

The Adventure Zone: Steeplechase - Episode 7

Published December 1, 2022

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Krystal: Hey, friends! It's Krystal with a K here, with another Steeple Watch. A little bit of bad news for you dreamers with your heads in the gutter. Yup, that's right, Gutter City, that is. Sinneundo East has indefinitely suspended one of their most popular experiences. Chad Touch's Pleasure Palace, presented by Prudential Life Insurance.

Now, we hear that the Pleasure Palace is getting a sweet, new visual refresh. That was definitely planned for a very long time and in no way prompted by recent fires that may or may not have occurred.

If you're currently holding a reservation for Chad Touch's Pleasure Palace, presented by Prudential Life Insurance, all is not lost. As those will be honored at Viddy Strokes' Tickle Tavern, presented by Mutual of Omaha. It's a great reminder that even when things don't work out your way, you should never know when to stop dreaming.

[Steeplechase theme music plays]

Weaver: Shookles? Shookles.

Griffin: [chuckles]

Weaver: Shookles, you master calls. Where's the scum canteen? Fetch it from the shoof. Shookles, fetch the scum canteen. My thirst is unslakable and I must weave.

Justin: Hello everybody and welcome to The Adventure Zone: Steeplechase.

Griffin: [laughs] Shocker— Shockers?

Justin: Shookles, that's the name of his cat. It's been—

Travis: I've started to treat it that we can't hear this part of the story.

Justin: It's probably easier for you.

Griffin: Oh, no. I must hear this part. I look forward to it so much.

Travis: Did you say 'shoof' instead of 'shelf?'

Justin: Yeah, that's... I don't know why.

Griffin: It's a fantasy world, Travis.

Justin: Yeah, there's lots of things that are different and weird. Hello, welcome to The Adventure Zone: Steeplechase. My name is Justin McElroy. If you are just now joining us, that's weird. You should listen to the other ones.

But with your heist successfully carried out, we are— we are now in downtime. Just a chill time for friends to hang out and do whatever. Except by specific rules, as laid out by the creator of Blades in the Dark, John Harper. [chuckles]

But other than that, just a chill hang. All options are open to you. The first thing we are going to head over to is payoff. You head back to Darla Davis's office with your heads hanging... not high, or low. They're not even really hanging. They're just regular heads.

Travis: Just straight forward.

Griffin: Just good posture, yeah.

Justin: Okay. [chuckles] It could've gone worse, it could've gone better. That one was just fine.

Clint: We are excellent in our mediocrity.

Justin: Yes.

Travis: Consistent in our mediocrity, one might say.

Justin: Did we discuss the terms of your payment before you took the job?

Travis: That she'll help us.

Griffin: That was more or less it. I don't think assets were discussed. Can we pick up in the office?

Justin: Yeah.

Griffin: I have a question.

Darla: I mean, your methods are unorthodox. But I guess you got there.

Montrose: Well, that is curious. 'Cause you did hire us to go in there and yoinnk some porno. And then, you came in and you did some judo.

Darla: Mm-hmm?

Montrose: It kind of seems like maybe you didn't need our help so much.

Darla: Hm?

Montrose: And that this was just some sort of... I don't know. Maybe this is your perversion? Is getting people to do jobs for you that you are very equipped and inclined to handle yourself.

Darla: Yes... that's true. I could've pulled it off just fine. But, hmm... You know, I don't just rip right in to a Seven Layer Bar. I read the ingredients first, I like to know what something's made of. And now, I know what you three are made of. And that's very helpful for me. I don't like to help people that I don't know what they're made of.

Montrose: You could've asked? I contain no guacamole.

Clint: [chuckles]

Darla: That's true. Like all fine Seven Layer Bars, you contain no guacamole. But—

Beef: Now, I should say, I am produced in a factory that also handles tree nuts.

Montrose: He legally has to say that we've gotten in some trouble in the past.

Darla: I appreciate the full disclosure and the honesty—

Emerich: And we stopped at Chipotle on the way here. So, I could contain guacamole.

Darla: Ah... Chipotle? What is that?

Beef: It's Spanish.

Darla: Mm-mm, mm-mm, mm-mm. Beautiful country. I'll tell you what. I feel a little guilty about not being up front with you from the beginning. So, let me slide two coin your way, just as a way of saying thank you.

Montrose: Each? Or just— Do you want us to split two, three ways?

Justin: Well, the crew earns coin based on the nature of the operation and/or loot they seized.

Griffin: Okay.

Justin: So, you weren't expecting to get any.

Griffin: I'll take two, yeah.

Justin: Okay. I thought you'd approve. [chuckles]

Griffin: [laughs]

Clint: So, the whole aspect of the— of Chad's coworkers compensating us for our lost money and stuff, that—

Griffin: Well, that has dissolved.

Justin: That?

Clint: That pretty much dissolved when we messed that up, right?

Darla: I can pinpoint the exact second that fell apart. And that's when Beef punched all those guys in the face.

Beef: Now, hold on. I would argue that it got bad before that. And that was what needed to happen in response to things going south. It was not going great before that.

Darla: I guess I have to ask who you're arguing with, 'cause I don't see anybody around.

Beef: Okay.

Darla: Thank you.

Clint: [laughs]

Justin: Now, you are also going to take rep for this job.

Travis: Ooh!

Justin: Yeah, I know. The underworld is... The sort of underworld of Gutter City, I need a name for it. What would you call a faction? Give me something.

Clint: Our faction?

Justin: No, you're—

Griffin: No. Like the criminal element of Gutter City.

Justin: A criminal element of Gutter City.

Travis: The Dregs?

Justin: The Dregs! Oh, I love that, Travis. The Dregs are one tier higher than you all. So, you're gonna take two default rep.

Travis: Okay. I will fill that in. Did we add the coin to our crew sheet as well?

Griffin: We have two coin in our crew sheet. So, I don't know if somebody— I did not.

Justin: Okay, yeah—

Travis: I will add that and I will add the rep as well.

Justin: That's great. We're gonna have to focus, at some point soon, on this crew sheet. Probably after the Gutter City jobs, to figure out— to zoom in on this a little bit. And I've been marking rep and we've been doing all the things we're supposed to do. But you're now full of coin. We're gonna have to figure that out. There's a lot to worry about.

Travis: And we're not quite Hawkers, are we?

Justin: Not exactly Hawkers.

Griffin: We're somewhere in the middle.

Justin: I think we talked about being Smugglers. Anyway...

Travis: Yeah.

Justin: That is all very well and good. You guys—

Clint: We're hogglers. Hogglers.

Justin: Hogglers is interesting. Now, let's talk about heat.

Darla: I was impressed by some of your quick thinking. But honestly, that could've gone a lot quieter. I managed to smooth things over with the... the rest of the Dregs and Chad. Well, that wasn't so much a smoothing over as a... a glare warning him about running his mouth, when we have evidence on him. But people took notice. They noticed.

Justin: And she kind of looks around. And you know what she means. She doesn't wanna break fiction, but she's talking about Denton. These layers operate pretty much of their own accord, typically. But if things go

significantly outside parameters, Denton begins to take notice. And that's sort of what I wanted to talk with you guys about in this frank and honest discussion, about how much heat do you deserve.

