

## The Adventure Zone: Steeplechase - Episode 8

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**Krystal:** Hey, Steepies! So, we were invited to the exclusive unveiling of the newly renovated Dusk Hotel in Gutter City and we were blown away! We know a lot of you will be crowding into Mart's Fine Jewelers to sneak a peak at the Stealswell Diamond.

Or grabbing some of Hathaway's seasonal pumpkin spice dinner. Delish and nutritish, by the way. But trust us, you have to stop by the second-floor bathrooms. Not only are the toilets charming and comfortable, but the new vitrified pebble mosaic tile floor is incredible!

Italian tile artisan, Luka Esposito, was brought out of retirement just for this showstopper. Which he calls, "My final work. My masterpiece. My perfect floor." We never thought we'd see an original Esposito floor with our own eyes, but luckily, we here at Steepie Watch never know when to stop dreaming.

[Steeplechase theme music plays]

**Weaver:** Please, the pollen broth. My throat has become so dry. Fetch— Fetch me the pollen broth. Shoockles?

**Griffin:** [chuckles]

**Weaver:** Shoockles, fetch the pollen broth! I must weave!

**Clint:** [chuckles]

**Weaver:** Oh, that's much better. Another chapter unveils itself to me in the steel.

**Travis:** [cat sound]

**Justin:** I can't tell you— You're not in it. [laughs]

**Griffin:** You're not allowed—

**Travis:** That wasn't me? That wasn't me?

**Griffin:** He wants so badly to be in it, Justin. But...

**Justin:** I know, but no one... I just have to have this one space that's just mine. You know?

**Griffin:** Yeah, sure.

**Travis:** That was Shookles speaking through me, Justin. I couldn't—

**Justin:** Welcome to The Adventure Zone: Steeplechase, episode eight. I am your game master, Justin McElroy. You already know Travis and Griffin and Dad, of course. If you haven't listened to the previous episodes, welcome. What a wild choice you've made. You are on top of the roof of the Dusk Hotel. Who's up here?

**Clint:** Montrose.

**Justin:** Montrose is up here. Montrose, you've just met Jacquess Rouge.

**Griffin:** You're gonna need to say that name two or three more times for me to—

**Justin:** Jacquess Rouge.

**Travis:** Red Jack.

**Griffin:** Gotcha.

**Justin:** Jacquess Rouge.

**Griffin:** Got it.

**Jacques:** Hello. My name is Jacques Rouge. And if you listen to me, you may just survive the night.

**Griffin:** Oh, boy!

**Justin:** There's three people up here with Jacques Rouge and they are standing in a circle going over a plan. And then, almost as soon as he says, "If you listen to me, you may survive the night," one of these three silhouettes takes a misstep and begins to fall off of the roof.

**Griffin:** I catch them by the shirt. By the front of the shirt.

**Vogel:** Thank you.

**Jacques:** Vogel, please watch your step. Sorry, this is Vogel— What is your name, new candidate?

**Montrose:** Well, my name is Wimberly Goodparty. And... Oh, are we doing— Oh, I'm sorry. Are we supposed to do like... Oh, okay. Hold on. My name is The Phantom. I have stolen many treasures from the king, and I am very—

**Jacques:** Okay, it's a pleasure— it's a pleasure to meet you. Let me introduce the rest. The less we know about each other, the better. It will make our hiding in the spirits— and the less we know, the less can be—

**Montrose:** Don't wanna get pinch— Don't wanna get pinched.

**Jacques:** So, you know some of the lingo going in, this is wonderful. Let me introduce you. This, you have already met. This Vogel.

**Justin:** Everyone in the group is wearing these cabbie hats. And there is a mask that's black cloth, just under their eyes and hanging down over their face.

**Jacques:** This is Vogel.

**Justin:** And Vogel tips his hat to you.

**Jacques:** This is Tonio.

**Justin:** Tonio tips his hat to you.

**Jacques:** And this is... This is Funny Man.

**Funny Man:** Yes, it's me, Funny Man! And I'm ready to do a crime with you!  
[silly laugh]

**Jacques:** I have tried to tell Funny Man this is not appropriate for the crime. But he insists that this character... He insists he is Funny Man.

**Montrose:** Well, it takes all kinds, doesn't it? It takes a village to steal—

**Funny Man:** Yes! It takes all kinds to create a little bit of chaos! [laughs]

**Jacques:** I am so sorry about Funny Man. We have tried to speak with him about the secrecy of this operation and... he refuse.

**Montrose:** Well, don't expect me to keep tabs on Funny Man, 'cause I'm hard. I'm hard—

**Travis:** [chuckles]

**Montrose:** I'll kill him.

**Travis:** Woah.

**Montrose:** If he gets out of line— If he gets out of line, he's toast, baby.

**Travis:** Woah... Wimberly is cold blooded.

**Montrose:** Did we... Were we supposed to talk to someone about getting the hats?

**Jacques:** Oh, of course... Here. No one look at... What was it again?

**Montrose:** I said The Phantom, but I regretted that immediately. I think just call me... Wimberly.

**Jacques:** This is your name?

**Montrose:** Yes... But I'll get— I'll be honest with you, I get confused. So, if you call me something else, I might not get it. And if we're in the heat of the moment, I need to know when the boss is giving me orders. So, Wimberly will do just fine.

