okay, you know what? I'll tell yah what. I'm gonna unco— First things first, let's take things in order. I want to— I'll try to uh... As I right myself and stand up, I'll grab the cloth and try to move it off the box.

**Justin:** Oh, okay well I mean that— it slips right off. What are you— you're holding the cloth, and then you pull it away so you can reveal the prize inside. When you reveal it though, you see something you missed before. A hole where the podium used to be. And you look down into the hole, and you are looking into the face of Matchstick. And he holds up the pin in front of his face and says...

**Matchstick:** Shhh...

[theme music plays]

[ukulele chord]

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