Griffin: [laughs]

Justin: It's a new show I just came up with and I don't wanna assign it to you. I wanna hear how much heat you think you deserve. Real quick, here's the chart. Zero is smooth and quiet, low exposure. I wasted my breath on that. I think we can all agree, even reading that line. Two heat is contained, standard exposure. Four heat, loud and chaotic high exposure. Six heat, wild, devastating exposure.

Travis: So, like three?

Clint: Wait, wait, wait, wait, wait, wait, wait a minute. Now, wait a minute. I know that it didn't go well. But when it comes to the secret nature of what we did?

Griffin: Yeah.

Travis: Yeah. I would say— So, I will tick this off in my mind and I'm— Exploding fire extinguisher, burning case, fistfight in the office. Those feel— Well, especially the burning briefcase and the exploding fire extinguisher are things sure to be noticed by patrons of Sinnuendo.

Griffin: Yes. I would argue though, that given the nature of Sinneundo's business and the fact that Chad Touch was sort of doing his own little extortion scheme on the side, that he didn't want sort of to get out there. I don't think that this was loud and chaotic, high exposure.

Justin: You don't think it was loud— You don't think—

Griffin: It was loud and chaotic. But I—

Justin: Okay, so would you say that was contained?

Travis: No, that's why I said three.

Justin: That was a contained— That was a contained— You're saying that— When you said the Banana Foster set a newspaper, on fire, that was a controlled burn, basically?

Griffin: Did it burn the building down?

Justin: No—

Griffin: I'm saying—

Clint: Did it burn the case up?

Griffin: If it was four heat, loud and chaotic high exposure, I think people would start sniffing around in Sinnuendo. And I don't think they want that. So, I don't think that they are going to go necessarily— They're not gonna run this too far up the flag pole.

Travis: So, three.

Clint: And I think we can— As I was saying, I think we can deflect the blame— A lot of the blame, the waiter... You know, the waiter Hard Light—

Justin: Okay—

Clint: ... Tripping and the fact that we maintained our cover—

Justin: Okay. That's a—

Clint: And we used investigative—

Justin: So, a three? Do we all feel a three about that? Is that okay?

Griffin: I mean, three wasn't one of the options, but if we wanna— if we wanna split the diff between—

Justin: I think that's fine.

Griffin: ... Bad and very bad, I think three is good.

Justin: Great. And now we're gonna add one heat for a high profile or well-connected target. So, that is four heat that you've taken on.

Griffin: [laughs]

Clint: [laughs]

Travis: Okay. Great. Good.

Justin: And that's fine. That's fine.

Griffin: Yeah, yeah.

Justin: It's just— That is building up to your wanted level, which is how badly you are, you know, wanted by Denton.

Griffin: [chuckles] I'm glad that we circled back on heat 'cause I didn't realize that if you kill anyone, it automatically adds two heat. So...

Justin: Oh yeah.

Travis: That tracks.

Griffin: Feeling pretty good about our choices, yeah.

Justin: Yeah. Next up, so, she explains that— Well, and as much as she can without breaking the immersion. Next up, we're gonna pass by entanglements. Let's talk about our downtime activities. So, let's talk first before we do that.

Darla: Well... Y'all have what it takes, I think. You can— You can pull this job off. Stealing the Stealswell Diamond, as the Stealswell Diamond—

Montrose: You never noticed that?

Darla: You're cute. No, we can talk about the diamond. We've got a little bit of a hiccup that we're gonna have to solve for. See, the— the building has just been renovated. Beautiful, really, but they say it's 100% theft proof. I

have a basic idea of what this building's gonna look like or the job will look like.

But there are some specifics that I'm not too sure on. So, I'm gonna need a little time to work some leads. And if you all have any ways you can suss things out, that would be extremely, extremely helpful.

Justin: So, that is— We can drill down into it more. But I wanted to give you that bit of information, so that you can decide how to spend your downtime activities accordingly.

Travis: Mm-hmm.

Justin: So, let's start with... Anybody have a good, strong concept they wanna start with?

Travis: Well, I had one question that might tie into this. So, I have gotten a playbook advancement level. And—

Justin: Okay?

Travis: So, I can choose a new special ability to add.

Justin: Mm-hmm?

Travis: There's a spot here, it says, "Ability name. Ability description." So, it looks like, to fill in, is this the time to— First, is this the time for that advancement?

Justin: Yeah, mid-job seems like the perfect time.

Travis: Oh, I thought this was downtime?

Justin: Sorry, I meant like mid—

Griffin: In the intermission.

Justin: In the intermission.

Travis: Yes. Okay, great.

Griffin: Are we staying here for our downtime? I don't know what kind of time window we have. Do we have time to sneak down to the Butter Cream? Or...

Justin: Sure, yeah.

Griffin: Okay.

Justin: If you would like to do that.

Griffin: Yeah.

Montrose: I am about as stressed as I can possibly get before it begins to have a long-term impact on my constitution. I would love to enjoy a little bit of me time, down in the Butter Cream. And that does not mean jerking it.

Clint: [laughs]

Montrose: I must say, actually, my time in Sinnuendo has instilled in me a powerful unhornyness that is impossible for me to explain. So... I'm heading down to the Butter Cream. Anybody else wanna jump underneath a train with me?

Beef: I... I actually am going to see what I can do, as far as acquiring an asset. To perhaps see if I could find some extra muscle for us.

Montrose: You do that.

Justin: Okay, Griff. So, you're gonna head down to the Butter Cream.

Griffin: All by myself. I fuckin' jump underneath the train, just like sobbing.

Justin: Yeah.

Travis: [laughs]

Griffin: Just like... Just eating a whole—

Justin: As you're zooming away, you hear Darla yell:

Darla: There's a man hole!

Justin: [chuckles] And then you jump onto the train.

Griffin: Too late.

Justin: Too late. [chuckles] I do— I did envision you guys coming in to Gutter City, out of a manhole. But we skipped that part through the power of narrative.

Griffin: Through storytelling, yeah.

Justin: Yeah. But it looked a lot like the [mumbled] Teenage Mutant Ninja Turtles. All right, Griffin, you head down to the Butter Cream.

Griffin: Yeah.

Justin: The layer between Gutter City and Ustaben. This is where the under... the sort of between world, the creamy world of shady operators and criminals works.

Barrell: What are you doing down here?

Griffin: I'm going to do—

Justin: Sorry, that's what the guy— the first guy that sees you says.
[chuckles]

Montrose: Oh... That's—

Barrell: What are you doing down here?

Montrose: That's... I thought that this was like a place where people didn't ask that question too much?

Barrell: Just making conversation. See ya.

Justin: And then they walk away.

Montrose: Oh, all right. I'll catch you on the flip. I don't know why I said that. That sounded so stupid.

Barrell: Did you just say, "I'll catch you on the flip?"

Montrose: Yeah, don't worry about it. I didn't say that.

Barrell: All right.

Montrose: It was the wind.

Barrell: Okay.

Montrose: What's your name? [chuckles]

Barrell: What's that?

Montrose: Hey, fellow, what's your name?

Barrell: Oh, my name?

Montrose: Yeah?

Barrell: It's Darrell.

Montrose: Hey, Darrell.

