

The Adventure Zone: Steeplechase - Episode 2

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Krystal: Hey, friends. It's Krystal with a K here, with another Steeple Watch. Bit of a serious start this time, gang. Loads of you have reached out since the incident involving me, my fellow vloggers and a highly skilled gang of criminals during the Prize Pantry Pin reveal.

So many of you have sent kind words and prayer hand emojis. And let me just say, thank you. I am completely fine. And I'm still not convinced it wasn't a big show by Dentonic to sprinkle some extra dream dust on the festivities. So, let's not talk about that ever again.

And instead, think about how cool it was to see Beef Punchly finally being put to use in the park after years of being completely ignored. I mean, Beef Punchly... Ah, I felt like I was 14 again. Whew! That's all for this week, Steepies. And remember, as Dentonic always says, never know when to stop dreaming.

[Steeplechase theme music plays]

Justin: [in husky voice] Welcome, travelers.

Travis: Nope.

Justin: [in husky voice] I'll show you... 'cause I have another tale. One moment.

Travis: That's actually a really good voice, Justin.

Justin: [in husky voice] Still a little bit more thread here on the loom. One moment, let me begin to weave.

Griffin: Can this be a character named like dirty Jeremy?

Justin: [in husky voice] Shh, not while I'm weaving.

Clint: [laughs]

Griffin: Sorry, Jeremy.

Justin: Welcome to TAZ.

Travis: I think it would be like the Wiley Weaver or something, you know?

Griffin: That's silly.

Justin: Welcome to The Adventure Zone: Steeplechase. A fiction of my own design. [laughs]

Clint: [laughs]

Griffin: Oh, did you say the thing—

Travis: So, hey, Justin— Yeah, having DMed so far, I'm really glad— None of us have ever clarified that this is made up. And I'm really glad that you finally just put the dagger on the table and recognized that this is fiction.

Griffin: And you gotta say the thing about like any resemblance to real people or stories is fictional.

Travis: Yeah, real people.

Justin: Okay, so—

Travis: What about animals? Were they hurt?

Justin: No. Animals were not hurt.

Travis: Oh, you hesitated, though.

Griffin: Yeah, you had to think about it.

Justin: All right, gang. You know the situation. You've just revealed Match Stick underneath the stage. Match Stick has the pin. And, Beef, you have a

big vacuum tube. And Griffin, you're holding a blanket. [laughs] I guess Montrose has a big blanket. And Emerich's doing his thing in the back. In terms of threats, well, the whole thing's quite a mess. I mean, people are definitely... It's chaos here.

Griffin: But it's our mess.

Justin: Is it? I mean, it's—

Travis: It's our mess. Bless this mess.

Justin: Yeah. It seems it is a mess, for sure. For sure, it's a mess.

Travis: Now, Justin, what stat would you say, if I wanted to roll this big pipe like a Donkey Kong rolling a barrel, what stat would— Is there a barrel stat do you think? Or like...

Clint: [laughs]

Justin: Let's say this with the pipe, all right...—

Travis: Okay?

Justin: You've had your fun. You had a big cereal pipe, you sucked up some things with it. You are not gonna take this large piece of machine— You're not gonna disassemble this place like Donkey Kong, man. [laughs] You got a good one off the bat—

Travis: No, I feel like I should get to roll to see if I take it apart like a Donkey Kong.

Griffin: If you can rip apart— Well, wouldn't it lose its sort of suction—

Justin: It will not be— It will just be a tube. What are you trying to achieve, Travis? Please remember that you're a thief.

Travis: No, I'm not really gonna roll it.

Justin: Okay.

Travis: I'm gonna—

Justin: Let me intercede here. As the sort of stand in for the director in this sort of thing, I think the action has to go with Montrose, as he's just seen Match Stick.

Griffin: Yeah, sure.

Travis: Agreed.

Justin: And I wanna know, what do you do next?

Griffin: Did Match Stick take off or is he still kind of under the stage?

Justin: You are at the exact moment where Match Stick has raised the pin to you and has gone 'shh.'

Clint: Given you a big shush.

Justin: Yeah, shh. There's probably... it's thin, right. The platform is maybe elevated like three feet off the ground. It's one of those like risers that you would see set up at the mall for a fashion show day.

Griffin: Okay.

Travis: Yeah, a reference everyone understands.

Justin: Well, Trav, you go ahead and describe a platform better for me.

Travis: No, no, I understood it, Justin.

Justin: Okay. Well, let's keep the snarkasm to a minimum.

Clint: [laughs]

Travis: How dare you assume?

Justin: How dare you not acknowledge my beautiful neologism? Griffin, what do you do?

Griffin: Okay, so, if this scene is still deeply chaotic, I'm gonna jump in the hole, down.

Justin: It's too small.

Clint: Too small.

Griffin: Oh, it's too small?

Justin: Imagine the pedestal was probably— I think we talked about it being... The cube is 4 inches by 4 inches, the pedestal's 6 by 6. The hole is too small for you to get your physical body through.

Griffin: Okay... I am going to take off sprinting toward the back, where I know that Emerich is. I'm assuming that this thing doesn't empty out anywhere else. So, I'm guessing that I would be able to intercept this dude. Or at least find my own way under the stage.

Justin: It is covered by a curtain. Like, hanging down over the risers.

Griffin: Oh, okay.

Justin: So, does that make sense? Like, if you can imagine sort of a drapery that's protecting the underside, to make it look a little more formal. That's where he is under.

Griffin: Oh. Well, then I'm probably much closer to the front of the stage. So, I'm just gonna take like a pratfall. Like I'm also being blown away in this chaos. And then, try and just very slyly roll under that curtain, under the stage.

Justin: Okay, let's call this a, you know... John Harper in all his wisdom has not put a pratfall skill in here.

Travis: Aw...

Justin: So, let's go ahead and... I think this is finesse, right?

Griffin: Yeah.

Justin: You're trying to finesse something, do a smooth roll under.

Griffin: Yeah, I'm just trying to make it look like I am also a victim to the chaos that's happening around here, and not a co-conspirator. This is probably risky, yes?

Justin: Oh, yes.

Griffin: Standard?

Justin: Standard?

Griffin: Let's see.

[sounds of dice thrown]

Clint: Oh!

Justin: Oof-a doof-a.

Griffin: Well, that's a 1 and a 2.

Justin: That's a 1 and a 2...

Travis: Is that good?

Griffin: That's a bad start, I would say.

Justin: Oh, that's rough. Okay so, on a 1 or a 2...

Clint: [laughs]

Justin: I mean, the 2, we're going with 2. Right? We take the highest one. So, it's 2, hey?

Griffin: Hey!

Clint: That's definitely a number two. That's definitely number two.

Justin: It's not one.

Clint: And a number one. You did a number one and a number two.

Griffin: Heh, I did 'em both! I'm very efficient.

Clint: Good boy.

Travis: Kill him.

Griffin: Don't fuckin' kill me.

Justin: What?

Griffin: Don't kill me.

Travis: He pratfalls so hard he dies.

Justin: Okay, Griffin...

Griffin: Yeah?

Justin: You do pratfall onto the ground. But oh, God, you sprained your ankle when you went down.

Griffin: Ah, fuck.

Justin: I'm gonna need you to take one harm. You twisted it bad, too. Fuck, that hurts.

Griffin: Wow, that stings. Wow.

Justin: God, it's the worst. You know what I mean?

Griffin: That's a real ouchie.

Justin: Yeah, that hurts. So, you have a— you mark down that harm. But you are under the stage now. You can see Match Stick sort of skittering away. He's really good at this. Man, he's good. I bet he didn't sprain anything getting underneath here.

Griffin: Sure, sure.

Justin: And you see him kind of skittering away towards the side of the curtain that is closest to the entrance to the loading area that Emerich is currently in. And you know, where Eustace has been coming in and out.

Griffin: Okay, I shout out:

Montrose: Match Stick! Wait! Listen!

Match Stick: I'm in a bit of a hurry.

Montrose: I know, but this is important.

Match Stick: May I ask, who are you?

Montrose: Match Stick... I'm your father.

Clint: [laughs]

Match Stick: Very well.

Justin: And then Match Stick starts hauling away.

Montrose: No, wait! Match Stick, wait, listen! I'll prove it. I'll prove it!

Justin: [laughs] He's in no way buying this.

Montrose: I'll prove it. I'm gonna start telling you increasingly personal things about yourself that only your father would know.

Justin: Hey, if you want— if you want—[laughs]

Clint: [laughs]

Justin: You understand the situation that this man is in?

Griffin: Yeah.

Justin: If you want to— I think this is— This is— Okay, it's risky.

Griffin: Yeah.

Justin: But the effect is great. Because what you are shooting for is pretty amazing.

Griffin: Yeah. [laughs]

Justin: So, if you can... All right, Griffin. If you wanna try to keep him here, long enough to hear your absolute madness—

Griffin: By him, you mean my son, Match Stick, right?

Clint: [laughs]

Justin: Yes, your son Match Stick.

Travis: Your boy.

Justin: So, this is going to be desperate because I feel like you're right on the fucking edge with this guy. And great effect, that's what you're trying for.

Griffin: All right, I'm gonna push myself. I'm gonna take two stress to push myself. And... we're gonna look— Oh, this is gonna be great. This is gonna be a six, for sure.

[sound of dice thrown]

Griffin: Yes! 1, 2, 6, baby!

Justin: One 6.

Griffin: Okay.

Clint: Wow!

Montrose: All right, Match Stick, listen.