**Justin:** It actually makes sense, Griffin, because if you called yourself The Phantom, you would be on— as near as I can tell— the fifth tier of obfuscation of your actual identity—

**Clint:** [chuckles]

**Travis:** Yeah.

**Griffin:** Sure, sure, sure.

**Justin:** We are so many layers dep at this point.

**Griffin:** Yeah, we're gonna go with Wimberly Goodparty.

**Jacques:** Wimberly...

**Clint:** And it's a good name.

**Jacques:** Wimberly... welcome. We are just about to begin. I have laid out the plans. Do you wish to hear more, or shall we begin?

**Montrose:** Still waiting on that hat...

**Justin:** Oh, okay. Yeah, he digs into his pocket and gets out a hat and a mask for you to put on.

**Travis:** He sprays it out like they do when they like loan out you know, shoes at a bowling alley.

**Griffin:** [laughs]

**Jacques:** I apologize, I did not think you would require a mask, seeing as you're currently wearing a mask. But I suppose... I mean, I had the mask already. This is fine.

**Montrose:** Thank you. Yeah, it's a... it's a... my mask has a mask attachment. So...

**Travis:** Interesting. Like adding a smaller vacuum to a bigger vacuum.

**Montrose:** All right, so what's the—

**Travis:** Wait, can I ask you a question? 'Cause I think I remember this from our first thing. We have like earpieces or something, right? Like we—

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

**Travis:** Okay. We're in communication.

**Justin:** We have assumed... We have assumed communication between you guys. Unless I say otherwise. I just think it's cleaner.

**Griffin:** Mm-hmm.

**Travis:** Yeah.

**Justin:** And it's so irritating that everyone does hear and then pretending they don't hear. Okay, so you are privy to this.

**Montrose:** So, what's the plan? Am I the body? 'Cause I did a little bit gymnastics in high school?

**Jacques:** The plan is you follow my lead and you do not die.

**Montrose:** Sounds good to me, you lead the way. I'm right behind you.

**Jacques:** Okay—

**Montrose:** Can we do a quick, quick prayer before we start?

**Travis:** [chuckles]

**Funny Man:** [silly laugh] I pray to Loki, the god of chaos! [silly chuckle]

**Montrose:** Okay. You can do that over there. Behind the AC unit. And we'll do a normal— we'll do a normal prayer to Jesus Christ for—

**Funny Man:** Please bless the chaos I'm about to create! And help my uncle, Jeff, with his arthritis.

**Travis:** [laughs]

**Funny Man:** Amen!

**Travis:** I love Funny Man.

**Montrose:** Dear Lord. First off, please help Loki— Please help Funny Man's uncle, Jeff, with his arthritis. It sounds like it's really bugging him. And let us have a good time today. Have a great time, keep us safe. And let us get away with this diamond.

**Justin:** You see Jacques Rouge walk to the edge of the roof and jump off.

**Montrose:** Oh, and sorry for the crime we're about to do. Okay, bye. Amen, I mean. I mean— Not bye, amen.

**Clint:** [chuckles]

**Travis:** [spoofing God] "It's fine, I know what you meant."

**Clint:** [laughs]

**Griffin:** I go and look over the roof and see where he just jumped.

**Justin:** You see Jacques standing on a fire escape outside a window. You should all see the Dusk Hotel, I think I've shown you a handout. I've pressed the button five times. So, you may have five—

**Griffin:** I do see it, yes.

**Justin:** ... Five versions of it.

**Griffin:** Just once.

**Justin:** But just for you to have a reference here. So, here's the deal. I'm going to be conducting this from Jacques's perspective.

**Travis:** Okay.

**Justin:** And conducting this heist as Jacques would do it. And as you know, whatever is supposed to happen here, is scripted. You would know this. So, it's going— I don't want it to feel rail-roady to you. But you have to understand there are tracks.

**Griffin:** Yes, for sure.

**Justin:** Does that make sense?

**Griffin:** Yes, absolutely.

**Justin:** And I'm relying on you all to— at any point you wish, to alter or deviate from the plan. Jacques is not in charge. He is here with— I mean, he is in charge within this. But like, you guys are the— you guys are the stars, right.

**Griffin:** Right.

**Justin:** Is it—

**Travis:** Yeah.

**Justin:** Okay.

**Travis:** It's like a costumed murder mystery.



**Griffin:** I wanna say, I am in love with this idea and I cannot wait.

**Travis:** Yeah. Now, did we know script ahead of time?

**Justin:** You don't.

**Travis:** Okay.

**Justin:** You don't know. I mean, you know... You have some information, because of the research that we have— that you have done.

**Travis:** Right.

**Justin:** You know a little bit about it. But that is... about the facilities.

**Travis:** Okay.

**Justin:** Does that make sense?

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

**Justin:** Like, less about the crime, but you know about the building that you're in. You learn that from scoping things out.