Barrell: No, no, no, Barrell.

Montrose: You definitely said Darrell.

Barrell: A guy can't misspeak? It's the Butter Cream. I can't try to— try to keep a little bit of something to myself? I was trying to go for a new identity but no, it's Barrell. That's my name.

Montrose: All right, cool. I did not need any of this. I don't know why I pursued you.

Barrell: Hey, you're the one that just—

Montrose: I know, I fucked up.

Barrell: ... Jumped in through the window and just started chatting me up. I'm just trying to go about my day.

Montrose: Okay.

Barrell: I got a lot of trash to clean up.

Montrose: All right. Good luck with that. Thank you for your service.

Barrell: Yeah, this has been great.

Montrose: Yeah.

Griffin: I jump back out the window. That was one of my downtime activities.

Justin: What did that do for you? [laughs]

Griffin: It gave me 100 more experience. [chuckles] No, I'm gonna do a few like laps, just to make sure I'm not being followed. And then, I'm gonna make my way over to the junkyard. Just to visit my, you know... my family. You know? Go put some face time in with the fam, over at The Future is You.

Pa: [stammers] M-m-m-m-m-Montrose! So good to see you, son.

Montrose: Oh, son? Oh, I... I do— I do— I actually like that. It's great to see you all too. How—

Pa: [stammers] I-I-I-I-I made your favorite real-I-I-I-I-I waffles!

Montrose: Real waffles?

Pa: [stammers] Eat-eat up— Eat up, growing boy!

Montrose: Yes, that's...

Pa: [stammers] Eat-eat, eat-eat, eat your waffles.

Justin: [electric spark noises] And some sparks shoot out of your dad's ear.

Montrose: Oh, god. Do you need some sort of assistance, Pa? Do you need me to call—

Pa: [stammers] I-I-I look out for you, Montrose.

Montrose: Yes, and I appreciate that. But you... you don't not seem well.

Pa: [stammers] We haven't had a-a-a-a-a well since the government invented plumbing! What an incredible time we-we-we-we-we live in.

Montrose: No argument here, pa. Stephanie, how did your soccer game go?

Stephanie: [stammers] Well, I loved it. My boy-son did a g-g-g-g-great job. I just wish they would let girls play soccer.

Montrose: Yeah, that... They do?

Stephanie: [stammers] I-I-It's illegal, Montrose!

Montrose: [chuckles] It's not illegal. And the government didn't invent plumbing. I... Ah, you all always sort of take my mind off my problems with your... with your outrageous stories.

Stephanie: [stammers] I cannot take your mind.

Montrose: No, it's... And it's a good thing. Because a human mind inside of... Never mind. I don't wanna follow that route of thought.

Gramps: I'm trying to enjoy my bath time!

Montrose: I'm sorry, Gramps. Do you need any of the special salts?

Gramps: Dump it in the top!

Griffin: Is there any water in... Describe this—

Justin: He doesn't even have legs. Why would he have legs? It's just the top half of him sticking out of a tub from the adjacent room, next to your living room.

Griffin: Okay. I... I pretend dump some pretend salt in it.

Montrose: Mm, salt.

Gramps: Perfect, perfect. Perfect! Now, get out of here!

Montrose: Salty— Oh, Gramps, you're such a character. Thanks for your service in the war. Well, better be on my way. [laughs] Better—

Justin: We have already cut away from you. [chuckles]

Griffin: Oh, okay.

Justin: But you got your... your down time there. What does that do for you, Griffin? What did that do for you? Indulging in that particular vice?

Griffin: Well, it's weird. It's a weird—

Justin: Oh, yeah.

Griffin: It's a weird vice that I have. But I think it connects me to a— to a history that I don't necessarily understand. Nor do wish to elucidate at this exact moment. But it... it does— It calms me down.

Justin: Okay. So, Griffin, I want you to roll dice equal to your lowest attribute rating.

Griffin: Yes. So... One, in Prowess, I'm assuming. In Prowess— I only have points in Finesse. I have points in nothing else. So, I'm rolling one Prowess dice?

Justin: Yes.

Griffin: Okay, I hope it's a good roll, 'cause my stress is maxed out. No bonus dice...

[sound of dice thrown]

Clint: 4.

Griffin: 4!

Clint: 4.

Griffin: Okay. I'll take a 4.

Clint: Yeah!

Griffin: I'll take a 4. That's a nice 4.

Justin: That's a 4. I'll take a 4 all day. So, you're gonna clear four stress.

Griffin: Okay, great. Still pretty—[chuckles] pretty stressed out before a big job. But that's—

Justin: Pretty stressed out.

Griffin: That is okay.

Justin: Trav?

Travis: Yeah, I wanna head to the Gutter City gym. The Punch-n-Stuff. And yeah, I'm looking for some other fighters to engage.

Scott: Beef! It's good to see you, man. How's it going?

Beef: Hello! It's I. That's right, Beef Punchly.

Scott: Yeah, man. Scott Vos, what an honor.

Justin: And he just gives you a high five.

Beef: Listen, I'm looking for— Who are some of your good, tough boys? And there was a comma in there. I don't want like bad tough boys.

Scott: Right, you want the... You want a little muscle. A little extra... a little extra muscle.

Beef: Yeah, but like heart of gold muscley guys, you know what I mean?

Scott: Aren't you already that?

Beef: Yeah! But I'm looking to form a club.

Scott: Does that seem like narratively the most interesting thing?

Clint: [chuckles]

Beef: Yeah—

Justin: [laughs] Sorry, I don't why Scott just said—[chuckles]

Beef: Yeah...

Clint: Judgy!

Justin: Yeah, that's a little judgy. I'm sorry. [laughs]

Beef: Tell you what. How about you point out your best fighters and I'll be the judge of which ones to add— to invite to join my club of guys.

Justin: Okay.

Beef: Or club of people. Let me be clear.

Scott: Well, let's see. There's... Thwack.

Beef: Mm-hmm?

Scott: Jensen.

Beef: Okay?

Scott: Now, he's mean.

Beef: Oh, that's one name?

Scott: Yeah, Thwack Jensen, he's mean.

Beef: Oh, okay. Okay?

Scott: And he's nice sometimes. But he's also mean.

Beef: Okay.

Scott: I don't know, he's a real mercurial fellow.

Beef: Got it, got it.

Scott: That's Thwack.

Beef: Uh-huh.

Scott: Over there is Senseberg, Amanda Senseberg. And she is kind of like really strong and kind of quiet though.

Beef: Okay?

Scott: She doesn't talk a lot.

Beef: Got it.

Scott: And those are the different ones that I have right now.

Beef: Okay, cool.

Scott: That are looking for a fight.

Beef: Cool.

Travis: Okay. So, I'm going to roll now, to see the quality of the people I get.

Justin: Okay. So, we are— Your crew, whoever they are, they're tier zero. Which means that you're gonna roll two and take the lowest result.

Travis: What could go wrong?

Justin: Nothing.

[sound of dice thrown]

Travis: 5 and 3.

Justin: 5 and 3...

Travis: So, it's a 3.

Justin: So, it's a 3. With a 3, it's a tier negative one.

Travis: Oh boy.

Benson: Hey!