Justin: Okay, Match Stick turns back—[laughs] Match Stick turns back to you... God, dice are so dumb sometimes. Match Stick turns back to you saying:

Match Stick: All right. I know you're not my dad, 'cause I have a dad. But I'm listening for 15 seconds, just 'cause I have to know.

Montrose: [mimics Justin's accent] All right. I don't know why I'm talking like you now. Listen, Listen, I'm gonna begin telling you incredibly personal things. They're gonna come to me like a voice in my head, because I'm your dad but I'm also a mystic. And here's the first thing, it's a very personal detail about Match Stick.

Justin: Okay, I'm gonna say that you are— This is— You're attempting to sway, I assume, you're attempting to sway Gravel into assisting you.

Griffin: Now, I don't know why I would need to sway Gravel into assisting me.

Justin: Do you really not know why you would need to sway Gravel?

Griffin: Oh, okay. Sure, I'm trying to sway Gravel into assisting me, then.

Justin: [laughs] Okay, good. 'Cause right now, Griff, I love you, but Gravel doesn't. And one of y'all has a pin that Gravel really, really wants. So, I

think what you hear is, I think you hear silence. I think you have to find some way of convincing Gravel, who is just listening in right now.

Travis: Hey, Justin, while this is going on, just simultaneously, can I say that Beef is hearing this? And so, he's like putting the pipe down or back or something. Preferably back, so that everything calms down.

Justin: Okay.

Travis: So that he can have his hands free and like available to help.

Justin: I think that— Yeah, I don't think you need to roll for that. I mean, it's— You pulled it out. [laughs] It's your turn now.

Travis: Yeah, that's the tough part, right?

Justin: Yeah, yeah.

Griffin: Is this controlled, would you say?

Justin: Your roll?

Griffin: Yeah.

Justin: Um... no.

Griffin: Okay.

Justin: Because if it doesn't work, then you are out. I will grant you risky standard.

Griffin: Okay.

Justin: Which is on the fence.

[sound of dice thrown]

Griffin: All right, 5, 4, mixed success.

Justin: Hm... okay. [in Australian accent] All right, listen. Match Stick is... he's really, really, really afraid of wolves.

Montrose: You're afraid of wolves, son.

Match Stick: Wait a minute, who... who told you that? Where'd you hear that, huh?

Justin: And I think he's reaching for a knife. He's spooked by that, that's not something he's told a lot of people.

Montrose: Listen to me, I am here from a place out of town. And I have come to warn you, you will be betrayed on this very day—

Justin: Holy shit, Griffin.

Montrose: ... By the crewmates that you hold so dear. I'm talking about Trash Bag, is one of `em...

Clint: [whispers] Slipper.

Montrose: I'm talking about Slip?

Clint: [whispers] Slipper.

Montrose: Slippery. Slippery Joe.

Justin: No. Now, you heard dad say the right name.

Griffin: Slipper.

Justin: You wanted to say the wrong name, I will penalize you.

Griffin: Yes, right.

Justin: Okay, Griffin, I love you. Listen, if you're gonna play a character whose big thing is like fast talking—

Griffin: [laughs]

Clint: [laughs]

Justin: ... You can't be full of trash. [laughs] You gotta post some non—

Griffin: Okay, gotcha, gotcha, gotcha—

Justin: ...Non-airball, non-trash. Okay.

Montrose: Your crew is gonna take that pin from you and they're gonna kill you. And I don't want that to happen.

Match Stick: Wait a minute. What did you say, they're gonna kill me?

Montrose: They're going to kill you...

Match Stick: Wait... Have you been talking with Gravel? Where is she? Where's Gravel?

Travis: Montrose, can you give us a hint where you are?

Montrose: Well... I'll be honest, the fumes that I'm breathing underneath this stage are really getting to my head. And so, I—

Clint: [laughs]

Montrose: Gravel is a member of the crew as well, yes?

Match Stick: You know Gravel? You found her? Where is she?

Travis: Which side of the stage, Montrose?

Montrose: The fumes here at the front of the stage are so intense!

Justin: Now, let me interrupt you. I think right now, he is— The only reason this is working is because he is thrown, I think, by they had a plan. And Gravel's departure really threw a wrench in things.

Griffin: Right.

Justin: He is like, kind of off his guard. And that is the only reason this is kind of maybe having an effect.

Griffin: Okay, I got you, I got you.

Montrose: Gravel's been pinched, son.

Match Stick: Oh... they got her. The jacks got her.

Montrose: They got her, the jacks got her. But listen, it's not too late for you. I'm telling you, you can give up this—

Match Stick: Why did you say you was my dad?

Montrose: Because... am I not your dad? It feels like it.

Justin: He's leaving, he's going to leave. He's going to walk away.

Griffin: [laughs]

Justin: He doesn't know what you are, he doesn't know what the deal is. But you better get better at this soon, Griffin.

Griffin: Okay, okay. I am mostly trying to:

Montrose: Listen to me, son. When you go out the back of the stage, to the backroom, you're going to be intercepted. And I don't wanna see you come to harm. I'm not your dad, fine. You got me there.

Match Stick: All right, I'm done. I'm done, I'm done, I'm done!

Travis: Beef yells:

Beef: I'll get a broom from the back!

Travis: [laughs] And he's heading towards the back.

Griffin: [laughs]

Match Stick: All right, listen. I don't know the deal. But I know I ain't getting pinched. I gaffered for the pin, fair and square. I'm out. Good bye.

Montrose: I love you.

Match Stick: All right then.

Griffin: [laughs]

Justin: And Match Stick starts scooting off. Scooting off, pin in hand. Headed back towards the... back towards that. Now, okay, Beef. I know that you have put the tube back. If you wanted to during that conversation, I think you would've had time to like, adjust a position, or change your position, or go somewhere else.

Where do you feel like— Is that— Do you wanna stay by the pipe or is there anywhere else you wanna— Anything that you wanted to do in terms of repositioning during that conversation?

Travis: Yeah, so hearing, getting all the like clues of the positioning as you head back to the back. I'm going to like, the closest— 'Cause I assume the stage is like up against a wall, right? So, it's open of three sides?

Justin: Correct, yes.

Travis: So, I'm going back to the side of the stage, the left side of the stage, closest to the exit or what have you.

Justin: Correct.

Travis: So that I'm like—

Justin: No, not the exit. To the—

Travis: To the back.

Justin: The door to the storage, yeah.

Travis: Right.

Justin: To the dock. It's called the dock.

Travis: And I'm like going to get by that. So, I'm like standing by like, you know, on the other side of the door, ready for Match Stick.

Justin: Okay. You're ready for Match Stick to come in. Emerich, I'll grant you the same thing. You seem in a good position. Did you do anything during that conversation?

Clint: I think he was just listening and marking where everybody is.

Justin: Okay. You are... I would say, where you are, maybe... The panel's like 10 feet from the door to the show room, the show floor. So, you get an idea. You can hang there if you want, that's fine. It's you, there's two guys that were distracted, I think helping Dan find cereal, if memory serves.

Travis: Yeah, they were looking for beef berry crunch.

Justin: They were looking for beef berry crunch, yeah.

Clint: But they probably have been distracted by all the action and the—

Justin: They're still back there. But they're definitely like... I think there's probably... No, they wouldn't have like security monitors. Those would be upstairs. They're probably walking towards the door too. I mean, to go see what the commotion is, yeah.

Clint: And where is Eustace?

Justin: I don't know.

Travis: You sent him with cereal.

Justin: Yeah, you sent him with the cereal, outside.

Clint: Cereal boxes to the floor.

Justin: Yeah, he's probably dropped off the cereal boxes by now.

Clint: Would he have returned to me? Or should I— Will I need to do another call?

Justin: Um... I think that he's probably started to head back, but he's not back there yet. He's probably gonna come back and see if you need anything else, I would imagine.

Clint: Well, then I'm just gonna wait. I'm just gonna keep an eye on the two guys and... No, I'll tell you what I'm gonna do. I'm gonna look and see if there's an access from where Match Stick crawled under the platform to the back. Would that be—

Justin: You can look. There is— I will tell you this. There is none. It is flush with the wall. He has somehow, at some point— I mean, it would've been very easy for him to slip underneath there while you all were doing other things.

Clint: Okay. So, he's not coming back to where I am?

Justin: Yes, he is. But he's going through the door. There's a door, just directly back to where you are, that's about 10 feet from the stage.

Clint: Well, then I think he's just gonna— I think Emerich's just going to stay in place and keep an eye out for him.

Justin: Okay. Match Stick has skittered out from underneath. And you see him—

Travis: I punch him.

Justin: No.

Travis: What?

Justin: Match Stick skitters out from underneath and you see his— Montrose, you see his body language change. He's suddenly like, frightened.

Griffin: I think you said Montrose, I think you meant Emerich.

Justin: No, I meant Montrose, 'cause you can see from underneath the stage.

Griffin: Oh, okay. Sorry, sorry, sorry.

Justin: He just skittered away from you and you see him like stand up. 'Cause I assume you're following, at least close enough to see what's happening. You see him just like stand up and he's instantly like terrified. He is blending in to this crowd—

Travis: Wait, he came out from under the stage?

Justin: He came out from under the stage, yeah.

Travis: Then I'm gonna grab him. That's what I'm standing there for.

Justin: You're in the back? I thought you were in the back.

Travis: No, no, no. I was standing like on— Sorry, when I said on the other side of the door, I meant if the stage was on the right, I am on the left of the door.

Justin: Okay, you're grabbing him. Let's call this— I feel like—

Travis: So, skirmish to— 'Cause it's like wrestle, right?

