

## The Adventure Zone: Steeplechase - Episode 6

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**Krystal:** ...but CEO, Evelyn Denton, assured shareholders it was just a mild aberration in the fiscal quarter. In lighter news, Gutter City's most famous petter, Chad Touch, has returned to Sinneundo East after a brief stint in the much seedier and much more poorly lit Sinnuendo Northwest. And we couldn't be more thrilled. As Marylin648 said in our chat last week, "Sinnuendo Northwest is one step above a Sinnuendo Express. And those magic fingers deserve so much better."

Okay Marylin, we wouldn't go that far. [chuckles] But seeing Chad back in the historic and extremely flammable Sinneundo East, feels just about as good as one of his petting sessions. He's already booked out for months, though. So, if you're a Steeple hoping for a last-minute appointment, I hope you never know when to stop dreaming.

[Steeplechase theme music plays]

**Weaver:** Story time, children. Gather, gather 'round. Gather 'round. I have a new tale for you. Of a muck-dweller turned hero to his— to his people. Oh! Now I seem to have lost it.

**Clint:** [laughs]

**Weaver:** In the last rust— in the last rust storm. Perhaps we'll continue the... the current tale.

**Justin:** Hello everyone and welcome to The Adventure Zone.

**Clint:** Oh, don't stop!

**Justin:** That's all you get.

**Travis:** No, this is the tale.

**Justin:** This is the tale.

**Clint:** Oh. Okay, gotcha.

**Justin:** He opens the book and then I'm talking.

**Clint:** [chuckles]

**Travis:** Hey, Justin, I have a lot of questions about the rust storm. Are we ever gonna return to that?

**Griffin:** Was the book written on metal? And then—

**Travis:** Good question.

**Griffin:** I don't know how that would be destroyed by a rust storm...

**Travis:** Are these robot people that are like affected by rust? Are we—

**Justin:** Do we wanna— Do we— I'll talk about this for one second. I have spoken to this guy exactly as much as you guys have.

**Clint:** [laughs]

**Griffin:** Hey... I didn't realize it as a fuckin'—

**Justin:** [chuckles] I open my mouth, he says some things, he goes about his way. I don't know where it's coming from and I don't know where it's going.

**Griffin:** Right...

**Justin:** It's just what this guy talks about.

**Travis:** Okay.

**Justin:** And today, he mentioned the rust storms.

**Griffin:** Right.

**Travis:** Got it.

**Justin:** And I think he mentioned muck farming before?

**Travis:** Yeah, I did hear muck farming.

**Griffin:** Yeah. So, there's kind of a Richard Stink relationship?

**Justin:** No... It's more like... He's definitely in a blasted wasteland.

**Travis:** Yeah, yeah, yeah.

**Justin:** And it doesn't make any sense, I get it. But like, I'm guessing just like you guys are! [laughs] It's fun!

**Griffin:** Yeah.

**Clint:** [laughs]

**Travis:** Well, that's the thing, it would be weird for him to be in a thriving kind of Utopia that dealt with muck farming and rust storms. So, we can just infer that it is definitely some kind of post-apocalypse. Or just like maybe it's not even an apocalypse, it's just a shitty world that he's on?

**Griffin:** Yeah.

**Justin:** It'll probably never come to anything. So—

**Travis:** Well...

**Justin:** ... Just to recap, if it's been a week since you last listened to The Adventure Zone. There's a fire in the middle of the room.

**Clint:** [chuckles]

**Justin:** It's Bananas Foster and blank money.

**Travis:** Yeah. And that's not just like a fun way to describe like a wild situation.

**Justin:** No.

**Travis:** It's literally a Bananas Foster.

**Griffin:** Yeah.

**Justin:** It's really happening, in real time. I'm gonna give everybody like an instant sort of like, hot take. What's your first move? I know what my first moves are. I wanna know what your first moves are, because I think that you... No matter what you've been planning moments before... Waiter comes in, dumps a bunch of flaming stuff on your money, plan has changed. Plan has—

**Griffin:** Yeah.

**Travis:** Flaming `naners tend to change the scenario a little bit.

**Justin:** Yeah. I had some clocks going before. But honestly, I don't know that they're all that applicable when there's a big pile of flaming money and bananas in the middle of the— in the middle of the room.

**Travis:** So, I know what Beef is gonna do.

**Justin:** Okay, what's Beef gonna do?

**Travis:** Beef is going to say:

**Beef:** We gotta protect those hands!

**Travis:** And he's gonna like pick up Chad Touch, to move him, one, away from the button. And put Beef's body between the case and Chad.

**Justin:** Okay.

**Travis:** But do it as a like, `protective' quote-unquote maneuver.

**Justin:** Okay. Here's what I'm gonna do. [chuckles] Here's what I'm gonna say then, Travis. If that's your first— your first play here. I think that's gonna like— You know the tenor of your relationship to this point. I do not think that Chad Touch is going to instantly regard you as a sympathetic friend. [laughs]

**Travis:** Understandable.

**Justin:** So, I... I feel like maybe, is it...

**Travis:** It's Skirmish.

**Justin:** Is it Skirmish? Okay.

**Travis:** Yes.

**Justin:** So, it doesn't really matter how he's reacting to it. Okay.

**Travis:** Well, no... Yeah, I'm wrestling. I mean, I'm wrestling him out of the way. Basically, I don't want him to panic hit the button.

**Justin:** Okay.

**Griffin:** Yeah.

**Travis:** But I also want some justifiable reason so that it's not just like, "They're in on this," right?

**Justin:** Okay.

**Travis:** This is like, I'm going to say out loud:

**Beef:** We've gotta protect those magical hands!

**Justin:** That's your first thing, okay. Go ahead and roll... Roll skirmish, I guess.

**Travis:** And I assume that this is desperate?

**Justin:** No, because you will be able to get him out of the way. [laughs]

**Travis:** Okay.

**Justin:** So, let's call it risky. And I guess it's standard, you're just picking up a small man.

**Travis:** Yeah, absolutely.

[sound of dice thrown]

**Clint:** Woah!

**Justin:** Wow!

**Griffin:** Dag-gone!

**Clint:** Double 6!

**Justin:** Wow!

**Travis:** Double 6's, baby. That is a—

**Griffin:** Wait, that's a... that's a critical, right?

**Travis:** Yeah.

**Justin:** That's a critical. That's... never happened before. [laughs]

**Travis:** No?

**Justin:** That's never happened before, give me a second.

**Travis:** You can tell 'cause we're all so flummoxed.

**Justin:** Yeah.

**Clint:** [laughs]

**Travis:** I have to look and see if there's something I'm supposed to do on my end.

**Griffin:** It feels like you've done something wrong.

**Travis:** Right?

**Justin:** Yeah. It does feel... It feels... It's good enough that it feels negative.

**Griffin:** "As a critical success, you gain some additional advantage."

**Justin:** Okay, here's what the... here's what the additional— This is— You're so effective in this Skirmish, right—

**Travis:** Yeah?

**Justin:** ... That Raúl, the Hard Light projection, his programming kicked in. And he was about to make a run for the button too. Because fire... it kind of over-rid whatever, you know, programming Dad managed to do. So, he—

**Travis:** Fire bad, as they say.

**Justin:** Fire... You might say, one might say, fire bad.

**Travis:** Fire bad.

**Justin:** But you are so convincing that he, Raúl, is going to rush to you, to help with this effort of lifting Chad Touch. So now, you have Chad Touch like... What were you going for, like under the armpits?

**Travis:** I was... Yeah, I was actually going for more of a bearhug around the arms. But I'll take either, I don't think he's gonna be able to flail his way out.

**Justin:** That's fine, okay. And Raúl is going to grab the— Chad Touch's legs, to lift him up. [chuckles] So, the two of you are like, carrying him together.

**Travis:** Cool.

**Clint:** [laughs]

**Travis:** Some Stooge-ass shit we got going on.

**Justin:** Some Stooge-ass shit.

**Griffin:** How bad is the fire?

**Justin:** Hmm, well... It's—

**Griffin:** Describe the dimensions of the fire to me.

**Justin:** Here's what I will say. It is on fire.

**Travis:** Mm-hmm?

**Griffin:** Good.

**Justin:** I did establish that it's newspaper.

**Griffin:** Yeah.

**Travis:** Mm-hmm.

**Justin:** So, that's a fire-friendly medium. [laughs]

**Griffin:** Love fire.

**Justin:** Yeah, loves fire. I will say that at this point, it is not terrible. But it is obscuring the situation. Like, Chad is not going to be able to look at this and be able to parse exactly what is going on there. It's a mess.