Griffin: [laughs]

Scott: Yeah?

Benson: Hey! You didn't even mention me!

Griffin: [laughs]

Scott: I... Okay, Benson. I'd rather...

Benson: Yeah! I'm ready to get out there. Give 'em the ol' one-four.

Scott: Okay, listen. I'm sorry— Sorry. Amanda and Thwack just got hired out by other—

Beef: Ah, bummer.

Scott: Yeah, other crews. And you're... Yeah, you're gonna have to take Benson with you.

Clint: [laughs]

Beef: Okay. Well, the more the merrier, I suppose.

Benson: Hey, great! What kind of punch job are we working on?

Beef: Well, we'll let you know.

Benson: Hey, I'm ready! Let's go!

Beef: Hey—

Benson: Is it a big fight? I'd be great in a fight! Long as it's nothing sneaky, I'll be ready and perfect to go.

Beef: Nothing sneaky. Don't you worry about that, friend.

Benson: Excellent. Well, where do we head first, boss?

Beef: Well, before we go... Thwack, you said? I'd like to challenge him to some arm wrestling. Been a while. Wanna try that out, maybe put a little coin on it?

Benson: Sure! Yeah, I'll fight you for money.

Travis: No, for Thwack. Is this Thwack I'm talking to now?

Justin: No, that's Benson you're talking to. Thwack just got hired.

Scott: But you wanna arm wrestle with Thwack?

Beef: Yeah!

Scott: Okay. Let me go get him.

Thwack: [manly grunt] Somebody wanna take a ride with the Thwack-cutioner?

Clint: [laughs]

Beef: If that means—

Thwack: Oh my god, are you Beef Punchly?

Beef: I am.

Thwack: Oh, man. In your prime, I had your poster on my wall. Huge inspiration. The inspo is off the charts, man. Thank you so much for everything you've done.

Beef: That means so much to me, thank you. What did you—

Thwack: Yeah, absolutely—

Beef: What happened?

Thwack: What?

Beef: To the poster.

Thwack: Well, I took it down when you started fading in popularity, man.

Beef: Ah, cool, cool, cool. I was just wondering if we could engage in perhaps... you know, just getting my arm wrestling chops back up there. Maybe make it interesting, one suite each. You know, winner—

Justin: Well, it would be Gutter bucks.

Beef: Sure, some Gutter bucks!

Thwack: Yeah, yeah. Sounds good! Let's do this!

Beef: Do you have like a regulation table?

Thwack: Yeah, it's right here.

Justin: And he grabs the stool and he just chucks it into the middle of the boxing ring they got. And he kneels down on it.

Thwack: This is how we do it at the Gutter City Gym. Is this cool by you?

Beef: Sure! Works for me. Feels great.

Justin: Okay. So, you both get on your knees and you put your arms on the stool. I don't think it matters, 'cause you're gambling.

Travis: Yeah.

Justin: But let's just do a straight up and down fate roll. Just like a... just leave it to chance. 1 to 3, you lose. 4 to 6, you win.

Travis: Okay. 1 to 3, I lose. 4 to 6—

[sound of dice thrown]

Travis: 4! Whew.

Thwack: [groans] I can't believe it. I just got beat by Beef Punchly. This is amazing. What an inspiration you are, man. I don't even feel bad about the loss. That was fantastic! How's your arm because it looked like you were straining in a way that I don't remember you straining much during your prime. How are you feeling?

Beef: Oh, I'm feeling great. You know, I just wanted to... I wanted to make it seem, you know, like a contest. So, I was definitely faking it.

Thwack: Oh... Classic Beef.

Beef: Classic Beef.

Thwack: Hey, you mind if I bend your ear about something a little bit?

Beef: Okay?

Thwack: Hey, don't take Benson with you, okay? He's the... he's really the worst. And some people will be like, "He just deserves a shot." And we all kind of thought that at first. But he is ruinous, man. Just the worst dude. Not nice, not good at his job and a real hinderance.

Beef: Mm-hmm. I see, I see.

Thwack: If you don't absolutely have to take Benson with you, I would not. Because he— I don't— I mean, I wouldn't use the word curse. I'm like a church guy, so that's not really— But he's cursed. He's a cursed person.

Beef: Okay?

Benson: I'm right here! I can here you, you know!

Clint: [laughs]

Thwack: You see what I'm talking about? Like... he's the worst.

Travis: I... You know what I'm gonna do then?

Justin: What?

Travis: So, after the roll, you may spend coin to improve the result level. I'm gonna offer Thwack the coin I have, to move up to just like tier basic.

Griffin: If we don't take Benson on this job, I'm gonna quit the fuckin' podcast.

Travis: I... Everything is telling me not to!

Clint: So, you should!

Travis: No! What? We want— Okay, guys. I know it's been... maybe not our track record up to this point. But I'm pretty sure when you play games like this, you're trying to do good.

Griffin: Yeah. Maybe spend the coin to send Benson to punching school—

Clint: Thug college!

Griffin: Thug—[laughs]

Justin: Did dad say 'fuck college?'

Clint: Thug!

Justin: Thank you.

Travis: Yeah, maybe I'll do that. Maybe I'll spend the coin, we'll take Benson.

Griffin: [laughs]

Travis: But I'm spending the coin—

Thwack: Hey listen, I'm gonna— Hey, listen. I just had a thought, man. You're really dedicated to taking Benson with you. And you shouldn't be 'cause he's a total, total dink. Let me— Let me work with him a little bit, okay? Is that fair? You give me one suite and we'll... we'll figure it out.

Beef: That sounds great, Thwack. You're a real stand-up guy. I'm glad I met you, frankly.

Thwack: Hey, the honor is all mine, partner. Thank you so much.

Beef: Thank you!

Justin: Okay.

Travis: Okay, yeah. I'm gonna do that. To increase Benson to just a basic competency.

Clint: [chuckles]

Travis: I also need to reduce my stress from gambling.

Justin: As you're leave— As you're leaving, Trav, the door is closing and you see Thwack put his arm on Benson's shoulder. And just as the door closes, you hear Benson yell out from behind it:

Benson: I'm gonna let you down!

Griffin: [laughs]

Beef: No. You won't, buddy, I believe in you.

Clint: [laughs]

[theme music plays]

[ad break]

[theme music plays]

Justin: Emerich, how are things going for you? What are you up to?

Clint: Well, let me ask a question, first of all. 'Cause this is the only thing— I've been reading up a little bit. How many of these six things can we do in downtime?

Justin: Two.

Clint: Do two of them...

Griffin: I also have confirmed you can do the same thing twice.

Clint: Okay.

Griffin: I won't do that again.

Clint: Now, is playbook advancement one of those? Because I qualify for a playbook advancement.

Justin: I think we should not count playbook advancement— I mean, you shouldn't have to use— I mean, it just advances, right?

Griffin: No. You can train as an activity, to increase your experience in a stat or in downtime advancement. But you don't have to actually level up as an action.

Clint: Okay. I think what I would like to do, would be to take on a new special ability, like Trav did. Because there's a thing in the Whispers that I think would be really beneficial to Emerich. And it's called 'ghost mind.' Where you're always aware of supernatural entities in your presence. Which we would amend to Hard Light constructs.