**Griffin:** I follow him very, I would say carefully and faux-clumsily down the fire escape.

**Travis:** Now, Justin, I have one kind of like situational clarification.

**Justin:** Please?

**Travis:** And I think that this question, the distinction between these two will make sense to you. Is this experience designed for the new in town person to be like an escape room where solutions are not obvious? Or is it made to be like a... like Sleep No More, where, "Ah, the cue came from over there. That's the door, this is significant." Right?

**Justin:** I think you wouldn't necessarily know that when you signed up for it.

**Travis:** Uh-huh?

**Justin:** I think you're signing up for it like you would sign up for an excursion on a cruise.

**Travis:** Okay?

**Justin:** Like, "Participate in a thrilling heist."

**Travis:** Right.

**Justin:** You know what I mean? Like... Does that make sense?

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

**Justin:** You lower yourself from the fire escape. Vogel, Funny Man and Tonio all follow.

**Travis:** Who's the cute one?

**Justin:** Well, they're wearing masks.

**Travis:** Oh, yeah, yeah.

**Justin:** So, cutest butt is Tonio.

**Griffin:** [chuckles]

**Travis:** [laughs]

**Justin:** Best feet, Vogel.

**Travis:** Most likely to succeed, Funny Man.

**Justin:** You all lower yourself on to the fire escape.

**Jacques:** I believe the window we require is this here.

**Justin:** And he points at one of the windows. And notices that it is... He tries to open the sash and it is locked.

**Jacques:** Yes, this would've been too easy, I suppose.

**Griffin:** I reach into my backpack and pull out a brick.

**Montrose:** I have this?

**Jacques:** Hm... Yes, this should work. It should be fine.

**Montrose:** We should check for traps though, huh?

**Jacques:** Check for traps... hm...

**Montrose:** What if the window has an explosive, like a bomb on it?

**Jacques:** This would make your brick idea very bad.

**Montrose:** Ah, yeah.

**Jacques:** Hm... Anyone have any other thoughts than the brick? The brick was great, but I love the—

**Montrose:** I'll hold on to it, you know.

**Jacques:** I have...

**Justin:** Oh, man...

**Travis:** Yeah.

**Griffin:** A lot of voices.

**Travis:** Welcome to the fun.

**Vogel:** I got something.

**Justin:** That's Vogel.

**Travis:** Okay, yeah.

**Vogel:** I got something.

**Justin:** And Vogel reaches into his pocket and pulls out a glass cutter. It's circular and with a suction thing in the center.

**Travis:** Oh yeah.

**Justin:** So, a suction cup with like a glass cutting device around it.

**Vogel:** I got this glass cutter from a friend of mine. I could use it on the window maybe? 'Cause it could be rigged. And if we make a big noise, it's not great, right?

**Jacques:** Yes, this is very wise of you. Let's try this. Have you used this before?

**Vogel:** No, no, I've never tried it. But I'll give it a whirl.

**Justin:** And Vogel goes over to the glass and puts the suction cup on it and starts cutting.

**Griffin:** Can I take a look at the glass and use my keen thief's senses to see... to see if I detect any wires? Any stuff that might give us away here.

**Justin:** Yeah. Why don't you use a... Survey?

**Griffin:** Survey?

**Justin:** Survey, yeah.

**Griffin:** Position?

**Justin:** Risky, 'cause he's about to do it.

**Griffin:** Okay. Standard?

**Justin:** And it is standard.

**Griffin:** Okay. No bonus dice. We'll just see what happens. Straight up and down one roll.

[sound of dice thrown]

**Griffin:** It's a 4. It's a mixed success.

**Justin:** You... Let's see, with a mixed success, you do see that there is—that the thing is trapped. However, it took you long enough to make that assessment that you can't stop Vogel before he starts cutting.

**Griffin:** Okay.

**Justin:** So, you see him spinning, slowly, slowly, slowly. And then eventually cuts a circle in the glass, a perfect circle. And then pops it out with the suction cup. And there's a small hole.

**Funny Man:** I'm the smallest of the group. I should be able to reach in and unlock it! Aha!

**Montrose:** Why don't— I would actually... I feel like this is my calling. I think I can do this.

**Funny Man:** Well, let's flip for it?

**Montrose:** Okay? [chuckles]

**Funny Man:** Do you have a coin? [silly chuckle]

**Montrose:** I do not. I have a brick? So—

**Funny Man:** Well, go ahead then.

**Montrose:** Okay, call the brick in the air. One of these sides is a little bit rougher than the other—

**Funny Man:** No, just go ahead and open it. Ha-ha! What's more chaotic than changing my mind?

**Montrose:** Okay. I'm going to reach into the hole on this window, on the—

**Griffin:** What floor are we on?

**Justin:** Second.

**Montrose:** Second floor, on the east side of the building. And I'm gonna put my hand in the hole and I'm gonna look out for any traps that might be here. And then I'm gonna open the window from inside and try not to set off any traps. Here I go.