**Clint:** You also have the accelerant of the brandy? And it's intensifying the burning.

**Justin:** Well, yes. But when you're flaming a Bananas Foster, the brandy would've mainly burned away by this point. So, that's gonna go quickly.

**Travis:** Mm-hmm.

**Griffin:** Yeah.

**Justin:** So, it's not gonna be too quick. But you're right, dad. It's definitely— I mean, we got all the making, all the fixings of a great, great fire. In fact... In fact, it's so choice, such a good fire, that I am going to change the button. I have a clock that says, "Chad is convinced." We're gonna leave that one be. I have another clock that says, "Chad pushes button."

**Travis:** Mm-hmm?

**Justin:** That seems to be off the table at this point. 'Cause you're holding Chad and there's the fire here. So, I'm gonna say, "Fire out of control," is the name of this—

**Travis:** And Justin, just to—

**Justin:** Yeah?

**Travis:** Just to double check, Justin. Is he convinced?

**Justin:** Is he convinced of what? [laughs]

**Travis:** Well, that's... that's a good question, Justin. 'Cause there's a lot going on here. I'm sure he's not convinced that there's money. Well, I mean, maybe he is convinced there's money. But is he convinced of anything at this point?

**Justin:** I will— You know what? I will say this... [chuckles] Because of you great success, I will... Oh, no. I already gave you an advantage. I'm not

gonna bump you off another one. But yeah, he... I mean, it's not hurting, what you did, right. I think it was— with a double 6 and—

**Travis:** Yeah.

**Justin:** You know, Raúl leaning in to help, I think that's fine. "Fire is out of control," I'm gonna make this a four count that is at... Three out of four. So, we got three out of four segments until the fire is out of control. Griffin?

**Griffin:** Yes. Follow up question, has it... has the newspaper burned in such a way that it is indistinguish— I mean, is it all—

**Justin:** I am saying... What I'm saying to you is, at this current moment, you couldn't look and say, "Hey, wait a minute. That's just newspaper!"

**Griffin:** Okay, great.

**Justin:** But if you dug through it, there's a lot of untouched newspaper back there. Like... It's not like, "It's gone! There's no evidence." But on a quick glance, you wouldn't tell.

**Griffin:** Then I wait a few beats and—

**Justin:** You wait a few beats?

**Griffin:** No, I guess I don't wanna waste my moment here.

**Justin:** [laughs] This is your— I have other things that need to happen. I'm giving you—

**Griffin:** Right.

**Justin:** I'm saying like, what's your instant reaction? If it's nothing, that's fine. I mean, I think that's a legitimate thing. But I don't know how this is gonna shake out, frankly.

**Griffin:** Is the AI person still here? The—

**Justin:** Raúl? Yes. Remember, Raúl's holding the legs of Chad Touch.

**Griffin:** Okay. I say:

**Montrose:** Raúl! Signal down to the kitchen! We need seltzer sprayers, we need water, we need super soakers, anything you got.

**Justin:** Okay, I want you to do a Command roll.

**Griffin:** Uh-oh.

**Justin:** Oh, actually, let me— let me— Okay...

**Travis:** Now... We have established that getting the AI to do things for you is Attune.

**Griffin:** That, I mean, I have a zero in also.

**Justin:** Right, but Griffin... Okay. [laughs]

**Griffin:** I can't Attune, I don't have that.

**Justin:** But Griffin doesn't have Attune, right. So, as far as Griffin... Griffin does not know that this is Hard Light, for starters. So—

**Travis:** Ah.

**Griffin:** You know what? I'm gonna change my tactic here then.

**Justin:** Okay.

**Griffin:** Because I...

**Justin:** Is that an okay distinction?

**Griffin:** Of course! Of course—

**Travis:** Yeah, he's not being programmed to do it. He's being asked to do it.

**Justin:** Right, exactly.

**Griffin:** We have established that precedent very well at this point. I'm just going to take off one of the many capes I own, in my fine clothes and jewelry. And I am going to throw it over the... the roaring briefcase in an attempt to try and close it. 'Cause then the fire— 'Cause listen, then the fire is inside of the briefcase and it can't spread. A-thank you very much.

**Justin:** [chuckles] Okay.

**Clint:** That will also extinguish the flames, though, won't it?

**Justin:** God, I actually— I need John Harper's cellphone number at this point. So I can be like, "Okay. So, anyway, what action is it if someone throws a cape at flaming bananas and newspaper? [laughs] What would you call that exactly?"

**Griffin:** I'm gonna say— I would say Finesse.

**Travis:** I would say Finesse as well, yeah.

**Justin:** Finesse is perfect, is the perfect call.

**Griffin:** I'm trying not to burn myself. Position? Desperate?

**Justin:** I really— I'm hesitant to give you guys— Desperate is bad, guys. You don't—

**Griffin:** Yeah, sure.

**Justin:** You guys keep suggesting desperate, you don't want desperate.

**Griffin:** Okay, risky?

**Justin:** Risky can... Risky standard.

**Griffin:** Risky standard.

[sound of dice thrown]

**Griffin:** 1 and a 4.

**Justin:** 1 and a 4 on this Finesse.

**Travis:** Hey, Griffin, I don't wanna tell you your job. But next time, you should get two 6's.

**Clint:** [laughs]

**Griffin:** Yeah...

**Justin:** That's a great— That's a great point.

**Griffin:** I'll do my best...

**Travis:** It worked out great when I did it. So...

**Justin:** And you're trying to close it, like using the cape as a tool, try to close the briefcase.

**Griffin:** Yeah, using the cape to kind of like cover it all up and then you know, slam the lid shut, if I can.

**Justin:** Okay. You manage to cover it. You can't slam the lid shut because the case is broken.

**Griffin:** Okay.

**Justin:** But you can use the... You have used the cape that you brought to... It is over the fire and it seems to be... I mean, it would be snuffed out at that point. I don't see how it would keep going. Okay, you've— you have snuffed out the fire.

**Griffin:** Okay. Can I then gather it up in the cape like a bindle and throw it out the window, outside?

**Justin:** Oh, you got— Hey, please... I think I would like you to take one harm, please.

**Griffin:** Why?

**Justin:** Well, because you rolled a 4. So, I want you to take—

**Griffin:** Yeah, fine. I burned— What is it? I burned my hand?

**Justin:** ... A level one harm.

**Griffin:** Hand burn?

**Justin:** It is gonna be—

**Travis:** A hand burn.

**Justin:** ... A burn.

**Griffin:** Hand burn, on my hands. I'm a hand man. Okay... Can I attempt this gambit where I throw it out the window, into the street?

**Justin:** Sorry, what window?

**Griffin:** I mean, I guess there's—

**Justin:** You think— You think a place like—

**Griffin:** Yeah, okay. Fine, fine, fine.

**Justin:** [laughs]

**Griffin:** In a horny room, there's no—

**Justin:** Wait, there is! A window! [laughs] A huge window and five or six people are just like, "Hey! Hey—"

**Travis:** He wants to throw it out the Sinneu-window.

**Griffin:** Okay. Then I'm not going to do that, I guess.

**Clint:** That was good, Trav.

**Travis:** Thank you, Dad.

**Justin:** You can chuck it out— There's one— There's one door. It is open. Because...

**Griffin:** Oh, onto the dance— Like, onto the fuckin' like floor below?

**Justin:** There is— No. It is a room with a door. Outside the door is a hallway. That's what you got. And there are people out there.

**Griffin:** Nah, it's fine.

**Justin:** Okay.

**Griffin:** This is taking a while.

**Travis:** I'm going to say, since we've got him up a stooged, as it were.

**Justin:** Fully stooged.

**Travis:** I'm gonna say like:

**Beef:** This smoke is out of control! Let's get out of here!

**Travis:** And like carry him out of the room. 'Cause I assume even with it smothered, the room is full of smoke? This is not safe. We've gotta get out of this room.

**Clint:** Well, I've gotta get out of—

**Justin:** Yeah, yeah, yeah. Yeah, I need to know what dad... Dad, you obviously, this was your plan.

**Travis:** Oh, right. Yeah, you're in the other room.

**Justin:** So, I'm gonna duck into Dad. You're close enough, Dad, that you would've heard this happen.

**Clint:** Right, right.

**Justin:** What's your instant reaction?

**Clint:** Okay... Emerich, I mean, since he had this original idea, realizes that the longer the fire burns, the better off they are. 'Cause if it destroys all the evidence, you know, they're— they're in good shape. So, Emerich grabs the fire extinguisher off the wall. 'Cause every kitchen's gonna have to have a fire extinguisher, right?