Justin: Mm-hmm.

Travis: Okay.

Justin: By the way, I am going to just, for me, mainly, to try to get this in the habit of using it. I'm going to change the token that is tracking the rival thief's progress to... We're gonna call it... Three.

Travis: Woah!

Justin: They're pretty close now. They were further than you knew. That was not a gradual ticking.

Travis: Oh, okay.

Justin: You've just discovered they were a lot further than you realized.

Travis: Okay.

Justin: So, they're close. I have a clock that is tracking their progress. They have— Like, they're five eighths of the way done.

Travis: Would you call this risky or desperate?

Justin: Well... I would call grabbing him risky.

Travis: Okay.

Justin: And it's a standard effect because you're just trying to grab him.

Travis: Okay. And I'm not going to push myself, just yet.

[sound of dice thrown]

Travis: That's a 4 and a 4.

Justin: 4 and a 4. Okay. You grab Match Stick. And you pin— he's not very strong, you can tell he's like, the infiltration person. You know what I mean?

Like, he's not very strong. You got him. And he immediately, as soon as you grab him, yells out towards the vloggers:

Match Stick: Help! Help! I'm being captured by beloved Beef Punchly!

Justin: What now? The vloggers turn with their cameras. And of all the interesting things happening in the room, fucking Beef Punchly grabbing this man, who seems to be so slight and afraid, is definitely the most interesting thing happening in the room. What now?

Travis: I am going to... You know what? Okay. I say:

Beef: This man is one of the thieves! I saw his partner take off out the back. He was wearing a red hood. Go! Get him! Who will be the one to capture the arrest on film?

Clint: [laughs]

Justin: Okay, wait. Let me think. So, you're trying to sway the vloggers to stop filming.

Travis: I'm trying to command them!

Justin: You're trying to command the vloggers to stop filming you and to go to the back to film an imaginary accomplice. Is that where we're at?

Travis: Correct!

Justin: Okay.

Travis: And this is the new Beef voice, by the way. I'm not doing Travis. I command you! I am Beef Punchly!

Justin: You didn't wanna commit to the growl, okay. Good.

Travis: Yeah, no, that would destroy— I— Yeah, no, no, no.

Justin: Yeah, it's rough. Yeah, take it from the Firbolg.

Travis: Yeah.

Griffin: [laughs]

Justin: [laughs] It's not a great life. All right, Trav, you're trying to sway the vloggers to—

Travis: I'm trying to command them, Justin!

Justin: Command, command, command, command. Command those vloggers.

Travis: With my very physical presence!

Justin: I will say this is... I mean... you overreach your capabilities. You're in serious trouble. Does that feel— I mean... it feels a little desperate because if this doesn't work, like, you're ruined. I mean, this is really bad. I would say desperate.

Travis: Okay!

Justin: Does that feel good to you? I mean, this is a conversation.

Travis: Yes.

Justin: Just having a conversation.

Travis: I mean, well... Basically because I'm kind of challenging his claim, right? So, it definitely feels like if he is—

Justin: Like contested.

Travis: Yeah, I'm contesting it, right.

Justin: Okay.

Travis: So, like, it definitely feels more than just risky. Because I'm not instigating the action.

Justin: Yeah.

Travis: So, I'm not just like trying to convince them. I'm trying to command them over his command.

Justin: Okay. Yeah, you know what? I like this because you're leveraging your position. Is there anything else that anyone wants to say before I roll the dice? [laughs]

Travis: Are you rolling too?

Justin: No.

Travis: Oh, okay.

Justin: No, no, no. Before Travis rolls the dice. Thank you, Travis. Of course.

Griffin: Can I, Griffin, say that this is a bad idea.

Justin: No, no, no. I'm not going to allow any table talk. But if want to do something to assist him, you may. Because we haven't really talked about it, there's a couple of different ways you can employ teamwork here.

You can take one stress to give another player one dice. That's the D, is dice. You can also set up another character with your action. If you achieve it, any team members who follow up get a +1 effect or improved position.

So, I don't you could set— I mean, you could retroactively say you said set him up if you want, we can do a flashback. But I think that if you wanted to assist, either of you, if you can find a logical way of doing it, I'll allow it.

Travis: Justin, can I instigate flashback?

Justin: Hm... Yes, you can.

Travis: Okay.

Justin: Here's what I— You know what, Trav? Let me hear the flashback.

Griffin: Is this our first flashback?

Justin: Yeah. What happened, Trav?

Travis: So, as we're—

Justin: I wasn't there for this. So, please.

Travis: Yeah, as we're hurrying over to the Prize Pantry, the three of them are still like you know, hurriedly talking. And Beef says like:

Beef: No, when this is done, right, we're gonna need some way to explain why the pin is gone, right? So, we're gonna need somebody to pin it on.

Montrose: That was hysterical.

Beef: Ah, thank you. Emerich, are you able to like... can you use a Hard Light thing to like create a scapegoat?

Emerich: Well, I... I certainly can. I don't— I could probably command an existing Hard Light construct to take the fall.

Beef: Yeah, just... I mean, they don't have to take it, we just have to point to somebody and say they did it, right. And then, once they're like clear of sight lines, poof, they're a bead again, right. And then, it's... Nobody knows, right?

Emerich: I definitely— I can do that. Yes.

Justin: [laughs] All right. So, let me... Give me just one second to make sure I can... In *Blades in the Dark*, flashbacks don't distinguish between what is happening now and what's happened before. You can say something

happened before. I'm gonna say the stress that you will take on from this is dependent on how likely or unlikely.

I would say that this is like a one. It's unlikely just because you've never done anything like this before. And I feel like you wouldn't necessarily pop into your head like, "Oh, we should have this idea. We should do this." You know, that would be a lot of preparation for you, considering how sort of like slap-dash this all was. But I will grant it to you for one stress.

Travis: For me?

Justin: Yes.

Clint: Or for me?

Justin: No, it's your flashback.

Travis: Okay. Yeah, I'll take it. I need to be careful.

Justin: So, dad, if you are game with this flashback, then you, dad, can use a... you can use a tinker, I think? Would be how you would set this up.

Clint: Well, maybe attune or a command?

Justin: Attune. Actually, it would be attune. You're right, dad. 'Cause it's like a Hard Light thing. So, what do you wanna do? Play it out, what would be your response?

Clint: Okay. My response would be to communicate with Eustace, and tell him to stop in the doorway. And then yell out [laughs], "Ha-ha-ha-ha! You'll never take me alive!" And have him run back out the door.

Justin: So, he's run— So, I'm sorry. Tell me about the geography of this, that you—

Clint: Okay, Eustace was on his way into the showroom.

Justin: Okay. So, you're gonna have Eustace run back out.

Clint: He should be out, I'd say he— I mean, we said he hadn't come back in yet.

Justin: Yeah, but he's probably made it back by now.

Clint: Okay.

Justin: So, he's just entered back into the warehouse.

Travis: Can you change his appearance at all?

Clint: That probably would be tinker, wouldn't it?

Justin: Yeah, probably. Actually, I like that division.

Clint: Yeah... Yes, I can, to make it look like he has a hood on?

Travis: Yeah.

Clint: Yeah, that's what I would say.

Justin: I think, dad... I think— I wanna say you don't need to roll for attune. He's already attuned to you, okay?

Clint: Right.

Justin: So, let's assume that's happened. Let's go with a tinker roll to see if you can make him have a red hood. And he'll you know, run out the door and et cetera.

Clint: Okay. Yeah, let's just do it. Let's just do it. Okay. Tinker...

Justin: Got it.

Clint: Risky?

Justin: Yeah.

Clint: Standard?

Justin: And it's standard, yeah. This is not a big effect for you.

Clint: Okay.

[sound of dice thrown]

Griffin: Yes, baby.

Clint: 3 and a 6!

Justin: Oh! A 6...

Clint: Whew!

Justin: Okay. So, Eustace... Eustace is on point. Like, not only did you give him a red hood. He like gets it right.

Clint: Yeah.

Justin: He's into this character because you have talked him through like what this gonna mean. So, you see the door open.

Eustace: Hello, everyone! I'm the criminal you're looking for today!

Griffin: [laughs]

Eustace: My papa said that I needed to do a crime! So, here I go!

Justin: And then, Eustace, in a red hood, sprints out the front door of Prize Pantry. And yeah, that's... I think that's enough. Trav, I think that's enough.
[laughs]

Travis: Oh, yeah?

Griffin: [laughs]

Justin: I mean, right? It sounds like that's—

Griffin: Who would keep filming Beef in this moment?

Justin: Yeah! Like, you definitely are filming that guy. [laughs]

Clint: There's a guy with a red hood, for God's sake!

Travis: Yeah.

[theme music plays]

[ad read]

[ad read]

[theme music plays]

Justin: Okay, Trav.

Travis: Yeah?

Justin: The red hood is— People are filming, the vloggers. You've got Match Stick. Emerich, you've just communicated with Eustace. Let's check in on Montrose. Montrose, you're under the stage. You see Beef has Match Stick, you know, in captivity, I guess. Here's what I will say to you all. You have stopped the rival thief's clock for right now.

I do think— And I'm not gonna necessarily make a clock for this 'cause it's moving very quickly. But the guards are like— They're on high alert. A couple of them have chased after Eustace. I think there are more heading towards the back, because that's where he just came from. And also, they are gonna try to search him for the pin. So—

Griffin: Search Eustace for the pin? Okay. I'm gonna—

Travis: Or search Match Stick?

Justin: They're probably gonna do both. But right now, Beef has made a citizen's arrest. So, ball's in your court.