**Beef:** That seems directed at someone, but who?

**Travis:** I wanna do a flashback to positioning stuff.

**Justin:** Okay?

**Travis:** So, we have Bensen there. And I—

**Justin:** Who is Bensen? Remind everyone—

**Travis:** He's the asset that Beef procured and paid extra to not be a complete dunce.

**Griffin:** [chuckles]

**Travis:** For help with the job.

**Justin:** Ah, Bensen, yes.

**Travis:** Yes. And I think role one for Bensen is to be an external scout across the street.

**Justin:** Okay?

**Travis:** Keeping an eye on the side of the building and radioing to the rest of us anything that he sees. And I think... I can't speak to where Montrose is— Emerich. But I think Beef is gonna be... Is there like an event happening at the hotel during this?

**Justin:** Hm... You know what? Actually, with your— with the roll that you did last time, where you did some like intelligence gathering, you... there is a wedding happening tonight in the Hall of Mirrors. You do know that is happening.

**Griffin:** That's a wild fuckin' place to get married.

**Justin:** No, it's a beautiful space.

**Travis:** I bet it's beautiful. Yeah, man.

**Justin:** You wanna see it?

**Travis:** And plus, with the mirrors—

**Clint:** Yeah.

**Travis:** ... You can decorate less and it will seem fuller.

**Justin:** Yeah, it's... Here. There's the hall of mirrors. It's like a beautiful—

**Clint:** Oh, wow.

**Justin:** It's a beautiful event space. And there's what looks to be windows all around, but they're actually mirrors. Which gives the illusion of like more light in there. And it's open and it's really beautiful.

**Clint:** Which floor is that on?

**Justin:** That is on the first floor.

**Travis:** Yeah. So, I'm gonna say that Beef is insinuating himself as a wedding guest. He's gonna be a wedding crasher, present at the wedding.

**Justin:** Okay. Beef's at the wedding, perfect. Dad, Emerich, let's establish your position. Where are you at?

**Clint:** I think Emerich has just been wandering around, kind of casing the joint.

**Justin:** Yeah?

**Clint:** I think he's been actually looking for Hard Light projections to— You know, now with his ghost mind ability, to just kind of sense where they are. So, I think he's just been doing a general canvas through the hotel. Because when you're wearing coveralls, people assume you are supposed to be there.

And I think he's been kind of waiting for the oh-so-subtle signal that Montrose just gave. And on hearing that, makes his way up to... I'd say he makes his way up to the— to the second floor, on the east side.

**Justin:** Okay. I don't know... You've just made up east and west, this is all great. I don't know— I'm not gonna keep track of that. But you can go up to the second floor. You're up there. It's like— This is like offices, you know? Like this is the— how the place functions.

So, you've got on the upper level, there is the sort of like offices. The stuff that makes the hotel work, right? The lower level is the public areas, right? Shops, restaurants, Mart's Fine Jewelers, Hathaway Diner, the Hall of Mirrors, all on the first level.

And then the underbelly, the basement level, would where you know that the trucks and what have you are. So, you're about to reach in to open the window. What are you... Are you gonna do something, Emerich?



**Clint:** So, Montrose can hear him, right?

**Justin:** Mm-hmm.

**Emerich:** Wimberly, can you be a little more specific about which room you are trying to enter?

**Travis:** That was so specific.

**Montrose:** Dear Lord...

**Travis:** [chuckles]

**Montrose:** I am about to open this window. I want to feel your presence in the room. And it's on the corner of the building, Lord. So, if you can occupy that space on the east side of the building, Lord. I don't... I'm new to this, Lord. I don't know if you need sort of specifics—

**Jacques:** Listen, we have to move. We have to move.

**Montrose:** Okay.

**Clint:** Emerich goes to that room.

**Justin:** Okay. Emerich, judging by the number of windows that he went— And it's dimly lit up here, there's not a lot. Most of the staff is working the wedding. So, there's not a lot of people up here. So, you're sort of like casually walking down the hall 'cause you don't want— I know that you don't wanna draw attention to yourself.

And when you pass the room that he is about to open the window to, what you see is three guards who are sitting and monitoring the events that are going on throughout the hotel. The technology that you see there— I'll go ahead and show this to you guys too. This is not Gutter City tech.

**Clint:** Wow.

**Justin:** This is a— This is a security office that they are about to enter.

**Travis:** Is it tech like we've seen in Steeplechase before?

**Justin:** You wouldn't have seen much of it, no. But you know enough about the world to know that this is not a... this is not for show.

**Travis:** Got it, got it, got it.

**Justin:** This is not part of show.

**Clint:** And they're about to climb through a window, into this room?

**Justin:** Unless somebody does something. [chuckles]

**Emerich:** Abort. Abort. This is... whatever deity it is you're pretending to pray to. But it's really me, Emerich. Do not go through this window. Do not go through the window.

**Griffin:** I pull my hand out.

**Montrose:** My hand burns. Which I think is a sign from the Lord that this is not actually the right room for us to be breaking in to right now. And I am gonna be adamant about this. I think— I think maybe a different means of entry would be prudent for us.

**Justin:** You would've also seen, by the way— Emerich, as you were walking through the hallway, you've also seen that right before this guard station, there was a bathroom.