**Justin:** Absolutely.

**Travis:** Yup.

**Clint:** Grabs a fire extinguisher off the wall and runs into the dining room with the fire extinguisher. But while he's running, he's gonna Tinker with it, so it doesn't function properly.

**Justin:** Okay. Now, you know Griffin has extinguished the fire, at this point, with his cape? Is what we just established a second ago. So...

**Clint:** Oh, I thought it was a partial— I thought it was still burning.

**Griffin:** No. I snuffed it, but I also hurt my hand.

**Justin:** Well, okay. You know what? You hurt your hand and you did close it... Let's say this, just to keep things fun. The fire is— The clock is not moving. This is not a threat now, right? But it is still... 'Cause you can't close it all the way.

**Griffin:** Yeah.



**Travis:** Mm-hmm.

**Justin:** It's still— It's still like, smoldering.

**Griffin:** Perfect. That's actually best of both worlds.

**Travis:** Okay, a lot of smoke. Yeah.

**Griffin:** 'Cause I want that newspaper unrecognizable.

**Justin:** It was a good move. I mean, it was a good move. You took your harm. We'll live with it. Dad, you're gonna Tinker with the fire extinguisher to make it do... the reverse of that.

**Travis:** To not.

**Clint:** Right.

**Griffin:** A fire worsener.

**Travis:** A fire encourager.

**Justin:** I will say this. I will say that this is risky. But I'm going to say it's a great effect. 'Cause if making a fire extinguisher into a fire hardener—

**Griffin:** Tinguisher.

**Justin:** [laughs]

**Travis:** Yeah.

**Justin:** To a fire—[laughs]

**Travis:** In-tinguisher?

**Clint:** Pro-tinguisher.

**Travis:** There it is, yeah. A pro-tinguisher.

**Griffin:** [laughs]

**Clint:** All right. Well, all right. Okay, all right, here we go. So, risky standard?

**Travis:** Great. Great.

**Clint:** Great?

**Justin:** Great. Great, great, great.

**Griffin:** Risky effect.

[sound of dice thrown]

**Griffin:** So, how... When you fuck this up, what's that look— I don't know what it... Does it... Did you make it a fire extinguisher again? What does... What does that mean?

**Travis:** Are fire triple extinguisher. [laughs]

**Griffin:** [laughs]

**Travis:** It grows legs and goes searching for any fire it can find.

**Justin:** Okay, Dad—

**Clint:** I wanna— All right. So, how can I— I wanna push.

**Travis:** No, you gotta tell us—

**Justin:** No, you gotta push before. This is the— This is the thing. [laughs]

**Travis:** He rolled a 1 and a 2, folks.

**Clint:** Yeah, a 1 and a 2.

**Justin:** He rolled a 1 and a 2, folks. It's bad, it's not good. I mean, you rolled a 1 and a 2, Dad. [laughs] I'm sorry, bud! I'm sorry but—

**Clint:** So, it didn't work?

**Justin:** Oh, it not... Didn't work would be—You'd love it if it just didn't work. [laughs] Um... It blows up in your hand and—

**Clint:** Okay. I'll go for that.

**Justin:** It blows up in your hand and you are concussed. [laughs]

**Clint:** Okay, wait a minute, wait a minute! But give me the set up. That's fine with me. I got—

**Justin:** Okay. You're trying to Tinker with it and you're like, "Come on... I can do this. I can do this. I can do this." And then you—

**Clint:** Okay. And I'm running— I run through the big double doors that they have coming from the kitchen.

**Justin:** Right. And you're—

**Clint:** And I say:

**Emerich:** Everybody, stand back! Everybody, clear the way! I've got this fire extinguisher!

**Justin:** [laughs] Yes, this is what happened. I remember now.

**Clint:** And I look down— I look down at the label. I look down at the label and I say:

**Emerich:** When was the last time this thing was inspected?!

**Clint:** And it blows up. [explosion sound]

**Justin:** Okay, this is great. I'm thrilled. Dad, you're concussed, though.

**Travis:** Yeah.

**Justin:** So, you're— That's a level two moderate harm. You're blasted back in— out of the door. Like, you were in there—[laughs]

**Griffin:** [laughs]

**Justin:** You were like, "I got this!" [laughs]

**Emerich:** Everybody stand back! I got this!

**Clint:** Boom! [chuckles]

**Justin:** It explodes, flinging you back out.

**Clint:** [laughs]

**Justin:** And you— [chuckles] you have moderate harm, it's level two. You're—

**Clint:** Where do I check that?

**Justin:** You are— It's on your sheet.

**Clint:** Okay.

**Griffin:** Right under the stress bar is your harm box. Can we make it a rule that any time Emerich fails to Tinker with something, no matter what it was, it does— it is a bomb now. One that goes off immediately in his hands.

**Justin:** Negative 1d. That's just for stuff that like—

**Travis:** Is affected by that thing.

**Griffin:** Yeah, sure.

**Justin:** Yeah, just your— So, we'll have... Dad, you're just gonna have negative 1d on stuff that involves using your head—[chuckles] your mind, at all.

**Travis:** Yeah. So, I would say Hunt, Study, Survey, Tinker.

**Justin:** Yeah, the thinking stuff, you're not gonna be as great at for a little bit.

**Travis:** Justin, how does... Can he resist that? Like, how does resistance—

**Justin:** Okay, yes.

**Griffin:** Oh, yeah!

**Justin:** Thank you, yes. Good, Travis. Yes.

**Travis:** 'Cause we haven't done resistance rolls yet and stuff. Is that—

**Justin:** Yeah. He can do— He can do a resistance. I actually did get some clarity on resistance rolls. Resistance is like a retcon, right. They will mitigate a bad consequence, to a certain extent.

**Griffin:** "Resistance rolls always succeed. But the better you roll, the less stress it costs to reduce or avoid the danger."

**Justin:** What attribute?

**Griffin:** So, if it's affecting his head, it would be all insight, right?

**Justin:** Yes. Okay, "Six stress, minus the highest die result from the resistance roll." So, Dad, you can reduce the— you can attempt to reduce the severity of this. If you want to. I mean, it's up to you.

**Travis:** So you understand, it's— You get automatic six stress, right. And then, you roll, and decrease that six by whatever the dice result is.

**Justin:** And it will lower your— the harm, from a level two, to a level one.

**Clint:** Okay.

**Justin:** It'll mitigate it.

**Clint:** What do I roll? What do I—

**Justin:** What's your insight?

**Clint:** I have one in insight, I have two in... You mean the— Okay.

**Griffin:** So, how many skills of Hunt, Study, Survey, Tinker do you have any points in?

**Clint:** I have one in Study, one in Survey, two in Tinker.

**Griffin:** Okay, so you have three. Then, you have three skills that you have points in. So, you would roll three dice on an Insight resistance.

**Clint:** Okay.

**Travis:** And then, take the highest die result.

[sound of dice thrown]

**Griffin:** Look at that!

**Justin:** Wow!

**Clint:** 5, a 1 and a 6.

**Justin:** 6, dad! Wow, dad! Congratulations, man. You lowered that to one harm, one stress. How did you do it?

**Clint:** Well, it's all clean living, Juice. You know, drinking a lot of water.

**Travis:** Oh, you know what would be kind of fun—

**Clint:** And I had good teammates. My teammates, I really wanna thank my teammates.

**Justin:** Let's do something kind of wild. Give me an in-fiction like, what actually happened, that you did. [chuckles]

**Clint:** Okay. So, he went in to try to do the— He was tinkering with it to make it so it would be a distinguisher— no, a prostinguisher. And you know, just felt it in his hand— Oh, I know! And Raúl looks up and yells something... You're playing Raúl, Juice.

**Justin:** Oh—

**Clint:** Yell something encouraging. Or yell something that would indicate— would tell Emerich that something was about to go wrong.

**Justin:** Okay, okay... Okay, okay, okay. [chuckles]

**Clint:** Okay so—

**Justin:** Okay. So, you— So, Emerich, you roll in the room. You were like, "I'm about to extinguish this fire!"

**Emerich:** Everybody stand back!

**Justin:** Right before you pull the trigger on it, you hear— you hear Raúl say:

**Raúl:** Papa, I think it's backwa—

**Justin:** And that's as far as he gets. [laughs] You're holding it backwards. [laughs]

**Clint:** So, at the last minute, Emerich realizes there's something wrong. So, he kind of throws it up in the air.

**Justin:** Yeah. Okay, good. Good, good. So, you are— Take a level one harm now. You're a little bit like, "Woah, woah, woah..." But you're not taking a penalty to your rolls. You're a little dizzy—

**Clint:** Okay. Still tell me where to click. So, I add— just add a stress? Is that what that does?

**Griffin:** No.

**Justin:** No.

**Griffin:** No stress. You successfully resisted without stress. Right underneath stress is the harm box.

**Clint:** Uh-huh?

**Griffin:** There's a three, two and a one. So, one of those boxes is one.

**Travis:** I just put a little X in one.

**Griffin:** Or you— Well, no. Write the name of it, so you remember. So, just write like, "Lightly concussed," in one of those boxes.