Justin: Okay?

Clint: And then, you take one— Plus 1d when you gather info about the supernatural.

Justin: Okay.

Clint: Would that be all right?

Justin: Yeah, that seems like a really natural fit for you. So, that's... You have leveled up, I'm assuming? And you have advanced in your playbook.

Clint: Right.

Justin: Okay, cool. Yeah.

Travis: Oh, I'm gonna take 'body guard,' along those same lines. That allows me to protect teammates. And when I do, I do the resistance roll, plus one die.

Griffin: Oh? Cool.

Travis: And it also, when I'm gathering info, to anticipate possible threats in the current situation, I get plus one to the effect.

Griffin: Cool.

Justin: Cool.

Clint: All right, then to my two actions. First, I wanna get rid of stress by indulging my vice. Right? That's how you reduce stress, was indulging vice?

Justin: Yeah. Yeah, for sure.

Clint: So, the trade deadline is coming up for fantasy football, for his fantasy football league. And he is trying to work out a trade with one of the people in his league. Stanton, one of the guys in the league. And he's... he's trying to pull off this trade. And that is how he is going to indulge his vice and reduce his stress.

Justin: I mean, are you trading with another fantasy football person or?

Clint: Yeah, yeah.

Justin: Who else is in this league with you, dad? Like, I mean, it doesn't have to be specific people. But the types of people.

Clint: The types of people, I mean, it's all types. Most of 'em— I don't know any of 'em.

Justin: Of course.

Clint: But they're all—

Griffin: I mean, you met Saxophone last time.

Clint: Saxophone plays and I— Let's— We can say he's in our— in my league. And this guy, Stanton, is in the league. And he's a former thief. So, he has a lot of knowledge. And that's who I'm trying to make the trade with. Sax, we know— We know Saxophone is—

Justin: Who are you trading?

Clint: Stanton— Who am I *trading*?

Justin: Yeah, who are you trading away?

Clint: Slippery LaGree.

Justin: Now, we are you trading away Slippery LaGree after he's had several really good matches?

Clint: I know he's had some seriously good matches, but he pulled a hammy—

Travis: Mm-hmm.

Justin: Okay.

Clint: ... On his last B&E.

Justin: So, how are you gonna—

Clint: And I'm trying to unload him.

Justin: Yeah, I understand you're unloading him. But like, you're gonna have to offer something else, right? 'Cause nobody wants to pick up somebody with a pulled hammy?

Clint: Well, I'm hoping Stanton doesn't know.

Justin: Okay, 'cause he's not—

Clint: That he hasn't been checking in with Graft Kings, the people who oversee the fantasy bootfall league.

Justin: Fuck, that's good.

Griffin: That's good, dad.

Justin: It's extremely good.

Travis: I'm really proud of you.

Justin: Yeah. Okay. So, you... you get a message back from Stanton. And this couldn't matter less, but go ahead and roll.

Clint: So, I hit indulge vice?

Justin: Well, first off, I'm gonna see if the trade pulled off or not, okay?

Clint: Right.

Justin: We got a cogent narrative here.

Clint: Okay.

Justin: 1 to 3, it fails. 4 to 6, it succeeds. Go!

Clint: D6. All right, so there it is, there's a d6.

[sound of dice thrown]

Clint: It's a 4.

Justin: Whew... You get a message back. It says, "Okay." [chuckles]

Griffin: [laughs]

Justin: It's says, "Okay." Now, you can click indulge vice. [laughs]

Clint: Indulge vice... All right. So, do I use bonus dice?

Justin: What do you mean do you use bonus dice?

Griffin: No.

Clint: I clicked indulge vice and it asked me if I had bonus dice.

Justin: No, you don't. I will tell you if you have bonus dice. Do not sweat it.

Clint: Okay.

[sound of dice thrown]

Clint: A 1.

Justin: A 1. Hey, you clear one stress.

Clint: Clear one stress.

Justin: That's great, dad.

Griffin: You can also spend a coin to roll and destress again, if you wanna spend your coin in that way.

Justin: Spend a suite, please.

Griffin: A suite, sorry. I apologize.

Clint: And I have two suites, right?

Justin: Yeah. Well, I don't know how many you have.

Griffin: It's on your sheet.

Clint: I am gonna— I'm gonna live with four stress.

Griffin: I'm living with five stress, so...

Clint: And I am going to work on my long-term project.

Justin: Oh? Okay, great. Let's work on that long-term project. Now, remind people— I've got a clock for it here. But remind people what that is. Your long-term project.

Clint: Well, did I state what it was?

Justin: Yes, you did.

Clint: Here's my question. I stated something but I've been using it? So, I think I wanna start a new long-term project.

Justin: Okay, wait. Hold on.

Clint: Okay, yeah. Because it was the wristband thing.

Justin: Yes.

Clint: But I've been using the wristband thing? I don't understand how I would—

Justin: Well, the way I understood it was that the wristband would allow you to reprogram Hard Light projections while you were out. Like, it would make it a faster process that you could do in the fly, rather than having to...

Clint: Right.

Justin: Right?

Travis: Yes. So, what it says in the notes is that the long-term project is to, "Tinker with your band, to be able to create Hard Light objects and items on the fly."

Clint: Okay.

Travis: So, not just hack ones that already exist.

Clint: Right, okay, okay.

Travis: Or use ones that are already there, but create on the fly.

Clint: All right. Then I will finish that project before I start a new one. Is that fair?

Justin: Yes, that makes sense to me.

Clint: Okay. So, should I have not clicked one portion of this clock? 'Cause I know I worked on this special project last time, right?

Justin: Yeah, that's one remaining. So, the light green of the— means there's one segment remaining. So, by working on it at all, you are going to finish it up, I believe. Let me make sure there's not a way to... Okay, no matter what you roll— I'm not gonna make you roll for it. Because no matter what you rolled, you would get the— you'd get one tick.

So, this mobile lab is completed. Do you have— Even if you don't right now, I don't wanna force you to, but some sort of name for this device that lets you create Hard Light projections on the fly, provided you are in possession of a prism?

Clint: Yes, I call it the... Give-a-Ghost Projector.

Justin: The Give-a-Ghost, okay. Perfect. Go ahead and... If you'll add that to your inventory of items. I think the weight, we'll just call it like one. I don't think it would be a particularly heavy thing. But I do want you to have to choose that you have it and it is part of your loadout when you use it.

Clint: Right, okay.

Justin: Let's see. I think Beef and Montrose, do you have other things you'd like to do?

Travis: I already did both mine. Mine was indulge vice and get an asset.

Justin: Perfect, okay. Montrose?

Griffin: I want to retcon first, spend a coin to spend just a little bit more time with my adopted family. 'Cause I... I do not wanna go into what I assume will be a pretty big job, with more than half my stress-o-meter fully, fully maxed out.

Justin: Okay. So, you're gonna spend a suite to sort of double the effect.

Griffin: He will spend a suite to hopefully double the effect of it.

Justin: Okay. Let's go— Let's do another roll, then. I won't do the scene again 'cause we remember what happened.

Griffin: Sure.

Justin: But go ahead and roll that again.

[sound of dice thrown]

Griffin: It's fucking 1. Great.

Justin: Huh...