**Clint:** Okay.

**Emerich:** May I suggest that you choose the window off to the side? To the other side of the corner?

**Montrose:** Yeah, that sounds great, Lord. So, if we look, actually... I don't wanna be a Bossy Rossy. But if we go down a couple windows, there's a restroom facility that I think would be a much smoother entry point.

**Jacques:** You've passed my first test. Excellent.

**Montrose:** Oh? Great.

**Jacques:** Yes. I wanted to see what you were made of. The bathroom, yes, would make a much more fitting entry point. Let's try that. Vogel, if you would be so kind?

**Vogel:** Yeah, no problem. No problem. No problem.

**Justin:** And Vogel goes over to the other window and does the exact same thing again.

**Travis:** Are they like on a balcony of some sort?

**Justin:** They're on a fire escape.

**Travis:** Great, great, great, great, great. And they are as yet unnoticed?

**Justin:** As yet.

**Travis:** Okay, great.

**Justin:** They were all— the security guards were all over here on my side and they did not notice the glass coming out. So, they're good.

**Travis:** Nice. In the Hall of Mirrors... I wanna set myself up for success.

**Justin:** Do it.

**Travis:** I'm gonna—

**Justin:** I like cutting back and forth. We don't need to see Vogel open that up again. If you wanna do something, do it.

**Travis:** I want to find like the grandfather of like the bride or groom. I wanna find like an old, slouchy man.

**Justin:** You wanna find an old, slouchy man at this wedding? Oh, Trav... You got your pick, bud.

**Griffin:** [laughs]

**Justin:** There are several old, slouchy men—

**Travis:** Who's the slouchiest?

**Justin:** Oh, God, Trav. That's... Slouchy is hard to quantify. I mean, are they just a few—

**Travis:** I mean like stoopy...

**Justin:** Oh, you want stoopy?

**Travis:** Yeah.

**Justin:** That's a word I've heard before.

**Travis:** Stoopy, slouchy...

**Griffin:** Yeah.

**Travis:** He stooped, he slouched.

**Justin:** Okay.

**Travis:** Bad posture. Bad posture.

**Justin:** Okay, yeah. You see him, he's sitting by himself at one of the tables, while everybody else is slow dancing to A Nightingale Sang in Berkeley Square.

**Clint:** [laughs]

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

**Justin:** In the center of the room, you see just this old bean. Maybe like staring into his whiskey glass and slouching for days. I mean, this slouch... Forget about it.

**Travis:** I'm gonna approach him. I'm gonna sit next to him.

**Stoopy:** Yeah, what do you want, big guy?

**Beef:** Hey, friend. Couldn't help but notice over here—

**Stoopy:** Wait a minute. I know you.

**Beef:** Yes, that's right. It's me, Beef Punchly.

**Stoopy:** Beef Punchly, I was about to— I remember—

**Beef:** The mountain of meat. Yup, the slamming slab. America's ham. Beef Punchly.

**Stoopy:** All right now, I'm Drunk Drinkly and I'd like you to leave me in peace!

**Beef:** Well, let me tell you, friend, let me tell you... I noticed and I hope you don't take this the wrong way, you've got yourself some posture issues.

**Stoopy:** Yeah, well, that's the last thing on my mind right now.

**Beef:** Oh, my friend! You don't realize the connection that the way you hold your body goes with the way you hold your mind.

**Stoopy:** Wow, that seems like a lot of new age bullshit to me!

**Beef:** Now, I understand that you're upset. But trust me, listen, I'm recently—

**Justin:** This is why I don't prepare.

**Griffin:** It's good.

**Travis:** Yeah.

**Justin:** What's the point of preparing—

**Griffin:** No point.

**Travis:** Yeah, right?

**Justin:** ... If Travis is gonna be like, "I wanna teach this guy over here the... what's it, the Alexander Method." [laughs]

**Griffin:** [laughs]

**Travis:** Yeah, right?

**Clint:** [laughs]

**Travis:** You gotta think lengthening. Think lengthening, you don't actually have to do it.

**Beef:** I've recently set up at Punch-n-Stuff, the gym downtown. I'm working as a personal trainer. And listen, with just like one or two sessions, I think I could fix a lot of your issues.

**Justin:** Trav, I want you to roll for Consort, I think. Or persuade? What do you think, persuade, right? Persuade?

**Travis:** Yeah, I'm going with Sway.

**Justin:** Sway, thank you. Forgot the word. Sway. The danger here is that if this doesn't work out, he's gonna start to get like— It's gonna be a little weirder that you're here, right?

**Travis:** Okay. So, risky?

**Justin:** You are already someone who is not the easiest to sneak around, right. You're Beef Punchly.

**Travis:** Correct.

**Justin:** So, your presence is gonna be more notable if this doesn't work.

**Travis:** Is it risky then?

**Justin:** It is risky, yeah.

**Travis:** Effect, standard—

**Justin:** You know what? I'm actually gonna say this is controlled. Because if it doesn't work, you could theoretically try again. And that's my metric. So...