Travis: Yeah.

Griffin: I'm gonna crawl out from under the stage toward Beef and Match Stick.

Justin: Okay. You're right there. I mean, you are— They didn't make it far at all.

Griffin: I stand up and I look at Match Stick and I say:

Montrose: I tried to warn you. Why didn't you listen?

Griffin: And I'm going to start—

Justin: Match Stick, by the way, is fu—[laughs] He had like one moment of like, "Ah, God! I fucking got this dude! I don't know why Beef Punchly is grabbing me, but I fucking got him." He's good at this.

Griffin: Yeah.

Justin: When he saw a Hard Light fake criminal that he did not know, run out— And I'm not sure, by the way, with Hard Light, that you would instantly like— I don't think that it would instantly occur to you, right? Especially in this kind of moment, that it was a Hard Light projection. It just looked like another criminal that he did not know that was running away. So, he's flipping out.

Clint: I think Hard Lights will look realistic because that's the whole concept.

Justin: Right, for sure.

Travis: All right, Steve Jobs. Let's just keep going with the crime!

Clint: No! No, wait a minute—

Justin: No, it's a really good question. And one that like—

Clint: They don't look like a ghost, they—

Justin: I don't think we need to address it right now.

Clint: Yeah.

Justin: But you're right, dad, that we will need to figure this out. I think right now, in this situation, that it's fine.

Travis: I also think it helps that you rolled a 6, right? So like, he looked convincing.

Justin: It worked, right.

Griffin: I'm going to look at Beef and say:

Montrose: Hold him real still.

Griffin: And I'm going to start grabbing at Match Stick like I am also trying to citizen's arrest him. But really, I would like to try and pick his pocket, get that pen away from him.

Justin: Okay...

Clint: Is that finesse?

Justin: Yeah, that'd be finesse. That'd be a finesse roll. I think it is pretty desperate because you are a man that has just crawled out from underneath a stage and has started search through this person's pockets.

Griffin: Can I get some help from Beef? Holding him still.

Justin: Yeah, I think Beef— If Beef wanted to take the stress, could assist you in this endeavor.

Griffin: What do you say, Beef?

Travis: Oh, I don't have a lot of stress left. But yeah, man, I'm gonna need—

Griffin: Well, we'll chill. We'll hit the sauna after this.

Justin: [laughs] The sauna.

Travis: Well, I'm gonna need to hit the casino. But yes.

Griffin: Okay. So, finesse roll, this is desperate. Now, here's the thing, same team. I have a sprained ankle. Which, according to the rules of Blades in the Dark, means my effect is reduced for the relevant... in a relevant scenario.

Justin: Okay.

Griffin: Is this a relevant scenario? I'm asking you if this, if I—

Justin: I don't know if it's— I don't think your sprained ankle is relevant to this, no.

Griffin: Okay. So, desperate standard?

Justin: Desperate standard.

Griffin: Plus one from Beef?

Justin: Uh... Yeah, desperate standard.

Travis: That's the time zone Griffin lives in. Desperate Standard Time.

Clint: [laughs]

Griffin: And you're helping me, Beef? Did you mark the stress?

Travis: Yes, I did.

Griffin: Is it just one stress to assist?

Justin: Yeah, just one.

Griffin: Okay, all right.

Travis: I'm at six of nine.

Griffin: Oh, God. Here goes nothing.

[sound of dice thrown]

Griffin: Fuck me!

Travis: Well, you got a mixed.

Griffin: 4, 3, 2.

Clint: One... Blast off!

Justin: Pff.

Griffin: Mixed success. And I'll remind you, he thinks I'm his dad...

Justin: Yeah...

Clint: [laughs]

Justin: Okay, you do it. But here's— Let me know how does this grab you. 'Cause it says you can have less of a desired effect. How about you figure out by patting him down, like while he's searching him. You figure out that it's in his lefthand pocket, his left coat pocket. But you don't have the time to— He's wiggling too bad and you are having trouble getting it out. So, you can't get it out, but you know where it is.

Griffin: Okay.

Justin: Does that seem fair?

Griffin: Sure.

Justin: Okay. For a 4, on a desperate? Okay.

Montrose: Stop wiggling and give us the pin. Your life depends on it.

Match Stick: Listen, I know what this is worth, you git.

Justin: And I think he's still fighting you. I think that he's going to like try to... I think at that moment, Match Stick pulls out from his thigh, a knife. And he's gonna try to stab you, Beef.

Travis: Okay. When Beef sees the knife, he is going to let himself be stabbed. But he wants to finesse the positioning.

Justin: Holy fucking shit, dude. Okay! I mean, yeah!

Travis: So, I'm trying to position it so that I'm getting stabbed, like not in an organ, right. That I'm getting it—

Griffin: A good stab.

Travis: Yeah, that I—

Justin: You would have that awareness, for sure. I think if there has ever been a desperate roll, I think—[laughs] I think trying to get stabbed right would be way up there.

Travis: Yeah.

Clint: [laughs]

Griffin: [laughs]

Justin: Trying to get stabbed in a cool way would definitely be a desperate play. Let's see it.

Travis: Okay.

Clint: The art of stabbing the right way, by Beef Punchly.

Travis: So, that's a finesse? Right? 'Cause I'm trying to position myself, right?

Justin: Yeah, yeah. Yeah, yeah, yeah, yeah.

Travis: And it's desperate?

Justin: Oh, it's desperate. And I think the effect is— I mean—[laughs] A great effect would be not getting stabbed, I feel like.

Travis: Yeah, this is just your standard stabbing positional move.

Justin: Yeah. Limited is you get to say your goodbyes before you die.

Travis: Okay.

Justin: [laughs] And then this is like right in the middle of those.

Travis: And any bonus dice?

Justin: No. [laughs] Not to getting stabbed cool.

Travis: Okay. Here we go!

[sound of dice thrown]

Travis: A 3.

Griffin: God... bless it.

Travis: I'm...

Griffin: Can I assist him but trying to grab the hand that has the knife in it?

Justin: Not after the fact. Not after the fact.

Griffin: Fuck me.

Justin: Okay. So, Trav, you got 3 on a desperate. Here's what's gonna happen, Trav.

Travis: Mm-huh?

Justin: [laughs] So, he stabs you.

Travis: Yeah.

Justin: And when he stabs you, it just really... man, it hurts. [laughs]

Griffin: [laughs]

Travis: Yeah! Oh, yeah, yeah, yeah, yeah, yeah.

Justin: Like, it really hurts. You don't know why necessarily you thought this would work. But you do take a level two harm. So, that's gonna mean you're losing a D. That's one less D for you.

Travis: Okay.

Griffin: On all rolls?

Justin: "Your character suffers the penalty indicated at the end of row, if any or all harm recorded in that row applies to the situation at hand."

Griffin: Okay.

Justin: Okay, does that make sense? So, it's not like he was gonna die.

Griffin: [laughs] I would say being stabbed applies to most— If I was stabbed, I think that would be front of mind for most things I try to do.

Justin: [laughs] Right.

Clint: And it is moderate because it's a deep cut, right?

Justin: It's a deep cut. It is a level two harm.

Travis: Okay.

Justin: Trav... But here's what I will say. When you got stabbed, all of a sudden, the guards see that and the vloggers who haven't you know, filmed Montrose, everyone is 100% on board with you being the good guy here. Like, this is yours to lose at this point. You do take the harm, but I think it's more interesting if— Is that the intended effect, am I interpreting what you were going for?

Travis: Yes, yes, yes, yes.

Justin: Okay, perfect. That has worked. [laughs] You're gonna take that old stab-a-rooskie right in your punching arm.

Travis: All right. It's sleeper hold time.

Clint: Can he not do a resistance roll, now that he's actively been attacked?

Justin: He could... Now, he could. Yes, dad. Yes, he could. He could attempt to avoid the stress, if you want. That's a great point, dad. Thank you for introducing that. You could try to resist that damage if you want to, Trav.

Travis: Okay, yeah—

Griffin: At the cost of stress, if you fail.

Travis: Oh, boy.

Justin: Yeah, it would take a lot of stress to do it.

Travis: I'm already pretty stressed.

Justin: You could take a lot of stress, you could take no stress. I don't know.

Travis: So, I would be rolling... I'm looking it up. Resistance, page 11...

Griffin: You're good at resisting prowess, I will say.

Clint: Yeah, if you suffer six stress when you resist, minus the highest die result from the resistance roll. So, if you roll a 6, you take no stress.

Travis: Okay, so... Okay, hold on though. 'Cause right now, I only have three left until I hit a trauma. And this is our first—

Griffin: Yeah, yeah, for sure.

Justin: It really is. But I love it, this is good stuff. Here's what I will say, Trav. In the interest of show and in the interest of keeping this feeling immediate, I need a decision quickly.

Travis: Yeah, I'm just gonna take the hit.

Justin: Okay.

Travis: 'Cause I think in the moment, that was what I was trying do, right? So, I've taken the hit. And now, I'm gonna put him in a sleeper hold. I did not want to instigate violence. I want to seem like I'm responding to violence to continue my hero rhetoric.

Clint: "You stabbed me!"

Justin: [laughs] Okay, so, you're putting him in a sleeper hold. That definitely is going to impact the— The arm will figure into that, full stop. But let's go ahead and get that... probably a skirmish.

Griffin: I'm going to assist in the sleeper hold.

Justin: [laughs] Okay, how?

Griffin: I'm just gonna push that bloody arm in, super hard.

Travis: Yeah. Hell yeah.

Griffin: Right on the throat meat.