Griffin: Okay. All right, I'm down to four pointa. Okay, I leave The Future is You, feeling slightly less stressed out. And walking around the Butter Cream,

I get to thinking about Gravel and her crew. I would like to train my Slide sort of job.

Not any particular skill, but my being a subtle manipulator and spy. Just to kind of stretch those muscles out and see if I can find Gravel and her crew. Which I'm assuming is headquartered here in the Butter Cream. Is that—

Justin: Okay.

Griffin: Okay.

Justin: Yeah, that's cool.

Griffin: So, there's nothing I have to roll to do the— to get the experience.

Justin: Uh-huh.

Griffin: But if you wanted to do like a, you know, a narrative thing—

Justin: Yeah, you know what? Let's say— Let's, again, do one of these like— Just 'cause narratively I think it's interesting. Let's do like just a coin flip.

Griffin: There are skills— I mean, I guess I could hunt?

Justin: Hm...

Griffin: That's hunt a target, gather information—

Justin: You could, yeah. But you don't really use those skills in downtime. I mean it's not—

Griffin: Yeah, fair.

Justin: You know.

Griffin: Okay.

Justin: As designed, you don't really have to.

Griffin: Okay.

Justin: I don't think, at least.

[sound of dice thrown]

Griffin: Now, that's a 3.

Justin: Oh, you're close, though. You definitely run into other people in the Butter Cream that know of Gravel, that have like seen her around. But you— And you feel like you're getting close a couple of times. Like, you may have seen the back of her head.

But you're not quite there yet. But you do notice like, it gets easier. By the end of this time you spend trying to track her down, it is a little bit easier. So, I think that will definitely advance your XP there.

Griffin: Cool. Well, that fills up my playbook advancement. I'm going to take a skill I'm very excited about.

Justin: Okay?

Griffin: 'Cause I think it's going to make things quite complicated for you, Justin.

Justin: Great.

Griffin: The skill is called 'like looking into a mirror.'

Justin: Okay?

Griffin: And what it does is very simple, "You can always tell when someone is lying to you."

Justin: That's a skill?

Griffin: It's a skill.

Clint: Oh!

Justin: You can always tell when someone is lying to you.

Griffin: I can—

Justin: Always?

Griffin: I can always tell when someone is lying to me.

Justin: Huh...

Griffin: Are you lying to me right now? 'Cause I would be able to tell, with this new, great skill that I've picked up.

Justin: Man, that seems OP. John, get at me, bud.

Griffin: [laughs]

Clint: [laughs]

Justin: John, if you wanna walk that one back a little bit, that's... that's tricky.

Griffin: It's very easy, Justin. Absolute truth from you, from now on. No deception, no lies.

Justin: Yeah, that's... Man, that one's... That's rough, man.

Griffin: Now, you could still lie to me.

Travis: And it does say here, "Is very powerful but also a bit of a curse. You see through every lie."

Griffin: Wow.

Travis: "Even the kind ones."

Griffin: Wow...

Travis: So, every time someone's like, "Montrose, I really like your coat." And he's like, "You don't."

Clint: [chuckles]

Justin: Here, let's... Can we... Let me ask you this favor, Griffin.

Griffin: Okay, sure.

Justin: That this can be— 'Cause I think it would be tough for the kind of show we do. [chuckles] For this to always be on, all the time. So, how about this. If you ask, I will always tell you.

Griffin: Okay.

Justin: You have to check. Like, you have to think about it. Like, you have to ask. But if you ask, I will be 100%— I will 100%— I just don't wanna have to remember—

Griffin: Yeah, sure.

Justin: ... That you have that. But like, anytime you ask, I will tell you 100% yes or no. I mean, I won't give you any context, but I will say that.

Griffin: Okay.

Justin: Is that fair?

Griffin: That's totally fair.

Clint: To Montrose?

Travis: Yeah—

Griffin: "If someone is lying to you."

Justin: "Lying to you," yeah.

Griffin: I mean, I don't know. If someone says a lie to one of the two of you and I am there, I...

Justin: Yeah. I mean, you wouldn't... We don't wanna have to role play like, "Now, say that to me."

Griffin: Yeah, right?

Justin: "Now, say that again to me," right? Cool.

Travis: And I have one here, Justin, called 'punching into a mirror.' And it's anytime I punch someone, it automatically works.

Griffin: Wow.

Travis: Yeah.

Griffin: That's wild. It sounds a lot like—

Clint: Where are you finding these skills? I don't even see skills!

Griffin: We spent extra money for the digital collector's edition of Blades in the Dark. And 'cause—

Clint: Oh!

Travis: It's got all the cheating skills in it.

Griffin: It comes with 15 Chroma Cubes, which you can spend—

Clint: [laughs]

Griffin: ... On all these different aesthetic upgrades. My guy's got wings now too.

Travis: Yeah.

Clint: [laughs]

Travis: My Heimdall has a shiny logo, so...

Griffin: Yeah, it's pretty great.

Clint: Ooh, frame break!

Griffin: How to lie without really lying...

Travis: Mm-hmm, a wikiHow article. [chuckles]

Griffin: He's reading the plot of Liar Liar, to see if there's answers in there.

Travis: Okay, step one, keep your grades up. Okay?

Griffin: Okay, we can do that.

Clint: Let me ask you a question, Griffin. With your new skill, that is in character, right?

Travis: So, Justin—

Griffin: Now, Mac—

Clint: Justin can lie to us, right?

Justin: Justin, the man.

Clint: But the characters... But the characters can.

Griffin: If you're asking me— If you're asking me if my actions in the table top role-playing game, Blades in the Dark, have given me, Griffin McElroy, the supernatural ability to tell when someone is telling a fib, I think you know the answer to that already.

Travis: Yes.

Clint: Jim Carrey had it?

Travis: Well, no, Dad. If you remember, Jim Carrey was not granted the magical ability to know when someone was lying. His character in Liar Liar was given the curse of not being able to lie.

Clint: Oh! Okay.

Travis: So, on both counts, unless Jim Carrey is so method that he learned how to always tell when someone's lying...

Clint: [laughs]

Travis: So that he— It gets confusing.

Justin: All right. So, you all head back to the office of Darla Davis. And when you arrive, you see her going over plans. They're unfurled on her desk. And she looks up and she says:

Darla: Well... It's not great. I haven't been able to get new diagrams. I've talked to people, I've got word of mouth. I'll tell you what I know. The Stealswell Diamond is at the Dusk Hotel. There are two levels. One is the public one. The lower levels are for— sort of the underbelly of the hotel. There's a mailroom, laundry, staff lounge and security.

On the upper level is Mart's Fine Jewelers. The Hall of Mirrors, it's a meeting room. And Hathaway's Diner. The Stealswell Diamond is currently on a sort of tour at Mart's Fine Jewelers. And that's where I know the least, because that is a major part of the renovations that have just taken place. But I know that basic layout, that's still the same. I just don't know the specifics of the job anymore.

It used to be so mechanical, but I don't know... Crime, it's always... always evolving. But that's what I know. You could probably get some more somehow, but I— That's what I'm able to bring to you all, is just sort of a

bigger picture. And of course, if there's anything you can think of that I could do to assist you, just say the word and I'll do what I can.