**Travis:** Okay.

**Justin:** We're gonna call it controlled, standard.

[sound of dice thrown]

**Travis:** It's a 3 and a 2.

**Justin:** 2...

**Griffin:** And it's a zero dice roll. So, it's a 2.

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

**Stoopy:** Listen, Beef...

**Justin:** Hey says it loud.

**Stoopy:** Listen to me, Beef! I don't need to fix my posture. I'm doing just fine over here.

**Beef:** Okay. Listen, I absolutely understand. This one's for free, just keep your chin up. You know what I mean? Keep your chin up.

**Travis:** And Beef demonstrates, lifts his chin up, looks at him.

**Stoopy:** Like... just like this?

**Justin:** And he kind of lifts his chin.

**Stoopy:** This is better, a little bit.

**Beef:** Okay. Just remember that.

**Travis:** And Beef walks away.

**Justin:** Okay. Smart to not push your luck there.

**Travis:** Yeah, yeah.

**Justin:** Do you have something else you wanna do right now? Or do you wanna pan away to somebody else?

**Travis:** That's all I wanted to do.

**Justin:** Okay. Griff, are you gonna try to open this window sash?

**Clint:** Can Emerich do something first?

**Justin:** Please.

**Clint:** Okay. Emerich pulls the lower part of his cowl up, so that it's covering his mouth and nose.

**Justin:** Okay?

**Clint:** And uses Give a Ghost Projector to make a very rudimentary looking plunger. And he's gonna stand outside of the bathroom door and say:

**Emerich:** Woah! I don't know what that person had for dinner, but whew! That's nasty in there. I'm afraid I can't let anybody in until we get this all straightened out.



**Justin:** [chuckles] Okay. So, dad is announcing that the bathroom is closed to no one.

**Griffin:** [laughs]

**Clint:** You don't know—

**Griffin:** And he's holding his hollow plunger.

**Clint:** You never know.

**Justin:** I want you to tell me— The only room you know has people in it is the room with three guards. I need you to tell me that you're gonna go in the guard room and tell `em they can't use the bathroom.

**Clint:** No, no! He's just gonna position himself outside and if somebody—

**Justin:** Who are you talking to—

**Travis:** No, it's a prepared action to tell people that someone dropped a deuce so stinky and dense—

**Justin:** [chuckles]

**Clint:** Yeah.

**Travis:** ... That the plunger couldn't handle it.

**Clint:** Yeah.

**Travis:** And if they go in there, they're in danger.

**Justin:** Okay.

**Clint:** I'm just trying to— just trying to keep anybody from discovering—

**Travis:** He's ready.

**Justin:** I'm not gonna make you roll for this 'cause like you're not necessarily talking to anybody. The guards may have heard you talking out there and one might come to investigate. Is that the— Is that what you want to happen? I need to know your outcome.

**Clint:** I want him to be positioned there so that if anybody comes up, he can keep somebody from coming in the bathroom while the crew is coming through the window.

**Griffin:** Yes.

**Justin:** Okay.

**Griffin:** It's like when you're at a bar and there's no doors on the stalls, and so you get a bro to stand in front of the bathroom door—

**Justin:** What I need you guys to do for this, if you can, is to think in terms of goals rather than actions, right.

**Griffin:** Yeah.

**Clint:** Right.

**Justin:** If I know what you're trying to do, then I can facilitate.

**Clint:** Well, my goal is to keep people from interrupting them as they come in through the window.

**Justin:** Okay, perfect. Thank you. I don't think you have to roll against that right now. It's just a guy with a plunger and there's no one trying to use the potty. So, you're fine right now.

**Griffin:** If there's a hole in the door, I'm gonna open the sash.

**Justin:** Okay.

**Griffin:** Or if there's a hole in the window, I'm gonna open the sash.

**Justin:** You open the sash and— silently. And you sneak in through the— Or I guess, do you go through the window?

**Griffin:** Yeah, I don't mind going first. I don't really... After what just happened where they were like, "First thing's first, let's break into the security office with the armed guards." I know now not to trust anybody here. So, I do not mind taking point.

**Justin:** Okay.

**Jacques:** You wish to take the lead? Go right ahead, Wimberly.

**Montrose:** Okay. Make sure you don't step in the bowl, don't fall in.

**Griffin:** And I climb into the window.

**Justin:** And I think the rest of the guys lower themselves in here as well.

**Griffin:** Okay.

**Montrose:** So, what's the plan? Are we party guests? Are we... This is a hotel, could we not have just walked in the front door?

**Jacques:** Hm, no. We are going... down.

**Justin:** You notice that the bathroom has like tiles on it. And one is loose, as if someone has been in here, working on this for a little while. One is loose. And you hear him say:

**Jacques:** Tonio, remove the panel.

**Justin:** And Tonio comes with a knife, and he starts digging out the panel. And he so far is doing it pretty quietly. But it's not the fastest work. So, you're just sort of watching him carve one of these tiles out. The tiles are probably like 2x2, if that gives you a frame of reference for how big we're thinking here. The lights are still off. The lights were off in the—

**Travis:** Two... two inches, two feet?

**Justin:** Two feet.

**Travis:** Okay.

**Griffin:** The lights are off in here?

**Justin:** Mm-hmm.

**Griffin:** Okay. I'll—

**Justin:** They were off in the security room too. But the way the monitors were orientated, you couldn't see that through the window. But luckily 'cause Emerich saw, you guys didn't fall right into that situation.