**Justin:** Dizzy, is what I would say.

**Griffin:** Dizzy, sure.

**Justin:** Go with dizzy.

**Clint:** Dizzy. I am—

**Griffin:** Yeah, these aren't like— These aren't like from the book. There's not like a list of injuries that you take.

**Clint:** Okay, got it.

**Griffin:** It's just mental notes for reference.



**Justin:** Also because like, the effect are, for level one, it's a lot more narrative.

**Clint:** Okay.

**Griffin:** Yeah.

**Clint:** So, he throws— just throws it up in the air. And it just makes a boom! And foam and shit go all over.

**Justin:** Okay.

**Travis:** Oh, that's great.

**Justin:** Okay, uh-huh. Yeah. That did—

**Clint:** But did it have the effect of people backing up a couple of steps? Surely?

**Justin:** Yeah. Oh, I mean, yeah. I think—

**Clint:** 'Cause that was his goal, was to get everybody to step back a couple of steps, to give it more time to burn.

**Justin:** Oh, I mean, everybody stepped back. I mean, if it knocked you back that bad, I think that it... Hmm... You know what? This is a failure. I think it blew the briefcase and the cape and all of it, just like across the room. Like, it... But it's contained, right. Because of the cape. So, it blasted it across the room. And I think the fire is well and fully out at this point. [chuckles]

**Griffin:** Okay. Can I peek under the cape and make sure that the newspaper's not newspaper anymore?

**Justin:** No, right now, it's Trav. Trav, how are you reacting to this situation? From your vantage point, Emerich walked in the room and got blasted out of it.

**Travis:** Yeah?

**Justin:** And you're holding Chad Touch. Chad is kind of like— I mean, he's still a little dazed, I think. This is all moving so fast.

**Travis:** Yeah, indeed.

**Justin:** Oh, I would say also, that the... I'm gonna give you guys like maybe one more sort of round of stuff to do. The guards— I'm not even gonna do a clock 'cause it's like— it's about to happen. The guards will definitely be in here in a second. After the explosion, the security for Sinneundo is definitely on the way.

**Travis:** What is the level of smoke in the room, at this point?

**Justin:** Yeah, it's pretty fuckin' smokey, man. Like, between the newspaper burning and the... extinguishing the fire and the explosion of the fire-tickler. I think that it's pretty smokey in here, yeah.

**Travis:** Okay. I am going... oh, boy... I am going to... mm, mm-hmm, mm-hmm. Mm... Mm-hmm. Whew... I am going to attempt to squeeze Chad Touch until he passes out.

**Griffin:** Oh, cool.

**Justin:** Woah. I love it. Yeah, that's a risky standard Skirmish, I think. Yeah.

[sound of dice thrown]

**Travis:** 4 and a 3. So, the 4 is a mixed success.

**Justin:** A mixed success, perfect, yes. Absolutely. You have knocked out Chad Touch. Chad Touch is knocked out. You're holding Chad Touch. Raúl definitely clocks exactly that and is headed towards the red button to press it to call security. Because Chad Touch is the highest earner in Sinnuendo. And if Raúl is programmed to do anything, it's to protect the highest earners of Sinnuendo. So, he's going for the button now. That's your mixed success.

**Travis:** Got it.

**Griffin:** Okay...

[theme music plays]

[ad break]

[theme music plays]

**Griffin:** I wanna check— Ah, fuck. I have to kill Raúl... But I don't know how.

**Travis:** Kindness?

**Justin:** [laughs]

**Griffin:** If I try tackle Raúl, am I gonna just go right through him?

**Justin:** No, no. *Hard Light*. [laughs]

**Griffin:** [laughs]

**Justin:** [chuckles] You dunce.

**Travis:** He carried in a Bananas Foster?

**Justin:** [laughs] You absolute dunce. Why—[laughs]

**Travis:** He carried in a fucking Bananas Foster?

**Justin:** Why would you go through—[laughs]

**Travis:** They have all interacted with the world multiple times?

**Justin:** God, just when I started to feel good about the tapestry I'm weaving. [laughs] All right, go ahead. You would not, no.

**Griffin:** Okay, good.

**Justin:** [laughs] You were worried, you just wanted to make sure.

**Griffin:** Okay, I'm going to... Oh, gosh. I... There are two dangers here and I'm trying to decide which one I wanna attempt to do something about. Yeah, we gotta take— Ah, man... I don't really wanna take Raúl out though. That feels—

**Justin:** You should think about—Think about the situation. Sorry, I shouldn't kibbitz.

**Griffin:** No, I appreciate some guidance here. 'Cause there is— It is very chaotic.

**Justin:** Mm-hmm.

**Griffin:** Okay...

**Justin:** But these are the times when heroes are made.

**Griffin:** These are the times when heroes are made, Justin. That's a good point.

**Travis:** And war never changes.

**Griffin:** You know— Oh, I got a great idea!

**Justin:** Okay? Good.

**Griffin:** I have an awesome idea.

**Justin:** Mm-hmm?

**Griffin:** 'Cause I have two situations— Let me explain my thought process before I describe what I'm about to do.

**Justin:** Okay?

**Griffin:** I'm worried that there's still unburnt newspaper in this briefcase, which will give away our whole ruse.

**Justin:** Oh, you should be.

**Griffin:** I am worried that Raúl is going to hit the button and then he's— and then that's going to alert the guards that we have just assaulted Chad Touch.

**Justin:** What, just 'cause he's been knocked unconscious?

**Griffin:** So, I'm gonna pick up the briefcase in one sort of swift movement and I'm gonna throw it at Raúl's head.

**Justin:** Okay... Are you using the cape?

**Griffin:** Yes. I'm gonna swing it. I'm gonna launch it like a sock full of... a briefcase of flaming money. [chuckles]

**Justin:** Okay.

**Griffin:** Right at Raúl.

**Justin:** So, we're gonna call this Finesse? I guess?

**Griffin:** Okay.

**Justin:** 'Cause you're not really skirmishing, right?

**Griffin:** No.

**Justin:** Finesse feel good?

**Griffin:** What's my position on this one?

**Travis:** A little to the left.

**Justin:** I think this is desperate. You got one shot at this. Like, this is desperate. And this probably won't work. So, I think that's desperate, to me.

**Griffin:** Okay.

**Travis:** Yeah.

**Griffin:** Effect?

**Justin:** Standard, I think, yeah.

**Griffin:** And then, I'm gonna push myself. I take two stress to push myself. And then, this is gonna— this is gonna be good.

[sound of dice thrown]

**Griffin:** 2, 2, 5!

**Justin:** 2, 2, 5.

**Travis:** Glad you pushed yourself.

**Justin:** Glad you pushed yourself. [chuckles]

**Clint:** Yeah!

**Justin:** Yeah. So, you chuck the briefcase at Raúl.

**Griffin:** Okay?

**Justin:** You don't knock him out or anything. You... I'm not even sure that would work, honestly. But you did like— He's been toppled over. You've interrupted his flow of like, heading towards the button. You've toppled him over, you really caught him by surprise. So, for the moment, he's been knocked to the floor.

And he's holding the— Not holding, I think it's like probably on top of him, the cape and briefcase. And for a moment, the button remains untouched.

Emerich, you have one move here before security is on you. I'm just—  
Again, that's the situation.

**Clint:** Okay. I think Emerich is going to... One move before the guards are upon us?

**Justin:** Yup. You got one more thing you can do. And I'm not sitting here saying like how you have to do anything. I'm just telling you the situation.

**Clint:** Yeah, I know, I know. It's... Okay. So, is Raúl—

**Justin:** Realistically, you're in this club, these things have happened. Big people are going to come now.

**Travis:** Bigger than me?

**Griffin:** Impossible.

**Travis:** Thank you.

**Clint:** Is Raúl still a danger to hit the button?

**Justin:** No, that is neutralized, for the moment.

**Travis:** But you did see him trying to, right? Like—

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

**Travis:** From where—

**Griffin:** Yeah.

**Travis:** Yeah, okay.

**Clint:** And the case is now where?

**Justin:** It's on like— You know, on top of Raúl. It's— He does not have control of it, but it is with him.

**Travis:** It's like in his lap.

**Clint:** Well, I think he's going to Attune to Raúl and try to get him to run into the kitchen with the case.

**Justin:** Okay... Yeah, if you do that, I am gonna say that is desperate. Because that— He has just been knocked down to the ground. You have moments to do it. It's a really— It's a long shot. But if you wanna try it, it's desperate and... risky.