Justin: Okay.

Clint: This is like a tag match.

Griffin: Yeah, it's brutal.

Justin: Okay.

Travis: Would you say this is risky or desperate?

Justin: No, I think that this is back down to risky. I mean like, you took the stab but like he doesn't really understand why this is continuing to be an ongoing—

Travis: So, I have a bonus dice from Griffin?

Justin: Yes.

Travis: Okay.

Griffin: Minus one dice.

[sound of dice thrown]

Griffin: Oh my God in heaven.

Clint: Oh my God!

Justin: So, you're highest is 2, Jesus Christ. Um...

Griffin: It's a fucking pin, guys!

Clint: [laughs]

Griffin: It's a pin. We're doing all this for a pin.

Justin: Okay, I think that he— You know what, Trav, I'm sorry. I think he elbows you in the stomach and starts sprinting towards the back.

Griffin: Okay, oh. [laughs]

Justin: Montrose is on the ground—

Clint: Leaving his knife behind.

Justin: So, Montrose is with Beef. They've just been like thrown off. He's running back towards the back.

Montrose: Emerich, coming your way!

Justin: Yeah, Emerich, you're the only one back there. He's got the pin. You know it's in the left-hand pocket. Let's say that information was communicated to you. Go, act. Save the day.

Clint: Emerich tackles him.

Justin: Emerich tackles him...

Clint: No, wait, wait, wait, wait, wait, wait, wait—

Griffin: Yeah, I was gonna say, you're so little.

Clint: All right, this brings— Okay—

Justin: Here's what I will say, dad. You have been standing back there for a little while. I think the two workers back there are watching the scene through a window. They're not necessarily paying attention to you. There is a window there. There is a window here where I will allow you a flashback, if there's something you wanted to like try to set up. But it's your call.

Clint: All right, let's talk about weapons.

Justin: Okay. Let's talk about weapons.

Travis: Some of `em are cool.

Justin: Some of `em are cool and some of `em are bad. And most of `em are bad. So, for weapons in this game or any sort of item, you don't say beforehand that you're taking them. What you do is, you say how much of a load— Now, we, I think we—

Griffin: I think we did discuss load last time. I think we're all rolling light.

Justin: Yes.

Griffin: Except for—

Travis: No, I'm normal.

Griffin: You're normal.

Justin: And you're normal. So, Emerich, what are you thinking here, bud?

Clint: Well, that's just it... This is one of the mechanics I don't understand and maybe you guys can help me. I came up with an idea for a weapon for Emerich and I don't know if I need to set it up in a flashback or just use it.

Justin: Here's what I would say. In order for this to be logical, I don't think you would have time to set up a weapon. If you can justify some tool that you just have as part of your— you know, that you—

Travis: It's your everyday carry.

Justin: You know what I mean? Like, you didn't build a gun. But if you like thought like I'm gonna take this, you know—

Travis: Cane.

Justin: Cane, you know, whatever.

Griffin: Yeah.

Justin: Any tool, right. It can be any tool, it just can't— I don't think a weapon makes sense.

Griffin: As a prompt though, there is an unusual weapon. Which includes a whip, a flail, a hatchet, a shovel, a length of chain, a razor edge fan, steel toed boots, as examples.

Travis: Yeah, something you can grab.

Griffin: "A curiosity or tool turned into a weapon."

Travis: Yeah.

Clint: Yeah, and he carries, in the list of stuff on the character sheet, he has a lightning hook.

Justin: He can, right. Like, he can—

Clint: But I didn't set up ahead of time?

Griffin: That doesn't matter.

Justin: No, no, no, that doesn't matter. That doesn't matter. This is what I'm saying though, you can say, "I grabbed my lightning hook from the—" I don't even know what a fuckin' lightning hook is, but okay.

Griffin: And that's not a flashback, that's just one of the mechanics of the game. You spend your move.

Justin: You just have—

Clint: Okay, I have a move. I have a move.

Griffin: Okay.

Justin: Great.

Clint: Okay. We've been talking about Hard Light, we've been talking about you know, using that. And what I had thought was that probably to manipulate Hard Light, they would use a series of like prisms.

Justin: Okay?

Clint: Okay. And so, I would think that would be included in his tinkering tools, which he has been using and does carry.

Justin: Right, okay.

Clint: So, I would say that he reaches into his tinkering tools and throws a whole handful of prisms on the floor, in front of Match Stick.

Travis: Caltrops, love it. Fuck yeah.

Justin: Are these prisms that you've programed or are they just like dead? Dead weight.

Griffin: Slippery.

Clint: I think they're just prisms. I mean, we haven't... No, I'm not gonna let him activate `em. I think that would be too powerful. I just think he throws these—

Justin: Okay.

Clint: ... Solid glass, I mean crystal—

Justin: Oh, I love that. That's—

Clint: ... Slippery glass prisms on the floor, in front of him.

Justin: Here's what I'm doing, dad. Here's what I'm doing. I'm changing— Like, you can edit this sheet. So, I'm changing this to prisms. So, I'm saying you have your prisms with you.

Travis: Hell yeah.

Clint: Okay.

Justin: I don't think I can count that as just like tinkering tools because it's some— You're not using these as a tool, you're using them as a caltrops. So, I'm gonna make them a separate thing. But yes, you do have those. You throw them on the ground. What action would this be?

Griffin: Tinker?

Justin: I think it— Okay, "Wreck a place, item or obstacle with savage force or carefully apply it, sabotage."

Travis: Yeah, that feels like it, right?

Justin: Does that feel right, wreck? Or like...

Griffin: So, tinker is, "Tinker with mechanisms to create, modify, disable, repair, disable a trap, pick a lock—"

Travis: It also says, under wreck, create distractions and chaos.

Justin: Dad, I'm gonna say this is finesse. You're throwing—

Clint: Okay.

Justin: You're trying to land these where they go. Does that feel fair? Tinker just feels to static for what we're doing. Like, I feel like this is finesse, trying to throw `em in the right place.

Clint: Okay, I have zero in finesse.

Justin: If you have zero in finesse, then you can push yourself.

Clint: Right.

Justin: And if you push yourself, you can take an extra die. So, that would put you up one. So, you can roll one die if you push yourself.

Griffin: Or, if you don't, you roll two die and take the lower result, that's what you do for zero.

Justin: Right. But those are worse odds.

Clint: Okay, I think it's very important. So, I'm gonna push myself.

Griffin: God, please roll good.

Justin: Okay. Make sure to mark your stress.

Travis: Now, Justin, sorry. I can't remember if we talked about this in the first episode. Does him using an item just create the opportunity?

Griffin: Yes.

Travis: Okay, great.

Justin: Yes.

Griffin: Please get a 6.

Clint: Okay. So, I push myself.

Justin: Items are almost more narrative in this game.

Griffin: Yeah.

Justin: I mean, it really—

Griffin: You can get like better items that I think do lend you an edge.

Justin: For sure, yeah.

Griffin: But you have to like invent them or discover them or...

Clint: Okay. So, what am I—

Griffin: Roll one— Roll finesse with one bonus dice.

Justin: Yeah. So, that's one die. Roll one die for finesse. With one bonus die. Yeah, thank you, Griffin.

Clint: Risky or desperate?

Justin: I think it's desperate, right?

Travis: Yeah, yeah.

Justin: This feels desperate to me.

Travis: Yeah, yeah, yeah, yeah.

Clint: Standard?

Justin: Yeah.

Griffin: Come on, please.

[sound of dice thrown]

Griffin: Yes, baby!

Travis: Oh, yeah!

Griffin: Yes, baby!

Clint: Yes!

Justin: Holy shit, it's a 6.

Travis: Yes! Dad, you're so good at games.

Griffin: You're so good at games, dad. The game master.

Travis: Dad, I love you so much. I'm so proud of you.

Clint: 6! I got a 6 to drop stuff!

Griffin: [laughs]

Travis: I love you so much, dad.

Clint: A 6 to drop shit.

Griffin: You dropped it so good, fuckin'—

Justin: Emerich, I think that you're like—

Travis: You are Macaulay Culkin-ing so hard right now.

Griffin: You are Kevin McCallister.

Justin: Emerich, you— Okay. Emerich, you surprise yourself. Like, you reach into your pocket and you're not even really thinking about what's happening. You see him coming and you just almost instinctually, right, like you throw them out. And he is running full blast, and he goes down so fuckin' hard.

Like, he goes down really hard and falls over these caltrops and is now like lying on the ground, exposed. And he's like completely caught unawares. That is the moment that you see him like sort of fall, you two, back there. So, the doors are still open. You see him fall. What happens now?

Travis: Yeah, I'm gonna like—

Griffin: There's three of us!

Travis: I'm gonna help Montrose hobble over there, quick as a wink. Fuckin' get that damn pin and then get out.

Justin: Okay. You should also know that the guards are now running towards the back as well. Because they were trying to— They saw him get away, they saw him stab you. He is a persona— this is a big deal. There's three guards, let's say, that are... Not running, because I think it's too crowded and like sort of wild.

Travis: Okay.

Justin: They're like pushing through the crowd in the same way.

Travis: We just have to get to him first then, right?

Justin: Yeah, go.

Travis: Go.

Griffin: All right, yeah.

Justin: You gotta lead, you're close to the door. But I'm just saying that is happening.

Travis: Yeah, we're going.

Justin: Okay, what do you do? He's on the ground, what do you do?

Griffin: I'm gonna try and take that pen out of his fucking pocket. And I would love my road dogs to help me with that maneuver. [laughs]

Travis: Yeah.