**Griffin:** Okay.

**Montrose:** Can I give you a little bit of help, Tonio?

**Tonio:** Mm-hmm.

**Justin:** Tonio nods. Tonio doesn't talk.

**Montrose:** Okay.

**Justin:** [chuckles]

**Travis:** Huh?

**Justin:** Isn't that weird?

**Clint:** Convenient!

**Justin:** [laughs] Isn't that weird?

**Griffin:** That's pretty wild, yeah.

**Clint:** You hit the three voice limit, man!

**Justin:** [laughs] Three voice limit. Tonio don't talk.

**Clint:** [huckles]

**Travis:** "What have you learned from listening to The Adventure Zone?"  
"Well, sometimes, you can just make a completely silent character."  
"Oh? That's brilliant." Love it.

**Justin:** [chuckles] It's great.

**Griffin:** I pull out a really cool knife.

**Travis:** Oh, yeah.

**Griffin:** And I start to—

**Justin:** And you see Tonio look at your knife and he gives you like a thumbs up. Like, "Cool knife." [chuckles]

**Griffin:** It's actually like a— like a— What's the tiny katana? [chuckles] Like, a tiny katana? A waka... wakizashi? Wakizashi?

**Justin:** Sure.

**Griffin:** Yeah.

**Justin:** Give yourself whatever you want. Just make sure you—

**Griffin:** I pull one of those out of my sleeve. Shwing!

**Justin:** Add that to your load, please.

**Griffin:** Yeah.

**Justin:** 'Cause you went in normal.

**Griffin:** Yeah, true. Okay, I'll add that to my load. No, I went in light—

**Justin:** Or no, you went in light.

**Griffin:** Yeah.

**Justin:** You went in light.

**Griffin:** I don't mind spending one of my load on a small katana.

**Justin:** Okay.

**Griffin:** And I start to help pry it off.

**Justin:** Okay. And you are helping to pry it off. Unless somebody else is doing something right now, we are... we'll just let that proceed.

**Griffin:** Okay.

**Justin:** And you have carved out a hole in the tile. And you lift the tile up and beneath you see— I mean, exactly what you would expect to see, right. There are joists, there's some plumbing. But there is enough sort of room that you could shimmy into this space, underneath the bathroom floor.

**Griffin:** Okay.

**Montrose:** So, we're just supposed to climb into this hole, into sort of the belly works of the building and climb down? Where are we trying to get to, Jacques?

**Jacques:** We are trying to reach Mart's Fine Jewelers. It is on the lower level. And if my calculations are correct, we will be lowering ourselves directly into the jewelry store.

**Montrose:** So, this little passageway goes down directly to the jewelry store?

**Jacques:** This is my understanding, if our contacts are good—

**Montrose:** Okay.

**Jacques:** ... And our inside people are reporting correctly. And these men, I trust them to the ends of the earth. These are my most trusted advisors and they have told me that we're going to lower directly into the jewelry store. And I feel like I'm gilding the lily a little bit—

**Montrose:** A little bit, considering—

**Jacques:** I'm gonna go ahead and stop talking. [chuckles]

**Montrose:** Yeah.

**Griffin:** Do I know— Like, I feel like I should be able to cross reference this with the pre-pro that we did on this job, to know if that's remotely fuckin' true. Or if this is gonna lead us down into like the... the KB Toys that's down there. Or another sub-security station.

**Justin:** I can't— I can't just let you know the whole layout of the whole thing—

**Griffin:** Sure.

**Justin:** ... Or you would've known that was not the security office, it was the— it was not—

**Griffin:** That's fair, that's fair. That's a good point.

**Justin:** But I could, maybe if some— Here's the way I'm gonna justify it. You guys do have this institutional knowledge. You are somewhat disorientated because you are... You know, you have come in from the roof and everything's backwards. But if one of your partners could assist, that would probably help you to get your—

**Griffin:** Okay.

**Justin:** ... To help you to locate.

**Griffin:** Okay.

**Montrose:** Dear Lord, if you could move down...

**Jacques:** Praying? Always with the praying?

**Montrose:** Well, it worked out the first time, didn't it? So, if that doesn't make a true believer out of you, I don't know what will.

**Jacques:** This is fair.

**Montrose:** So, yeah. We're gonna... Dear Lord, if you could— We're good on the bathroom. You can leave the bathroom, Lord. First level, we're gonna climb right down. Just... I don't know really how to pray for this, but if you could just really make sure that we are directly above Mart's Fine Jewelers, that would be great stuff for me. Thank you, father.

**Funny Man:** You pray all you want, but my god says it's time to go!

**Justin:** And Funny Man starts lowering himself into the hole. If you're going to do something, you need to act quickly.