**Clint:** Okay—

**Justin:** No, sorry, not desperate and risky. It's desperate and standard.

**Clint:** Do we know— Are there still some of the fake bills that would be able to be determined to be fake?

**Justin:** Hm... Like, in the briefcase?

**Clint:** Yes.

**Justin:** Absolutely.

**Griffin:** Fuck. You know what? Who gives a— We got the thing, who fuckin' cares? This dude was trying to extort a dude and we got the thing. So, I don't necessarily think it's the worst thing in the world if he's like, "Hey, this isn't real extortion money."

**Clint:** Okay, and where— where will the guards be coming from?

**Justin:** Somewhere that you're not.

**Travis:** Yeah.

**Justin:** [chuckles]

**Clint:** No, no. I mean, will they be coming through a specific door?



**Justin:** Yeah. I mean, you don't know that, Clint. [laughs] Like, I don't know.

**Clint:** Okay.

**Travis:** There's not a— There's not a door marked like, "This is the guard door."

**Justin:** They are coming— All right, let me say this, dad. There's a hallway. The way I'm imagining it is like... You guys ever been to a karaoke bar?

**Travis:** Yes.

**Justin:** Okay. So, you know how there's like side rooms, off of hallways, that are like your little party room, right?

**Travis:** Yeah.

**Justin:** That is what I'm imagining you're in right now. So, there's a hallway with other party rooms. And you're in this party room and there has been this disturbance, and security is going to come to this party room. And they will be there after you do the next thing you do.

**Travis:** Got it.

**Clint:** Okay. I am going to— I'm gonna try to Attune to Raúl, to run in the direction of that hallway. And—

**Justin:** To run towards the door where you are.

**Clint:** Well, I'm in the same room he is?

**Justin:** You got knocked out of the room when the thing exploded. So, you're—

**Clint:** Oh, I'm back in the kitchen?

**Justin:** No, you're in the hallway.

**Clint:** I'm in that hallway...

**Justin:** The hallway in the— The hallway goes to the kitchen. The hallway goes to the party room. The two, the kitchen and the party room are not connected. You have line of sight. You are standing outside the room where everybody is. That's what's happening.

**Clint:** Is it too much of a stretch of imagination to assume there might be a fire alarm in here?

**Travis:** In the hallway?

**Justin:** That is the function of the red button. I mean, that's kind of what, I mean, any sort of thing that you would need people for. That is kind of what I was thinking the red button would have achieved. So, I mean...

**Clint:** I think he's gonna tell Raúl to hit the button! To add to confusion.

**Justin:** Okay.

**Clint:** So they can slip out. There's smoke, people are running around, they think there's fire.

**Justin:** Okay.

**Griffin:** There is fire. That's good that people think that.

**Justin:** Yeah. [laughs] They're right on the money. Okay, Dad, go ahead and...

**Clint:** That would be Attune, right?

**Justin:** Mm-hmm. And it is desperate.

**Clint:** And I'm gonna— I'm gonna take a push.

**Justin:** Okay, make sure to mark that stress for me.

**Clint:** Stress... So, Attune and it's desperate... standard or... right?

**Justin:** Standard because like, this kind of programming is not—

**Clint:** Right.

**Justin:** I mean, you've achieved this before. It's just the situation that makes it tough.

[sound of dice thrown]

**Clint:** 5, 4, 4.

**Justin:** Okay. So, what did you want Raúl to do? Specifically, you want him to press the button?

**Clint:** Yeah.

**Emerich:** Push the button, Frank!

**Clint:** No, not Frank.

**Justin:** Raúl.

**Emerich:** Raúl!

**Justin:** Okay... With a 5, Raúl manages to pull himself up, back to his regular height. He's not like hurt or anything 'cause he's a Hard Light projection. And he says:

**Raúl:** No problem, papa! Of course!

**Justin:** And he slaps the button on the wall. At that moment, I think water starts pouring down from the ceiling.

**Clint:** [laughs]

**Justin:** And in the hallway of the club, and everywhere. And there's water pouring into this room, and probably in the hallway, and in the adjoining rooms. You have activated the sprinkler system. I wanna make it a mixed success, but honestly, it's such a wild thing to do, that I think I'm just gonna let it stand. [chuckles]

**Clint:** [laughs]

**Montrose:** Real quick, Emerich. Do you have any kind of memory altering sort of capabilities for these Hard Light Projections? Because I am pretty sure that Raúl here did see a vicious assault take place on the person of Chad Touch.

**Emerich:** Actually, he will remember whatever I want. I mean, I'm in control of him and I'm sure that I can—

**Montrose:** You're 100% certain? You would— How much are you willing to stake on that belief?

**Justin:** I will say this, Dad. That is definitely within the realm of possibility.

**Clint:** Uh-huh?

**Justin:** It will be— If you're going to try to accomplish that, you have to do it. Like, you do have to do that at some point, when it makes sense.

**Clint:** Okay.

**Justin:** At this point, three security guards bustle their way into the room and they start yelling like:

**Guard:** Everyone, stop! Stop where you are. Everyone, freeze. Do not— Do not move. Everyone, please... What is the—

**Justin:** And they're like assessing the situation. Here's what they see. They see a—[chuckles] They see Beef, holding an unconscious Chad Touch. They

see Emerich, dizzy in the hallway. They see Montrose sort of standing there. And they see a lot of smoke and there's a lot of confusion.

But you do manage to make out the silhouettes of three guards and they're making their way towards you, to try to basically usher you out of the— of the room. I don't think they've clocked Chad being unconscious necessarily. It's a very chaotic scene. But they're in here with you and they're basically urging you to get out of the room because they see the smoke go.

**Travis:** Mm-hmm.

**Montrose:** I'll— I'll take it from here. Greetings. We are some naughty boys who came here to Sinnuendo to have— have our fill of the delectable offering of Chad Touch and his associates. Tragically, there was a Bananas Foster-based fire incident which—

**Guard:** Ah, not again!

**Montrose:** I am amazed you keep this dessert on the menu.

**Guard:** I talked to Johnny about it. He just loves those beautiful bananas.

**Montrose:** Well, unfortunately, it has cost us a great deal. I had a big briefcase full of money, 'cause I was going to go to the bank after this. And also, I was keeping today's newspaper in there to read when I get home to my beautiful wife, Denise. But unfortunately, both of those have gone up in smoke because of the clumsiness of... of your... your wait staff.

Now listen, do not take it out on him. This is a— a deadly menu item. And if anything, whoever designed it, the chef should be held accountable before Mr. Raúl here. But that is the unfortunate situation. Also, I think, Chad must've just gotten scared.

**Justin:** Oh, so you're telling— you're alerting them to Chad's situation. Okay, good.

**Travis:** I'm gonna help. Can I help?

**Justin:** Yeah, absolutely. Yeah, yeah, yeah.

**Beef:** Yes, I was with Mr. Touch... well, we don't need to go into details past that. But he asphyxiated on the smoke and I've been trying to get him down below the level of the smoke to breathe here. He passed out from smoke inhalation. This man—

**Montrose:** And your— And you guys are keeping that from happening now. And time is of the— Time lost is Chad Touch lost.

**Beef:** Yeah.

**Montrose:** We must get him out of here.

**Guard:** Yeah, okay. That makes perfect sense.

**Justin:** Or at least that's what he will say, after you roll this persuasion roll.  
[laughs]

**Griffin:** Yes.

**Justin:** With Travis as assistant. Maybe he'll say something very different. But that's a sneak preview of what might happen if you roll well.

**Griffin:** Yeah. I have a special ability that has never come into play before. It's cloak and dagger, "When you use a disguise or some other form of covert misdirection, you get plus 1d to rolls, to confuse or deflect suspicion."