Justin: Okay. So, you're gonna try to finesse it out again while he's like lying on the ground and squirming?

Griffin: Yes.

Travis: I put my foot on the back of his neck.

Justin: Oh, God! Yeah! Okay.

Griffin: Emerich, can you hold—

Montrose: You get the ankles. [laughs]

Emerich: Okay. Sure.

Justin: You wanna help restrain him?

Clint: Yeah, I had an idea about that. But I'll just—

Justin: No, no, no, bud. This is all ideas.

Griffin: Do it.

Justin: What have you got?

Clint: I was gonna use maybe a couple of the prisms to manifest a couple of Hard Light hands?

Justin: Um... You have hands.

Clint: I know.

Griffin: [laughs]

Clint: I know.

Justin: [laughs]

Clint: I was trying to be flashy!

Travis: We don't have time for flashy.

Justin: I wouldn't suggest it right now, dad. You're in a pretty chaotic situation. And you just did a cool thing, I don't think you need to dampen your vibe. [laughs]

Griffin: To make ghost hands, yeah.

Clint: Okay. Then I'll tell you what.

Match Stick: I thought that guy was a real smooth operator and then he made hands.

Emerich: Yes. How about if I just lay across his legs. Would that be all right?

Montrose: Sure. [laughs]

Justin: [laughs] Okay—

Emerich: Can I just— Can I just lay on him?

Justin: I love it. You lay across his legs. This is perfect. Okay, Griffin, let's get that finesse roll.

Griffin: Okay.

Clint: And start gathering up my—

Justin: And you know what, Griff?

Griffin: Yeah?

Justin: Actually, I think this is skirmish. You know where it is, you're not trying to fool anybody. I'm gonna say this is skirmish. You're not trying to finesse it out. You're trying to take it from him.

Griffin: Can I make an argument that I am trying to take it out— I don't want the guards to see me take it out of his pocket. Right, that is the worst-case scenario.

Justin: Okay. So, you're trying to make it look like you are—

Travis: Restraining.

Justin: ... Assisting in this citizen's arrest.

Griffin: Of course.

Justin: Okay. Okay, fine. Yes, okay. Fine.

Griffin: Position?

Justin: I would say it's risky. I mean, it's... yeah. I'm gonna say it's risky.

Griffin: Okay.

Justin: And it's standard, you know where it is.

Griffin: Okay. So, I have... They're helping me, right? So, I get one bonus dice from each of them?

Justin: Mm-hmm.

Griffin: Okay. I'm going to push myself, also.

Travis: Yeah, excellent.

Justin: Okay.

Travis: Let's get this done.

Griffin: So, that's three fuckin' bonus dice. One of them, statistically, I think mathematically, one of 'em has to be a six.

Justin: That's math.

Griffin: God... bless it. That's a 5.

Justin: Wow. 5, okay.

Griffin: You roll five dice—

Justin: You got it and you wrestled it away from him. I would say the guards are— It took a little bit longer than you wanted. The guards are getting in closer. You probably have like one move—

Griffin: I put it in my mouth.

Justin: Okay. The guards kick open the door and they grab Match Stick. It's easy, he's like— And they're like gingerly walking around:

Gary: What in the hell is going on in here?

Tom: I don't know, Gary. This is very strange.

Gary: Well, Tom, let's get this guy.

Travis: Are they all brothers?

Justin: What?

Griffin: They all sound remarkably alike.

Justin: They... Oh, sorry. I thought I was bringing a different energy.

Griffin: No, they could just be brothers?

Justin: I'll work on it.

Griffin: Sure.

Justin: I'll work on it. Okay... And they start grabbing Match Stick.

Gary: Pat him down! Pat him down!

Justin: Okay, and they pat Match Stick down. Match Stick is not putting up much of a fight. I think he really doesn't know what the situation is right now. And they pat him down and find there is no pin.

Gary: Hmm...

Justin: And they've already caught Eustace. See, Eustace can't manifest outside of Prize Pantry. So, when Eustace hit the door, he just kind of dissolved. [laughs]

Griffin: [laughs]

Justin: So, that distraction definitely worked. But they know that they don't have the pin.

Tom: Search it out!

Beef: Gentlemen... If I may.

Tom: Woah! Beef Punchly!

Beef: Yes, it's me! America's Beef Punchly.

Gary: Are you okay? We gotta get you bandaged up, look at you!

Beef: No, no. No, no. It was the least I could do to protect this wonderful playground of ours. But perhaps if I may suggest, the vacuum into the cereal. Search the cereal!

Gary: Oh, we're working with some real smooth operators here, aren't we, Tom?

Tom: Yeah, Gary. It seems like we are. We've got some real bad dudes. Let's check the cereal pile. Thanks, Beef!

Justin: Beef, that's what they will say if you roll properly.

Griffin: [laughs]

Justin: Let's go ahead and see [laughs]— Let's go ahead and see... Got a little carried away with myself. Lost in the moment.

Griffin: [laughs]

Travis: Yeah, yeah, yeah. It happens, you get lost in the sauce. Yeah, yeah, yeah, yeah.

Justin: [laughs] Let's go ahead and get a—

Griffin: That's just a little sampling of what success will look like. [laughs]

Justin: That's an aperitif of what we have in store for you— [laughs]

Travis: Yeah, yeah, yeah, yeah, yeah, I get that.

Justin: ... About a successful roll.

Travis: I get that, I get that, I get that. Let's see, what is the... Is it risky, desperate? What am I doing here?

Justin: Hmm... It's not desperate because they don't know they pin's in Montrose's fuckin' mouth. But it is risky.

Travis: Yeah.

Justin: And it's a standard effect. Like, they're on board with you. Like, they like it.

Griffin: Oh my God.

Travis: Fuck me.

Griffin: Wait, wait, wait. It's not command though, right? You're lying.

Justin: Yeah, yeah. I think that you're trying— Well, lying doesn't necessarily—

Griffin: "Sway someone with charm, logic deception, disguises or bluff."

Justin: Yeah, that's a deception, yeah. Trav, let's try that again as a... And we should probably agree on those before we roll 'em.

Travis: Yeah.

Justin: So, we can have— Eventually, I think we'll get to a place where we don't have to. But, right now, let's do it.

Travis: Okay, okay. I have— So, I have zero in sway. And I can't really—

Justin: Hence the push for command.

Travis: Yeah. I can't push myself because I'm already at seven stress.

Justin: Oh, man.

Travis: So, if there's any way Emerich or Montrose can help me, now is the time.

Griffin: Can I emphatically point to the cereal?

Justin: Hm...

Travis: Or maybe take a devil's bargain? I don't know.

Justin: No, no, it'll assist. That'll assist. Yeah, take a stress, Montrose.

Griffin: [laughs] I am at... I am eight stress. [laughs]

Travis: Oh, boy.

Griffin: [laughs] I'm a little... It's been a day.

Travis: Yeah. I mean, listen... It's been a big day for everybody.

Justin: Are you full, are you taking trauma?

Travis: No, nine is full.

Griffin: Nine is full, yeah.

Justin: Okay. I will warn you, if you fill up your stress, you're out.

Clint: Emerich only has one stress.

Justin: That's great, Emerich.

Griffin: Can you also emphatically point?

Justin: There's one— Oh, sorry. I think only one person can assist in each thing.

Griffin: Oh, okay.

Justin: So, yeah...

Travis: Okay.

Clint: Well, if he chooses not to, 'cause he doesn't wanna take the stress?

Griffin: Yeah! Can you emphatically fuckin' point?

Justin: Or something. Something to back him up, dad.

Clint: Okay. Yes, I think Emerich will... [laughs] Look in that direction and say:

Emerich: I thought I saw a glint of something metallic in the cereal as well. I believe Beef is on to something here.

Travis: [laughs] Oh, Jesus Christ.

Justin: All right, Beef. You rolled a sway. You got a 3.

Travis: Destined.

Justin: It was destiny. You got two 3s in your command roll.

Clint: Should he have not gotten an extra?

Travis: I did.

Griffin: No, he did.

Justin: He did. It took him up from none to one.

Clint: Oh, okay.

Travis: Beef is just not good at convincing. I don't know why I keep trying to convince people.

Griffin: If only Beef had the pin in his mouth...

Travis: Yeah.

Griffin: Open your mouth, Beef.

Justin: Okay, hold on, hold on.

Travis: "Aah. Kiss me, Montrose!"

Justin: Okay, well this is—

Clint: Kiss him! Kiss him!

Justin: This is easy.

Tom: All right, Gary. You keep holding the perp.

Gary: Okay, Tom. I'm gonna go check the cereal.

Tom: Sounds like a plan.

Justin: So, Gary goes over to check the cereal and Tom is still there, holding... You know, he has Match Stick in custody.

Travis: Okay.

Gary: No, it's clear!

Justin: And he comes back. [laughs]

Gary: It looks good. Hey, you two. Did you all see anything?

Justin: And then they turn to the guards. Not the guards, the workers in the warehouse who were watching.

Griffin: Yeah.

Travis: Make `em Australian!

Justin: Okay...

Clint: [laughs] Just say crikey, just say crikey!

Travis: No, that's offensive.

Griffin: No, they have way more to it than that.

Justin: I feel like I've watched enough Bluey. Doesn't it feel like I've watched enough Bluey?

Travis: Yeah, yeah, yeah.

Griffin: Isn't that... No, they're Australian.

Travis: You can do it.

Justin: Okay.

Worker 1: No, it got stuck— Yeah, we saw it.

Worker 2: Yeah, we did.