Montrose: If we'll all remember, we... we are not going to be solely responsible for breaking in to this joint and stealing the aforementioned mineral. We must simply ensure the success of one such a group of patrons.

Darla: Yeah, that's right. You can help 'em. I wouldn't do it all for 'em. You know, people come here to... Who knows what people come to Gutter City for. But a lot of people are looking to get their big break. And I think if you stole too much of the thunder, you know, it wouldn't be quite the same for 'em.

Montrose: [chuckles] That is not my style. But perhaps you could assist me in infiltrating one such group of patrons. Under the guise of myself being a patron, a visitor to Gutter City. So that I may have a sort of... a boots on the ground perspective.

Darla: You're going to pretend to be new in town?

Montrose: I do not even have to pretend. I have been here for about 12 hours. And I have spent time in this building—

Justin: You would know, Griffin, by the way, that this parlance is used in several layers. It's a way of discretely talking about people who have paid to be there.

Griffin: Oh, I see, I see. Oh, okay. I got you, I got you.

Montrose: Yes, I believe I am capable of such subterfuge.

Darla: So, what do you need from me?

Montrose: I mean, I need to get into one of these groups. I don't know— Is it as simple as I walk in and write my name down on a sign-in sheet? Or...

Darla: I could tell you the time when they show up? I could tell you the time that they meet. You know, it's all pretty loosey-goosey down here. It's not

like they give you a brochure. But I think people know the basic sketch of the plan, right. Yeah, I could— I could let you know where they're gonna be. But I... Again, I don't even know who's leading the operation anymore.

Beef: Well, if I may ask a question?

Darla: Sure.

Beef: The leading question, it might seem. But with these renovations and their upping security around the diamond, it seems to me like they would need to hire some technicians for the, you know, upgrades to security. And maybe some more security guards to kind of fill out the new detail. Maybe that's a way Emerich and I might be able to gather some more information?

Darla: Hm... Yeah, it's worth a shot. I mean, especially if you try to keep it cool. It would be worth a chance if you wanna try it?

Montrose: What do you know about the getaway process, once we have secured said diamond? Because I would hate to screw the preverbal pooch in the 11th hour.

Darla: Well, in my day, as you know, after the diamond was retrieved from Mart's Fine Jewelers, they would head on down to the... to the laundry area. There's several trucks waiting to take the clean laundry out to the laundromat. And that's when my friend...

Emerich: Trucks! Oh, the trucks.

Darla: Oh?

Emerich: The Hard Light trucks. [chuckles enthusiastically]

Darla: Kind of a truck guy?

Montrose: Kind of a truck nut.

Darla: That's when... and that's when Short Doug would get behind the wheel and he'll make his getaway. He was always on one of the crews, right.

So, he was a regular around here and he would work that job pretty frequently.

Justin: You guys remember, Short Doug is the— was the getaway driver that is also Sticky Fingers Paul Pantry, that's the role that he had when he was up here on this layer. And... yeah.

Clint: Did he look different in appearance when he was Short Doug?

Justin: No, he just looked like Sticky Fingers Paul Pantry, I mean—

Griffin: Okay.

Justin: ... Presumably younger.

Clint: Okay.

Justin: And then, didn't he have to go through extensive cosmetic surgery to become Sticky Finger Paul Pantry? Or was that an idea that I had when I was trying to fall asleep one night and I never told you guys. It doesn't matter.

Griffin: Well, tell us about it now. 'Cause it's—

Clint: [laughs]

Griffin: Did they just sticky his hands up on a permanent basis?

Justin: Yeah, but like, I don't know. I don't know if this is the sort of place—

Griffin: Yeah.

Justin: He's in makeup, for sure, to look similar to the last Sticky Fingers Paul Pantry.

Montrose: Important follow up question, was Short Doug replaced? Which is to say, if I become a plant in this heist, will there be someone else here pretending to be new in town, who will be the getaway driver this time?

Darla: Wow, we're using a lot of cockamamie language.

Montrose: Well, whose fault is that?

Darla: I don't understand the question.

Justin: So, Griff, what are you trying to— what are you trying to ask? Ask me directly.

Griffin: Okay, if Sticky Finger Paul Pantry, AKA Short Doug, was the like built-in getaway driver for these heists when they happened back in the day, it would suggest to me the fact that this idea I'm having of 'I'm going to pretend to be a guest here so that I can participate in the heist' is not a necessarily novel one. That there are actors—

Justin: You... Let me— Okay. Let me tell you the game, then. You won't know.

Griffin: Great.

Justin: You won't know.

Griffin: Great.

Justin: Both the guests and the staff are going— would be amongst this crowd. You have no idea.

Griffin: Cool beans.

Montrose: This is gonna be a tightrope walk, I believe.

Justin: Emerich, Beef, how do you guys feel about— Do you wanna do like a little, tiny scene to go gather information here? And if so, like what are you— How would you do it? We got— You're gonna dress up like... like you're on security there?

Travis: I am not gonna dress up. I'm gonna go in and ask for a job.

Justin: You're gonna try to get hired as Beef Punchly?

Travis: Hm... Now, when you put it like that...

Justin: [laughs]

Griffin: When you literally say the idea out loud.

Travis: Well, I'm going to put a disguise on.

Justin: Okay?

Travis: And then I'm gonna go ask for a job.

Justin: Okay.

Clint: And I think Emerich's going to go with him and is just gonna rely on his expertise to convince them that he is worthy of a job in their tech department.

Montrose: I would suggest that it makes no sense for one of you to be in disguise.

Justin: [chuckles]

Montrose: [chuckles] And the other one not be in disguise.

Justin: He is much less well known, though.

Clint: Nobody knows—

Justin: Nobody knows Emerich. Okay. So, what I'm gonna ask you, Trav— And with an assistance from our friend... our friend, Emerich, is to do a persuade roll and then we'll figure out what you're able to learn from it.

Griffin: Consort or sway?

Travis: Is that Sway?

Justin: Not consort, 'cause he's trying to trick 'em, right. So, I was thinking sway.

Travis: With a bonus from Emerich?

Justin: Yup.

Travis: What's the position?

Justin: Position is... Well... It is risky and standard. Standard effect.

Clint: Can we set the scene a little bit, of what we're trying to do? I mean, are we at that location where we're trying to get the gig?

Justin: This is like a one off, like five— Like, this should be a very quick thing, so we can get past— Like, it's just...

Clint: So, a flash forward?

Justin: Exactly.

Clint: Okay.

Justin: Sort of, yes. Yes, that's exactly it, dad. Yes.

[sound of dice thrown]

Griffin: Oh yeah, baby!

Clint: [laughs]

Travis: That's a 6, baby.

Clint: 6 on the Sway!

Interviewer: Let me get this straight, mac. Your name is... This can't be right. Pork Stuffings?

Beef: That's right! And I hate crime!

Interviewer: And you're just gonna like look around here and... protect us? I mean, what are you doing?

Beef: Well, I was a bodyguard for a while and I learned to really analyze danger and see where the holes in security are. But I've been without a job for a while and I'm trying to make good here, of course, with the Dusk Hotel, to prove my worth to you. So, I'm willing to do this gratis and see if I can find flaws in your security to let you guys know what you need to beef up.