**Justin:** 100%. I mean, this is textbook.

**Griffin:** Okay. Okay...

**Travis:** Is it two stress to help someone out?

**Griffin:** It also says— Yes. Oh, wait, no. One stress, right?

**Travis:** Okay.

**Griffin:** To help? What's my position?

**Justin:** Pretty risky.

**Griffin:** Okay.

**Justin:** And...

**Griffin:** Standard effect?

**Justin:** Yeah.

**Griffin:** Plus two bonus dice. Let's go.

[sound of dice thrown]

**Griffin:** Yes! 4, 1, 5, 6.

**Clint:** Oh!

**Justin:** 4, 1, 5, 6. Okay:

**Guard:** I'm so sorry for this disturbance. We have to get Chad out of here. I'm sure you'll understand, we'll get Chad first. I'm going to try to activate some sort of ventilation here. We have ventilation in all the rooms 'cause some of the smells in this place, hachi machi.

**Montrose:** Absolutely. Cannot even imagine. Unthinkable.

**Guard:** If we can clear the room, please?

**Montrose:** Of course, of course.

**Justin:** And then... So, those two guards are escorting you out. And the... Obviously, the third guard is going to investigate the cape briefcase scenario to try—

**Travis:** Raúl scenario?

**Justin:** The— Yeah, that whole scenario— Not Raúl. Raúl, as far as they know, fell—[chuckles] caught the stuff on fire and then pressed the button. `Cause he caught the place on fire. I mean, it's perfectly plausible. Dad added to the plausibility by having Raúl press the button. So—

**Griffin:** Well done, dad.

**Clint:** Yeah, that was my intent. Yeah.

**Justin:** Yeah, of course, obviously.

**Travis:** Yeah, yeah, yeah.

**Clint:** Plausibility building.

**Montrose:** Do you have any kind of burn cream? Because I unfortunately did suffer some harm to my— I am no Chad Touch, but my hands are very important to my business as well.

**Guard:** Oh, gosh. Okay. Yeah, let me get you and Chad into the office over here and we'll get you all fixed up.

**Montrose:** Amazing.

**Justin:** And they start leading you out of the room. The third guard grabs the briefcase and cash. Still smoldering, but not hot enough to touch. And scoops them up into their hands. And then, they start escorting you all into the back office of Sinnuendo.

**Travis:** Justin?

**Justin:** Yeah?

**Travis:** I wanna do something real quick. `Cause I was holding him that whole time.

**Justin:** And your arms are sore?



**Travis:** Yeah, and I just wanna set him down— No, I want to, while he's unconscious, check his pockets to make sure he's not holding out any negatives or other photos, or anything like that.

**Justin:** Sure. Probably... Survey?

**Travis:** Probably Finesse, right? Well, he's...

**Justin:** Well, you're searching, though. You're not like— You don't know where something is—

**Travis:** And he's unconscious.

**Justin:** Yeah... You know what? Let's call it Finesse because you're also trying not to get like, clocked. So, yeah.

**Travis:** Okay. And the fact that he's unconscious, it's probably pretty controlled, right?

**Justin:** It's still risky because they can see you and that would be bad for you.

**Travis:** Oh, okay. Then hold on... [sings tune]

[sound of dice thrown]

**Travis:** That's a 6!

**Clint:** Whoow! Nice!

**Justin:** Wow. Excellent, Trav. No, he was— he was being honest with you. Everything was in that manilla envelope.

**Griffin:** Great.

**Travis:** Then what about like money or cool stuff? Does he have like a cool keychain I could take?

**Justin:** Woah. He's got a fidget spinner.

**Travis:** Woah, sick!

**Griffin:** Get that shit, Trav.

**Travis:** Is it like personalized?

**Justin:** Yes, it's Chad Touch.

**Travis:** Yeah!

**Clint:** Ah, man!

**Travis:** I'm taking that.

**Justin:** Okay.

**Travis:** Anything else? Like pictures of people he loves or—

**Justin:** No, he just has that one fidget spinner to keep his hands strong when he's bored.

**Griffin:** He had it.

**Travis:** Yeah, had a fidget spinner.

**Justin:** Okay.

**Travis:** Can I change my vice from gambling to fidget spinning?

**Griffin:** [laughs]

**Clint:** [laughs]

**Justin:** As thrilling as that sounds, no. So, you're headed— everybody's headed back to the main office, so they can figure out what happened. And

we head into the back office of Sinnuendo. And it's fascinating because this is like— You're in this club that is so beautifully designed. Every aspect of it looks seedy. There's red velvet hanging, there's dim lighting. There's a cool, sort of sexy jazz playing throughout the club.

**Travis:** Oh, yeah.

**Justin:** And then—

**Travis:** We all know what that is, right? We don't have to— We don't have to describe it.

**Justin:** And then, you open the door— Oh, yeah. Hold on. It's kind like this—

**Travis:** Oh, no.

**Justin:** It's kind of like this.

**Clint:** It would be real sax heavy.

[comedically bad saxophone plays]

**Clint:** Oh, yeah!

**Travis:** Sexy. Justin, please! Please, this is a family show, Justin. You can't.

**Justin:** Sexy stuff. But you're in the back room and it's the fucking— it is like the break room at a Target. I mean, it is like—

**Griffin:** [laughs]

**Clint:** [chuckles]

**Justin:** ... Utterly without charm. And they set you back there.

**Guard:** So, what exactly— what exactly happened? If you could just walk me through, very quickly?

**Justin:** This guard, by the way, looks kind of like Agent Smith, from The Matrix. He's very like—

**Travis:** I haven't seen it.

**Justin:** Okay, yeah. He looks sort of like Hugo Weaving—

**Travis:** Oh, yeah, yeah, yeah. I love him.

**Justin:** ... From Lord of the Rings—

**Travis:** Haven't seen it.

**Justin:** ... But with short, black hair and sunglasses and a suit.

**Travis:** Yeah.

**Clint:** Elrond.

**Travis:** Is that Lord of the Rings?

**Clint:** Elrond, yeah.

**Justin:** ... In a suit, with short hair.

**Griffin:** It sounds badass.

**Clint:** He was Red Skull, too.

**Justin:** And he pulls out a pad to like type—

**Travis:** Oh, Red Skull! Yeah, yeah, yeah. I love that.

**Griffin:** Yeah.

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

**Justin:** He's kind of like Red Skull, but not with the red skull.

**Travis:** Oh.

**Griffin:** And a guy, and suit, and karate.

**Justin:** Yeah.

**Travis:** But like the same politics though, right?

**Justin:** Hard to say. Go ahead.

**Griffin:** Do I have to really do the whole farce again?

**Justin:** Do you have to— No.

**Griffin:** Was this guy present— Was this guy present in the room when I did— when I delivered this monologue the first time?

**Justin:** No. I mean, you're... No, they just wanna hear the story from the beginning.

**Montrose:** Okay...

**Justin:** They don't need you to say it, though. You recount it. You don't have to actually say or do that.

**Griffin:** Yeah. I recount the bullshit version that I recounted for the other guards.

**Travis:** [chuckles]

**Justin:** Right. And they are— You know what, Griff? You had some smart thinking there. I think they are treating your— treating your wounds.

**Griffin:** Good.

**Justin:** They have some burn cream in there. Some basic first aid supplies. And among those first aid supplies are smelling salts that they are using to revive Chad Touch.

**Travis:** Excellent. Good.

**Griffin:** Good.

**Emerich:** Anything in there for dizziness? Do you have anything?

**Guard:** Oh, you were— Yeah. Yeah, absolutely. Hold on one second. We'll get... Yeah, this is perfect. It's coffee.

**Justin:** [chuckles] They just get you a cup of coffee.

**Emerich:** Oh. Oh, oh...

**Guard:** No? You don't love this beautiful, brown juice? We're crazy for it in Gutter City.

**Emerich:** Yes, I know... I—

**Guard:** A cup of mud? Java—

**Emerich:** Ugh, do you have anything not quite so... No, I guess I'll have— Do you have espresso? Any chance you have espresso?

**Guard:** Espresso... [laughs] You must've just come back from overseas. Is that the stuff they're drinking? No, we just have this strong, black, good mud.

**Emerich:** I'll have a... a bit of mud. But in one of those tiny little cups that are so adorable.

**Guard:** Yeah, we just have the one cup.

**Justin:** So, they—

**Emerich:** Could the waiter bring me some espresso?

**Guard:** Ugh...

**Justin:** Okay, um... You're gonna have to persuade him.

**Travis:** Oh, I see.

**Clint:** No, never mind. I don't want it. [laughs]

**Justin:** Okay, just the—

**Clint:** I don't wanna— I don't wanna waste a roll.

**Justin:** Of course, yeah. So, a regular cup is fine.

**Clint:** Yeah.

**Griffin:** I say:

**Montrose:** I apologize that all of this has happened here. I know you all try to run a discreet, upstanding establishment. Isn't that right?

**Guard:** Well, I mean, it's... it's kind of sleazy. But then again, it is Sinnuendo. But we try to, you know, make it a nice experience for everyone.