Worker 1: It got stuck in the tube. It's back towards the front. Crikey.

Justin: And the guards rush out back towards the door. And it's just you three and the two workers. As soon as the guards are out of sight, one of the workers reaches into his outfit and pulls out a very, very nasty looking short sword. And puts it up to your throat, Emerich. And says:

Worker 1: Let's have it. Let's have it!

Emerich: Hm?

Justin: The other one goes to Montrose.

Worker 2: Come on. I know one of you got it. Let's have it!

Justin: It's Match Stick, his two accomplices. Slipper and Trash Bag have been the two workers the entire time.

Travis: Is my foot still on Match Stick—

Justin: Now, they're gonna take it back. What?

Travis: Is my foot still on Match Stick's neck?

Justin: No, they took Match Stick with them to go search the other ones. They wouldn't leave him behind.

Travis: Oh, okay.

Justin: So, Match Stick is gone. He's in custody.

Clint: And where is the pin?

Griffin: In my fucking mouth.

Justin: In Montrose's mouth. There are knives to the throats of Emerich and Montrose. And Beef, they have another knife pointed at you. Let's say two knives.

Clint: [laughs]

Griffin: Woah, shit.

Justin: Yeah, I know. They've got you at odds, they really got the drop on you guys. What do you do?

Travis: Describe the room for me. Like, where are we in the warehouse, what are we looking at?

Justin: Right. So, you're near the door. Probably about five feet from the door. There is a... there's like a loading door on the back, where you can imagine like trucks pulling up.

Travis: Mm-hmm.

Justin: To the right of you is the alarm panel that you just— that Emerich hacked. And there's you know, piles and piles of boxes. There's a huge... like sort of like a dumpster covered in plastic wrap. Like a big bag is stretched out across it. That's where the cereal's going. And you are about half way between the door to the show floor and the loading bay door, which is currently shuttered.

Clint: Okay, I have to say, I don't think Eustace would cotton to this idea of his papa dad being threatened at knife point.

Justin: Unfortunately, dad, Eustace disintegrated. I mean, he's not dead or anything. But like, you didn't give him orders beyond—

Travis: Yeah—

Justin: You gave him orders to do the distraction, I don't think you can just say he's back.

Travis: We used him.

Clint: Okay.

Justin: In this moment, it's about what you can do right now.

Clint: Right.

Travis: And how close am I to these two baddies?

Justin: You are... call it... You're out of arm's reach, right?

Travis: Okay.

Justin: But they can't stab you. But if you get much closer, you're gonna be in stabbing range.

Travis: Okay.

Beef: I have the pin!

Trash Bag: Ey, what?

Beef: Yeah, I grabbed it while I—

Slipper: Ey, are you Beef Punchly?

Travis: I am! The slammin' slab, the mountain of meat! And I grabbed the pin while I was holding him.

Trash Bag: Oh, you got it off of him? Right, okay.

Slipper: Well, you give it over then.

Justin: And I think Slipper points his... both of his knives over to you.

Travis: And Slipper was holding which one?

Justin: Let's say Montrose.

Travis: Okay.

Justin: So, Montrose, he kind of shoves you away. And Beef goes to... And starts heading towards Beef.

Griffin: He shoves me away, so I have like a moment away?

Justin: Oh, wait a minute. Travis, you have to roll for that. To see if it works.

Travis: Well, now, here's what I will say, J-Man.

Justin: Okay.

Travis: In conversation, does he have any reason to believe I don't have it?

Justin: I guess not. But like, why would you volunteer that you have it, right?

Travis: 'Cause I'm America's Beef Punchly and he's got knives on my friends.

Justin: Yeah, but they're thieves. They're clearly thieves. Like, why would you give it over to the thieves? If it's not a sway roll, I need to know why they would believe you.

Travis: Oh, okay. Hold on.

Justin: And I don't want a— I need like something very logical. [laughs] Or else we're gonna need to sway 'em.

Travis: Okay. I... Okay, I am going to quick flash a token from my pocket. From the arcade that we worked at. Nobody knows what the pin looks like,

they have not seen the pin yet. So, I am going to flash the token and then close it in my hand.

Justin: Okay.

Travis: So, I'm gonna call that finesse.

Justin: Okay, yeah. Okay, yeah, I'll grant it.

Travis: Would you say this is risky or desperate?

Justin: I'd say it's risky. Because they don't know— I mean, you know, it works or it doesn't. Like—

[sound of dice thrown]

Travis: It's a 5.

Justin: Okay. I think that... yeah. With a 5, that's enough. He maybe is not like— he's a little bit uneasy. You know what he's gonna do? He's gonna keep a knife pointed towards Montrose. His attention is no longer on Montrose. He just has the knife there to try to keep him docile. And he's coming towards you.

Travis: Okay. That's my thing.

Griffin: [laughs]

Slipper: Let's have it!

Justin: He's pointing the knife right at you, Beef.

Slipper: Let's have it!

Griffin: I look at Beef and try to like decide if he gets stabbed again, if he'll die. And then I look at Emerich and decide very quickly that if he gets stabbed once, he will definitely die. 'Cause he's so... 'Cause he's not Beef.

And I'm gonna start coughing... Well, wait. Can I cough with a pin in my mouth?

Justin: Yes.

Griffin: Okay.

Justin: You're an incredible scoundrel. You can cough with a pin in your mouth.

Griffin: Okay.

Travis: [fake coughs] Yeah, definitely. I can do it. I just put a pin in my mouth and practiced.

Griffin: Oh, good. I grab my chest as I'm like coughing. And then, in one swift movement, I wanna turn to the guy that has a knife to Emerich. And withdraw the trance powder that I have in my breast pocket. And just kind of throw it in his face.

Justin: Okay. I think this is finesse, right?

Griffin: Yeah, yeah.

Justin: Oh, by the way, you have a pin in your mouth right now and you're faking coughing. If this goes bad, it's gonna go so fuckin' bad.

Griffin: Yeah, yeah, yeah. What position would you say I am in?

Justin: You are in a desperate position because you have a knife pointed at you.

Griffin: Cranking up the ex— I will say this. This mission, probably from a fungible perspective and a just sort of physical perspective, pretty bad. But from— I think we're learning a lot.

Clint: [laughs]

Travis: Oh, we're learning so much on the job.

Justin: You're learning— That's the whole— Yeah, for sure.

Griffin: Effect?

Justin: Standard? I mean, it's trance powder, you're wanting it to do what trance powder does.

Griffin: Yeah.

Justin: Okay.

Griffin: All right, please.

[sound of dice thrown]

Griffin: God... bless it! That's a 3.

Clint: Three.

Justin: [sighs]

Griffin: I mean, the trance powder's coming out. Someone's about to go on just a psychedelic journey.

Travis: Someone's getting tranced.

Justin: Yeah. [laughs] What does the trance power do, Griffin?

Clint: [laughs]

Justin: [laughs]

Griffin: Uh...

Travis: Oh no.

Justin: [laughs] What does the trance powder do?

Griffin: Okay. So, trance powder.

Travis: Well, it says here in the book, Justin. "It heals Beef for his damage..." What?

Justin: [laughs]

Griffin: Wild.

Travis: That's incredible!

Griffin: "A glittering blue powder induces a pleasant, hypnotic trans when inhaled."

Justin: Okay. [laughs] All right. You throw— you chuck the trance powder at what's-his-face.

Griffin: That was holding Emerich.

Justin: You chucked the trans powder at Slipper, I believe we said. And there is still the vacuum, where it's broken, it's blowing like, blowing a lot out.

Griffin: [laughs]

Justin: Blowing a lot out— Blowing a lot of air. So, you chuck the trance powder and I think a cloud of it just blows right back in your face. [laughs]

Griffin: [laughs]

Justin: And you are now in a— you're gonna stay there, very, very chill, with a pin in your mouth. [laughs]

Griffin: And I'm probably instantly like:

Montrose: "Why is there a fuckin' pin in my—"

Justin: Why is there a pin in your mouth?

Montrose: "This is wild. This isn't food?"

Justin: His attention is back on you. He's coming for you now, Montrose.

Travis: As soon as he turns back to Montrose—

Justin: And I think— You know what? I think that kind of move, that probably draws Trash Bag too. All three of them are headed your way. 'Cause they—

Griffin: Three of them?

Justin: You know... Sorry, all two of them, both of them.

Griffin: Okay.

Justin: All two of them is not a thing. Both of them are headed your way. Go.

Travis: So, do they take the knife off of Emerich?

Justin: Yes. All knives, knives out for Montrose.

Griffin: All knives on me!

Travis: Okay. As soon as... what's-his-face, Trash Bag... takes the knife off of me, I'm gonna kick him in the small of the back.

Justin: Thank you. There's violence for you. Skirmish his ass.

Travis: And since this isn't my arm, I would argue that this is not minus a die.

Justin: That's fair. You're kicking, baby. You don't lose any dies for kicking when you got an arm cut.

Travis: Would you say it's risky or what?

Justin: It's risky, yeah. It's risky.

Travis: Right. And the impact? The input... The effect?

Justin: Probably a standard effect.

Travis: All right, here we go. Kicking his ass.

[sound of dice thrown]

Travis: Oh my fuck. It's a 3!

Griffin: How many 3 rolls...

Justin: Beef, you go to kick his ass. But here's what— 'cause you got a three. You go to kick his ass and you just miss. Like, his ass moves. And I think you just don't kick his ass. [laughs]

Travis: Oh. So, the impact is much more psychological than anything else.

Justin: Yeah.

Beef: His ass was right there. How did I miss?