Interviewer: Beef up. Okay, Pork, I get it. That's a meat joke. Fantastic.

Beef: Yeah. Don't worry, those are rare.

Griffin: [laughs]

Interviewer: Oh my god, this guy... I'm loving— You know what? No more question from me. We'd love to have you around.

Emerich: Um... [clears throat] I...

Interviewer: And who are you?

Emerich: [whispers] I didn't know we can come up with—

Beef: Oh, this is a security expert—

Emerich: I'm Ticholas Nesla.

Interviewer: Sorry, one more time?

Emerich: Ticholas Nesla?

Interviewer: Ticholas? All right—

Emerich: Ticholas Nesla.

Interviewer: How do you help him? With doodads? You kind of a doodad guy?

Beef: Yeah—

Interviewer: You seem like a doodad guy.

Beef: He's great with machines and security systems and stuff. So, I always consult with him.

Emerich: We're roommates. We're roommates.

Interviewer: Wow, that's way more context than I needed for this.

Emerich: Well, I mean, it's not— Yeah... There's nothing wrong with it.

Interviewer: I don't think... I mean, you know, times are tight. Right? It's—

Emerich: There's a lot of judgy people down here.

Interviewer: Yeah, it's not me. Not on this end, pal. I love this guy over here. Did you hear when he said 'rare?' Unbelievable.

Emerich: Yes.

Interviewer: Unbelievable.

Beef: Yeah, Ticholas sometimes gets nervous during this proposal of work. That's why he normally lets me handle it.

Emerich: People who rehearse poorly, but they perform really well, I'm like that.

Interviewer: You're kinda— You're kinda losing the thread a little bit. So, let me go ahead and wrap up.

Emerich: Fine, fine.

[sound of dice thrown]

Justin: Okay, yeah. Trav, that's good. That's a 6. That's extremely good. Let me— I'm trying to think about... Okay, let me ask you guys. Does it make more sense for me to lay out for you more information now. Or does it make more sense for Beef to have a better— 'Cause there's not really anything you can do, actionably. Right?

Travis: No, yeah. I think—

Justin: Does it make more sense that just Beef has more context when he enters—

Travis: Yeah.

Justin: Like, you just have more knowledge of the scene.

Travis: I think it's more knowledge of the scene and the potential for like flashbacks about locations and such.

Justin: Perfect. That's great, I love that.

Clint: And kind of blending in. It helps us blend in.

Justin: I love that. Okay... Are you guys ready?

Griffin: Yes.

Travis: Yes.

Justin: Are all three of you going to show up at the meeting location?

Griffin: I mean, why would they come to the guest meeting location?

Travis: Well, I've already got an in.

Griffin: Yeah, it's sounds like both of them do. It's sounds like we've all got different ins. But I don't know that my in is the same—

Justin: Okay. Now, hold on a second. I do need to quibble with you here. You can't just be— That roll was for them finding out more information.

Travis: Okay, then I will say— Sorry. My in then, is like, I have an idea of the staff entrances and the processes and that kind of thing, that I think would assist me in infiltrating.

Justin: That's fine. Yeah, yeah, yeah. That's the route you two are gonna go. You're showing up, you've already done this other thing. That's fine.

Griffin: So, generally speaking, I'm going to be in the group and you two are going to be handling everything in the periphery, outside the watchful eye of—

Justin: That's a smart way of doing it.

Travis: Yeah, exactly.

Justin: It's a smart way of doing it.

Clint: So, we're just kind of getting the lay of the land?

Justin: That's done. The land—

Travis: So, the plan is you—

Clint: The land is laid.

Travis: You and I are going to be there as behind the scenes assistance.

Clint: Right.

Travis: To, you know, act as interference if something's happening or scout ahead or whatever. While Montrose is handling the face to face, trying to figure out who the person is and how to facilitate a successful jewel heist on their end.

Clint: Right.

Justin: Okay. I'm gonna say that this one is deception.

Travis: Yes—

Justin: Or trespass— I mean, you're—

Griffin: Absolutely.

Justin: Absolutely.

Griffin: Let there be no mincing of words here.

Justin: Okay, load? Tell me your load.

Griffin: I gotta go light. I think if I roll up as a guest to the park with a bunch of fuckin' armor, it's gonna set off some alarms.

Travis: Yeah, I think same for Beef. Trying to go unnoticed as much as possible, if I'm rolling around—

Justin: Yeah.

Travis: ... Even with a normal load.

Justin: Is that okay by you, Emerich?

Clint: I think Emerich— Well... Emerich would... I mean, if he's in the tech crew, I think he would... would be able to haul around—

Justin: You can but I— With load, the way it's set up in the game, it really has to look like crime stuff. Like, there's really— You can't story away having

a bigger load. It will look like you're there to do crime. Now, that doesn't necessarily mean you're arrested on sight, right. But it may be a little bit more suspicion of you as like, "I've never seen a repair guy that had that many knives," kind of thing.

Clint: Yeah. Okay. Yeah, yeah, I've got my— Of course, I'm gonna wear the new wristband with the Give-a-Ghost Projector. And my tinkering tools and my prisms and that, still... light.

Justin: You don't have to name everything you have. It's just, you're gonna go in light.

Clint: Yeah.

Justin: Okay. Griffin, give me an engagement roll.

Griffin: Engagement, yes.

Justin: Fortune roll, starting with 1d, for sheer luck.

Griffin: Any other boosters?

Justin: "Is it particularly bold or daring? Take 1d." Yes, I would say that's pretty daring. I mean, I think it's fairly bold, what you all are trying to pull off. "Does it expose a vulnerability of the target or hit them where they're weakest?" I don't necessarily think that's accurate.

In fact, I would say that you're gonna take negative 1d for the fact that this is recently remodeled. So, it's gonna be a little more challenging. But you do have friends and contacts that provide aid or insight, that's Darla. So, she's adding 1d. So, 1d for sheer luck, 1d for the— Darla's help.

Griffin: What about for the reconnaissance that the two have done in there?

Justin: Yeah, that's kind of the... Yeah, I was trying to account for that with bold and daring. But yeah, that's probably true. Let's call it... 3d? 3d6?

Griffin: Well, minus the 1d would be two. Plus— Oh, yeah. 3d total. Okay, got you.

Justin: Yeah.

Griffin: Okay. I'm just gonna roll 3d6.

[sound of dice thrown]

Griffin: That is a 4, 5 and 5.

Clint: [impressed whistle]

Justin: So, a 5.

Griffin: Yeah.

Justin: Okay, perfect. Montrose, you look up and you see there're three silhouettes. This is at the top of the fire escape, just on the southwest corner of the Dusk Hotel. And you've climbed the fire escape and you're edging along the ledge. And you finally pull yourself up onto the flat surface and you see them.

There's one person kind of hanging their head in their hand, as they affix their mask. There's someone who's straightening their cap, the second person. And then, there is one man standing. And he's curling his fingers in a leathered glove. He's in a long, brown trench coat and he's wearing dark sunglasses, that he pulls off. And he looks down at you and says:

Jaques: Hello. My name is Jaques LeRouge. And if you listen to me, you may just live through the night.

[theme music plays]

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