**Montrose:** Yes, absolutely. And...

**Griffin:** Is Chad awake yet?

**Justin:** Well, if you look at the clock on the table, there is a, "Chad is waking up," clock. [chuckles] That is now two of four segments. So, halfway there.

**Montrose:** And Chad here, he is a super star, is he not?

**Guard:** Absolutely, yeah. He's our top earner. I hope that you were— Did you get— Just tell me, did you get some petting in? Because I really— I know how long people wait for these appointments.

**Beef:** Just a touch.

**Montrose:** Just a little, not enough to slake my dark thirst.

**Clint:** [laughs]

**Montrose:** But enough to keep me—

**Guard:** Absolutely. Listen, I understand. I got my own stuff, I get it. There's— This is a judgement-free zone here at Sinnuendo. You— Everybody can do their own thing.

**Beef:** Well, I operate as private security for this man here. So, you know, I have a couple of questions for you. You know, I just wanna make sure my level of clientele would be safe here.

**Guard:** Yeah, understandable. This is a one off. If this is a— If that's helpful, this has never sort of occurred before. We will of course refund whatever you paid for Chad's services. So sorry about the... all this calamity. This has never happened.

You know, the waiters aren't supposed to be able to fall. I mean, they... You know, they're Hard Light projections. They shouldn't be tripping. I don't understand how it happened, honestly. But I am so sorry about it. And we are— we're gonna get you fixed up straight away.

**Montrose:** And are you insured? Because I had a lot of money just go up in smoke. And I need to know if I will have any sort of way of recompence.

**Guard:** Oh, you know what? Absolutely. Greg already has retrieved the briefcase and he's about to go through and start counting, to try to assess exactly what the damages are.



**Montrose:** And make sure he knows that my newspaper was also in there. And if it has— I understand that it probably hasn't— but if it has survived, I would love to check in. 'Cause there is an article about my daughter, Patricia.

**Beef:** And— Well, I just was gonna say, you know... We do— Not only was it caused by one of your waiters. But we had given the case to Chad to protect. He said he would store it for us and we would get the money back after everything was done. He was the last person to have the case, you see.

**Justin:** Travis, you are going to need to make a persuasion roll and it's gonna be desperate. 'Cause that is quite a leap you're taking.

**Griffin:** Is it a lie, though?

**Travis:** Is it a lie? We gave it to him.

**Justin:** I mean—

**Griffin:** He was opening the case. He opened the case and then a waiter came in—

**Justin:** Why did you give— Why did you give the sex touch man— Why did you give him your briefcase? [chuckles]

**Travis:** Because we came into the room, we were like, "Where do we put this?" And he was like, "I'll store it for you."

**Griffin:** And he says, "I'll take it."

**Travis:** Just like if we had bulky jacket on, Justin. We wouldn't keep our bulky jacket on during our touching?

**Justin:** Okay, he stored— Okay, fine. Chad stored your belongings.

**Travis:** Correct.

**Griffin:** It's the truth. It's what happened.

**Travis:** Do I still have to roll?

**Justin:** Oh yeah.

**Travis:** Okay. It'll be Sway, right?

**Justin:** Yeah, but it's gonna be risky instead of desperate.

**Griffin:** I'm assisting, right? I was getting a hand on that—

**Justin:** Yeah, you can assist if you want.

**Griffin:** ... Convincing ball.

**Travis:** Oh, good.

**Griffin:** Yeah, this is my last point of stress, though. So, nobody do anything else that's stupid for the rest of the episode.

**Travis:** [chuckles]

**Clint:** Can't promise that.

**Griffin:** Yeah? [chuckles]

[sound of dice thrown]

**Travis:** Well... Well, Justin—

**Griffin:** Did you take the bonus dice?

**Travis:** Yeah, I did. That's my game, folks. Beef out. [laughs]

**Clint:** Wait a minute. Wait a minute, that's only one.

**Travis:** Yeah, I had zero points. So then, with Griffin's bonus dice, I got to roll one dice. And it was a 1. Which, statistically, I'm just looking at the numbers here, the worst it could've been. But what do I know? [laughs] I'm just a big, dumb idiot.

**Beef:** Well, I'm gonna go. [chuckles]

**Montrose:** Yeah, in fact. We're all gonna be going now. [chuckles]

**Beef:** We've decided we don't care about the insurance anymore.

**Montrose:** Yeah.

**Guard:** Sorry, that's not... That's not how Chad would behave. That's not how Chad would react. Chad would— I mean, that's just not Chad's style. That doesn't make any sense. Are you sure that's what happened?

**Beef:** [coughs] Sorry, I inhaled a lot of smoke. I'm a little lightheaded. Excuse me, can I get a glass of water?

**Justin:** Chad is now awoken. That is the—

**Beef:** Thank God!

**Justin:** That is the negative result of your roll.

**Travis:** Mm-hmm.

**Justin:** Chad is woken up.

**Chad:** Help!

**Beef:** Thank God.

**Chad:** Help! Arrest— arrest—

**Justin:** [clears throat] Let me remember Chad's stage voice. No, he would use a—

**Griffin:** That was it.

**Justin:** Yeah.

**Chad:** Help, help! Arrest these guys! Please. Please! They're trying to attack Chad Touch!

**Beef:** What?

**Montrose:** What are you talking about?

**Chad:** Get `em!

**Justin:** The guards immediately go for you three.

**Griffin:** Well... yeah, I mean—

**Travis:** Okay, roll initiative.

**Justin:** [chuckles]

**Griffin:** Nope.

**Justin:** No initiative to save you here, baby.

**Beef:** What— What are you talking about, Mr. Touch?

**Justin:** I mean, Trav...

**Travis:** Yeah?

**Justin:** You can—[laughs] You can—

**Griffin:** We're in his house, Travis.

**Justin:** I mean, you can keep trying. But like, these guys are grabbing you. Like, they're taking you.

**Griffin:** Where?

**Justin:** What?

**Griffin:** Yeah, where?

**Justin:** They're grab— they're like— they're— they are heading towards you. They are trying to grab you, to—

**Travis:** You know what? While he does this, I'm going to do a Finesse roll. Of, as I struggle, I'm trying to shake loose the envelope full of blackmail.

**Justin:** Okay, okay.

**Travis:** From my pocket.

**Griffin:** Yeah.

**Justin:** Okay. Okay. Okay.

**Griffin:** Yeah. I'm gonna pull out my fuckin' cassette— my cassette player that I recorded him in.

**Travis:** I'm going to pull the blackmail envelope out of my pocket.

**Justin:** Okay.

**Travis:** And Griffin has the cassette tape.

**Griffin:** Yeah.

**Justin:** Okay.

**Travis:** And then I am going to look at Montrose, because I have zero Sway.

**Griffin:** Yeah.

**Montrose:** Fine, you've got us. We are reporters and detectives.

**Beef:** Mm-hmm, yup.

**Clint:** [laughs]

**Guard:** I've heard about that.

**Clint:** "Investigative reporters!"

**Justin:** Woah.

**Beef:** Yes!

**Montrose:** Is what they call us.

**Beef:** Yes.

**Justin:** Is that what Emerich just said?

**Clint:** No, I was trying to do Montrose's voice.

**Justin:** I just wanna know if Emerich's like in the bit.

**Griffin:** Get in the bit! Join the bit!

**Travis:** Get in the bit with us.

**Clint:** Okay.

**Emerich:** Invest... investigative reporters.

**Montrose:** And we have heard reports that Mr. Chad Touch has been blackmailing your clientele. And we have the proof of it right here. Now listen, we tried to be discreet with you, Mr. Touch! If that is even your real name... But if you choose—

**Travis:** What are the odds?

**Montrose:** But if you wanna blow up—

**Guard:** It's not. It's obviously—

**Justin:** And all four of them, the guards and Chad are like, "It's clearly not."  
[laughs]

**Griffin:** [laughs]

**Beef:** Yeah... It would be wild.

**Montrose:** Now, listen. We came here to pursue a story of people coming to fulfill their... indescribably strange sexual gratification. I'm not here to yuck no yums, I'm here to chase a story. And we did find that story. You wanna place hands on us? Well, we're gonna go live with this story in tomorrow's paper! So, you're gonna have to kill us! Or we could just give you all this blackmail and leave.

**Beef:** Well, we could give you the tape.

**Montrose:** We'll give you the tape. The blackmail's ours, 'cause our client, who is also the... He was the one who tipped us off to the story, for the newspaper. And he also paid us, he is our detective client too.