Montrose: [sighs]

Justin: Okay, he's coming for you, Montrose. You got like— There's like one second. He starts to reach... He starts to search you. They're searching you.

Griffin: Okay...

Justin: You've got a moment because they don't know where it is. But they do think it's on you because you tried to pull that sick shit.

Griffin: I sigh.

Montrose: [sigh]

Griffin: 'Cause I know what I have to do. And that is, I guess I'm gonna swallow the pin.

Justin: Yeah, I mean, you're in a trance. And I think swallowing the pin might come naturally to you at this point.

Clint: [laughs]

Justin: Like, it's in your mouth.

Griffin: Yeah:

Montrose: What's this weird, sharp food?

Justin: "I'm just gonna swallow this weird, sharp food." Okay... [laughs] I think this is... I'm gonna call this... I mean... [laughs]

Griffin: [laughs]

Justin: John Harper, in his wisdom...

Griffin: [laughs] Okay, let's go down the list. It's not hunt, I'm not studying, I'm not surveying...

Justin: No, you know what it is, Griffin?

Griffin: What?

Justin: I know what it is. It's command.

Griffin: I'm commanding myself to—[laughs]

Justin: You're commanding yourself to swallow.

Travis: There it is, yeah, yeah, yeah.

Justin: It's the only thing that makes sense.

Travis: Anyone's who's had to take like a large pill or something has been there. It's like, "All right, we can do this, buddy. Come on, come on, come on."

Griffin: [laughs] Oh my God. What's my position, Justin?

Justin: Your position, Griffin, is desperate. [laughs] You are trying to swallow a pin.

Griffin: It's cool. I'm going to level up and then I'm going to die.

Travis: Yeah. Just don't choke.

Justin: No, you know what? I don't think that you would choke like—

Griffin: Yeah, okay.

Justin: It would be hard to— I'm gonna say it's risky, standard. I mean like, it would be hard to choke on it so bad you died.

Travis: Now, I would argue it is desperate. 'Cause if he doesn't swallow it, they're gonna find it.

Justin: That... I'm gonna have to think on this a little bit more 'cause I don't wanna—

Travis: Just pray on it.

Griffin: Pray on it, Juice.

Justin: I'm gonna have to pray on it... Right now, we'll call it risky, standard.

Travis: Okay.

Griffin: Okay.

Justin: And then... yeah.

Griffin: Can someone help me swallow? [laughs]

Travis: No.

Justin: [laughs] Go!

Griffin: All right, here it goes.

[sound of dice thrown]

Griffin: Are you kidding me? That's a—

Clint: 6!

Griffin: And a 3.

Clint: And a 3.

Griffin: And we take the lower dice result because I'm not skilled.

Justin: Another three...

Travis: Shit. I think that Roll20 is broken and a piece of shit.

Griffin: Yeah. So, does that mean—

Travis: I said it. I'm sorry, Roll20, if you're listening. You're great.

Griffin: So, does that mean that I swallow it bad? Or that I don't swallow it?

Justin: I mean... Here's what happens, Griffin.

Griffin: Yeah?

Justin: [laughs]

Travis: Oh, boy.

Justin: Griffin, you do swallow it.

Griffin: Yes! Success!

Justin: But in the interim of swallowing it, you feel something in your teeth. Like, "Ugh, what's that?" You pull it out and it's the pin back that had been protecting the sharp part.

Griffin: Oh my God, the sharp end...

Justin: So, Griffin, you did swallow it. Congratulations on solving my swallow-able pin puzzle. But you do have... I'm gonna call it two harm. I mean, it's intestinal harm.

Travis: Yeah.

Justin: You have two... you have like moderate...

Griffin: Yeah, it ain't coming up easy, is it?

Justin: It ain't coming up easy and it ain't—

Travis: And that's gonna be minus a die anytime you try to poop.

Justin: All right, Griffin, so you swallowed it and they're patting you down. And... [laughs] What are you doing? What's Montrose doing while they're patting you down? [laughs]

Griffin: I'm frowning. [laughs]

Travis: [laughs]

Griffin: I'm frowning so deeply, Justin. I've never frowned so hard in my whole life.

Justin: Trash Bag has had enough.

Trash Bag: All right, here's how it's gonna work. One of you three is gonna give me the pin. Or I'm gonna cut the little one in half.

Justin: And he points at Emerich.

Trash Bag: I'm gonna count to three. One...

Montrose: Don't say that number...

Trash Bag: Two!

Clint: Emerich uses a special ability.

Travis: Oh?

Justin: Okay, what's your special ability, Emerich?

Clint: How does it work, by the way?

Travis: What's the ability?

Justin: I don't know what the ability is?

Clint: Tempest.

Griffin: Wait, you don't have that.

Clint: I don't have tempest?

Justin: The special ability you took—

Griffin: Was the—

Justin: What special ability did you take? You didn't mark it. The special abilities are the ones in the grey box.

Clint: Right.

Justin: Okay.

Griffin: I thought you took the top one, which lets you create—

Clint: No, that wouldn't make any sense. 'Cause there are no gods or demons anywhere.

Justin: Dad, okay, I'm looking at the character sheet. I just opened it. This is what dad took. "You can push yourself to do one of the following: Unleash a stroke of lightning as a weapon. Summon a storm in your immediate vicinity."

Clint: And they're both holding knives?

Justin: Yeah.

Clint: Then unleash a stroke of lightning.

Justin: Okay. You know what?

Clint: At their metal knives.

Justin: Fuck it. Dad, let's call this a... This would be attune, right? 'Cause he's using the power of you know, his tools to try to shock them, right?

Travis: Yeah.

Clint: Right.

Justin: To unleash a stroke of lightning as a weapon, dad, I'm gonna say this is attune. This is attune.

Clint: Okay.

Justin: Or tinker? Do you guys think tinker or attune?

Travis: Well, Justin, if I may give a little suggestion, a little gift.

Justin: Yeah?

Travis: That panel is right there. So, he has a source of electricity...

Justin: No, he— Yeah, he does. He— For sure— Trav, I will probably factor that in too.

Travis: Yeah.

Justin: That's a really good thought. I will factor that into the result of the roll.

Travis: It seems like to me then it would be tinker. 'Cause I think attune is like—

Justin: Yeah, attune is Hard Light.

Travis: Yeah.

Justin: This is tinker. Yeah, it does not— Oh, by the way, he has the same skills. So, this distinction could not matter less. Dad, go ahead and roll, let's call it a tinker roll.

Clint: Okay. And I'm gonna push myself.

Justin: Now, here's what I will— You're gonna push yourself, smart. I was going to suggest it.

Clint: I'm gonna push myself.

Justin: So, make sure you take a bonus die for that.

Clint: All right. So, with attune, this is risky—

Justin: No, tinker. Tinker.

Clint: Tinker, tinker.

Justin: Couldn't matter, less, sorry. Again, don't know why I'm getting so hung up on it.

Travis: It does 'cause it's all about narrative, baby.

Clint: Tinker, risky or desperate?

Justin: I mean...

Clint: Desperate, don't you think?

Justin: Yeah.

Griffin: Please...

Clint: And effect?

Justin: I mean, I think this is—

Clint: Huh, what is the effect of shooting a lightning bolt?

Justin: This is a great effect, dad. [laughs]

Travis: Yeah, really cool.

Justin: It's gonna effect the fuck out of 'em if this works.

Clint: And one bonus die?

Justin: Yeah.

Clint: Oh, crap. All right, here we go. [laughs]

Griffin: Please. Please be three. Oh my God.

Clint: 2, 2, 4!

Justin: Four... dad. And what a four it is, dad. [laughs] You use the lightning whip— Or what is this, dad? You tell me what does this look like? What do you do?

Clint: Well, I think it has to be some kind of— Has to be something that comes from his— If it's tinker... Well, one of the things that he gets to carry is a thing called a lightning hook.

Justin: Yeah, but if you don't know what that is for you, right... like, that it a suggestion from the fiction of the game, embedded. Like...

Clint: Oh! Okay. All right, wait a minute.

Justin: You know what I'm saying? Okay, go ahead. What have you got?

Clint: Okay. I would say that he... Maybe he has like a tesla coil?

Justin: Okay. Like a pocket tesla coil?

Clint: Yeah, like a watch. Like a pocket tesla coil.

Justin: Okay, sure. Fuck it, yeah. Absolutely. I love that. And what does it do?

Clint: It shoots of bolt of lightning.

Justin: Shoots a bolt of lightning...

Clint: And hits one knife and jumps over the— I would say, if it's aimed towards the knives which are metal...

Justin: Yeah. No, I understand the logic of what you're doing. I just wanna know what your tool looked like. Okay, so you raise your wrist and I think that this like... They get one second to look at you. And you raise your wrist, and maybe like a hatch on the watch like opens up and you hear this loud whine like [imitates sound of electric charging].

And then, they're all looking at Emerich like, "What in the fu—" And before they can even finish the word, this bolt of lightning leaps from there. Hits one knife, goes through Thrash Bag. Leaps from his knife into one of the knives that Slipper is currently holding, and shocks both of them. And they instantly black out, fall on the ground. The only thing about it is that the arc of the lightning went back through you into the panel. And you yourself are knocked unconscious.

So, you're unconscious, Beef is stabbed, Montrose is internally bleeding. And just as the arc of lightning clears, the backdoor starts to roll open. And there, you see a delivery truck. And the doors of the delivery truck pop open. And out steps Gravel. And she says:

Gravel: Well... That was miserable.

Clint: [laughs]

Griffin: [laughs]

[theme music plays]

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