**Beef:** Mm-hmm. So, we have confidentiality.

**Montrose:** We have confidentiality.

**Justin:** This is Chad Touch:

**Chad:** Chan, Paul... new guy.

**Clint:** [in silly voice] "It's Dave."

**Justin:** [laughs]

**Travis:** Woah...

**Griffin:** Woah.

**Justin:** Woah.

**Griffin:** The new guy's a dog.

**Travis:** [laughs]

**Justin:** Dave's a dog.

**Travis:** [in silly voice] "Half dog, on my mom's side." [chuckles]

**Chad:** They're not wrong. They're 100% right. But there is a briefcase full of cash. I know that it's out of line—

**Justin:** And they're— the three of them— are like... This goes beyond Chad Touch. You don't talk about what happens in Sinnuendo. Like, this...

**Chad:** This is in bad taste. And I know that. And I know... But you don't know what was in the envelope. And trust me, this person deserves to be punished. If you three can keep it quiet, we'll split this cash four ways. And these three can... Well... They don't need to go anywhere.

**Montrose:** See, here's the danger of saying, "If you want me to stop, you're going to have to kill me," is sometimes they will try it.

**Beef:** Well, yeah. But Montrose, there's no money. So like, we're cool.

**Montrose:** Yeah, I know. But they are— that's not going to want to make them wanna kill us any less.

**Beef:** Oh, no. That's what I'm for.

**Montrose:** Oh. [chuckles] I forgot. You're huge.

**Beef:** Yeah.



**Emerich:** And I would just like to say—

**Beef:** Oh, hey! Hi. [laughs] Get in on this huddle.

**Emerich:** This coffee... this coffee is terrible.

**Beef:** Yeah. Well, they said it was mud. And we're in Gutter City...

**Emerich:** It's like... it is mud. I guess they weren't lying about that part of it.

**Beef:** Mm-hmm.

**Emerich:** Okay. So, what are we whispering about? What are we going to do?

**Beef:** No, we were talking about the coffee. Is there chicory in it? 'Cause I never like that. It just doesn't work for me.

**Justin:** All right, you— They take Montrose into— What did I say their names were?

**Travis:** Chan, Paul and the new guy.

**Justin:** Chad, Paul—

**Clint:** Chan?

**Justin:** Chan?

**Travis:** I thought it was Chan? I think so—

**Griffin:** Chad is—

**Justin:** You know what? I like that—

**Griffin:** Is there two Chads in the room?

**Justin:** Yeah, we don't need two Chads. Chan—[laughs]

**Travis:** Yeah.

**Chad:** Chan, Paul, grab 'em.

**Justin:** And I think Chan grabs Montrose first in like a full nelson. And Dave is heading for, well, Emerich. Since he's not dumb.

**Travis:** Yeah.

**Justin:** And new guy has—

**Travis:** Oh, not the new guy! Oh, new guy, I'm so sorry.

**Justin:** New guy has abandoned his post and is walking towards you, Beef.

**Travis:** Okay. Well, new guy... Where was new guy? What was he doing before?

**Justin:** New guy was heading over... I mean, maybe like a counter. So, I mean, very close. This isn't a big room.

**Travis:** Can we see where people were going through the briefcase—

**Justin:** Yeah, yeah, yeah, that's all in the same room.

**Travis:** Okay, great.

**Justin:** But new guy has stopped that and is now heading towards you, Beef.

**Beef:** Listen, new guy, you don't wanna do this.

**Justin:** New guy is grabbing you.

**Travis:** Okay. I'm going to throw him.

**Justin:** Okay.

**Travis:** Or no, you know what? How is he trying to grab me?

**Justin:** From behind, in a... You know what? I think— I think because of your size—

**Travis:** Yeah?

**Justin:** ... He's gonna try to club you over the head, to knock you out.

**Travis:** Oh, okay. Great. And he's—

**Justin:** With the briefcase.

**Travis:** Oh, okay. Cool. I am going to... So, he's like swinging it over his head?

**Justin:** Yeah.

**Travis:** Okay, yeah. I'm just gonna use his momentum and like flip him over my back.

**Justin:** Okay, great.

**Travis:** So, that's Skirmish, yeah?

**Justin:** That'd be Skirmish. Risky, standard, I think.

[sound of dice thrown]

**Travis:** A 4 is my highest.

**Justin:** 4 is your highest, okay. New guy is trying to grab you. He reaches around and... doesn't have control over you, you have stopped the attack. New guy does not have control. But you are sort of now like wrestling for position, at this point.

**Travis:** Okay.

**Justin:** 'Cause he was in— he was in control of the situation.

**Beef:** Montrose, are we at a point of violence?

**Montrose:** It seems we have been brought to that place, yes.

**Beef:** Excellent.

**Travis:** Beef is going to push himself and use my 'not to be trifled with,' that allows me to engage a small gang on equal footing, in close combat. Which I would say this is. This is four people. One of them, Chad Touch, who I'm going to say is probably not as threatening as one might imagine, of three guards... To fight them.

**Justin:** Okay.

**Travis:** It is unclear to me in 'not to be trifled with,' if I'm rolling or if it's just, I push myself and I do it. 'Cause it doesn't like say, "Plus 1d" Like savage does, or anything like that. It's just, "Push yourself." And I perform a feat of physical force. Right? Or I engage a small gang on equal footing in close combat.

**Justin:** What I think— What I think that this means is, rather than fight one person, you can fight three at once.

**Travis:** Uh-huh?

**Justin:** Or rather than— you know... You would be able to move something that you wouldn't be able to move, realistically.

**Travis:** Great.

**Griffin:** If I'm reading— If I'm reading correctly, it is you do a Skirmish roll or whatever type of roll, as it's supposed to happen, right. And then, you push yourself. But instead of taking the bonus dice, you apply—

**Travis:** So, I can fight all four of them at once—

**Griffin:** Yes.

**Travis:** ... Instead of just one at a time.

**Griffin:** Yes.

**Travis:** Okay, great. Yeah, I'm gonna do that. So, I'm gonna roll Skirmish. Would you say this is desperate, Justin?

**Justin:** Hm... yup.

**Griffin:** Make sure you guys are marking— mark XP every single time that you do a desperate action.

**Travis:** Yes, yes, yes. And I'm also meeting something with violence. So, I have just leveled up.

**Clint:** Could Emerich help?

**Justin:** Yeah.

**Clint:** So, add a stress to Emerich? Correct?

**Justin:** Yeah.

**Clint:** And I'm gonna say that he throws the hot coffee in the faces of the guys he's attacking? Would that—

**Griffin:** Fuck yeah. All four of `em, like a sprinkler.

**Clint:** Well, he's got— he's got the whole— I guess he's got the whole pot.

**Justin:** He can act on all three of the guards and Chad touch. You need to choose one person that you're gonna throw your hot coffee at. I love it. But yes.

**Clint:** Oh, Chad.

**Justin:** Okay.

**Travis:** Yeah, fuck that guy.

**Griffin:** Fuck Chad!

**Travis:** What would you say, Justin, what's my effect?

**Justin:** Hmm... Standard. I mean, you're just trying to fight these guys, right?

**Travis:** Yeah, I'm just fighting four guys at once. Okay.

**Griffin:** Please fucking get it, Travis. Please get it.

**Clint:** And you got a— You got a bonus die from me.

[sound of dice thrown]

**Travis:** 4, 5 and 3.

**Justin:** Nice. Well, thank goodness for that 5.

**Travis:** Yeah.

**Justin:** Travis, you're fighting all four of these guys at once. And this is fucking classic Beef. He swings his massive fist and just crashes right into Chan. And he goes down, cold. Dad— Or sorry, Emerich, excuse me, you throw your hot coffee and it splashes into Chad's touch—[laughs] Chad's face. And then you hear him say, "Thank God it's my face!" And then he falls—[laughs]

**Travis:** [laughs]

**Justin:** He falls—[laughs] He—

**Travis:** Ah, TGIM— Wait. TGMF.

**Justin:** He falls down and he's patting at his face. Right after you land the punch in Chan's face, you throw an elbow up and smash Dave right in the face and he goes down. And you rear back and you're about to punch new guy, right. And send him just as deeply unconscious as the other ones. When new guy grabs your fist and effortlessly pushes your fist away and lands your own— reverses your momentum on you. And you crash to the floor.

**Travis:** Ah, judo... Beef's one weakness.

**Clint:** [laughs]

**Justin:** And then new guy removes her mustache and her glasses, and her hat. And says:

**Clint:** Ah!

**Darla:** Honestly, it was a little sloppy. But I have seen worse. Let's steal a diamond.

[Steeplechase theme music plays]

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