[theme music plays]

[ad break]

[theme music plays]

**Beef:** Bensen? Bensen? Come in, Bensen. Bensen?

**Bensen:** Yeah, what's going on?

**Beef:** From their positioning—

**Bensen:** It's cold out here! You didn't tell me it would be cold.



**Beef:** I did. I told you to wear a jacket and you said, "A light flannel will be fine." And I said, "No, it's not. This is..." Anyways. I want you— So, from their positioning, where they went in through the window. Are they directly above the fine jewelry store?

**Bensen:** The lights are off, it's real hard to tell.

**Beef:** Okay. But just look at like the signage on the window. 'Cause they would have displays outside, like on the front of the window. Just look at the positioning.

**Bensen:** I thought they would, but they don't.

**Beef:** Bensen...

**Bensen:** Can you— Can you— I just can't tell which room is which.

**Beef:** Get closer and look?

**Justin:** He's on the roof of the adjoining building? You stationed him in an exterior place.

**Travis:** I stationed him on ground level. I want him like standing across— If he's up on the roof, then he's in a position not to like help us.

**Justin:** Okay. So, you stationed him on ground level. The problem— He could do this. The problem is, he doesn't know which room is the jewelry store.

**Griffin:** And there really is no signage outside? This is not a situation of Bensen being a dunce?

**Justin:** Nope.

**Griffin:** This is—

**Justin:** No.

**Griffin:** Okay.

**Justin:** On the ground level— Like, the shop would not be at ground level— Think, Trav, like... more like a shopping center —like a— you know what it— I mean, it's the Netherland Plaza, right.

**Travis:** Oh, okay. Got it.

**Justin:** So, there's not necessarily the signage outside. It's more of an interior like shopping area, if that makes sense. Like you'd see on a cruise ship, for example. If that's another frame of reference.

**Beef:** Okay, Benson...

**Bensen:** Can you— Is there anybody in the jewelry store you can signal or something?

**Clint:** Emerich starts running for the lobby, downstairs.

**Justin:** Okay, okay. Emerich's running for the lobby.

**Clint:** And he did that as soon as Montrose said his most recent prayer.

**Justin:** Okay. Emerich, I know where you're going. So, let's say you're there. You're outside the Mart's Fine Jewelers.

**Clint:** Okay.

**Beef:** Emerich, can you shine a light through the windows or something? Like, anything that Bensen would be able to see from outside?

**Emerich:** Ah... yes, I think I can. Do you think I should?

**Beef:** Yeah.

**Emerich:** Oh, okay. Yes, of course.

**Clint:** And... okay. [chuckles] All right, orient me a little bit, Juice, 'cause I got an idea.

**Justin:** You're outside the jewelry store, the jewelry store is closed. The lights are all shut off. Do you wanna see what you see? Hold on, I'll show you what you see.

**Clint:** Yeah, let me see.

**Justin:** 'Cause it's fucking cool. If you like cool shit. I was so excited to find this image.

**Griffin:** Oh, wow.

**Clint:** Ooh, okay.

**Justin:** So, just to describe for you. It's a black and white tiled floor. There are... It's all black painted wood and there are glass display cases. There's one central case and then there's a door to the back area. Can you see that? Between the—

**Clint:** Yeah, yeah.

**Justin:** Where the glass cases are, there's an area to the back. And then there's the glass cases there.

**Travis:** It looks like the jewelry is lying in state for an extended period of mourning.

**Justin:** Yes, that is a great vibe, absolutely. But that's what you see.

**Clint:** All right.

**Justin:** Emerich, you don't see the lights on, obviously. It's pitch black in there. But there is also— there's not an exterior window in this image. But there's an exterior window that Bensen could see through.

**Clint:** So, this is a store in the interior of the hotel?

**Justin:** Correct, correct.

**Clint:** Right?

**Justin:** Yes.

**Clint:** So, Emerich is standing outside of it, but he's inside the building, looking into the jewelry store?

**Justin:** Exactly. You understand exactly. Yes, that's it.

**Clint:** Is there a window or anything else that... I want him to use the Give a Ghost Projector to just create something as a visual cue to Montrose. But I'm trying to figure out where exactly to do that. Do you know what I mean?

**Justin:** You have a direct line of sight to Bensen from where you are at. If there wasn't like a gate there and stuff like that— There's like a... There's a... like a metal divider, right? So, you can see into it. A metal cage like would be at the mall—

**Griffin:** A shutter?

**Justin:** A shutter, thank you. And then, there's an exterior window you are like six feet from. And on the other side of the— that window, down at the street level, is Bensen.

**Clint:** Okay. [chuckles] So, Emerich is gonna project just a very rudimentary hand in Hard Light.

**Justin:** Okay?

**Clint:** Pointing back at the jewelry store, from outside.

**Justin:** Okay. [laughs]

**Clint:** Does that make sense?

**Justin:** Yes. Okay, yes. [chuckles]

**Clint:** Just a great, big blink-blink-blink-blink, thumb up, finger in—

**Justin:** Okay, now here's what I would say though.

**Clint:** Okay?

**Justin:** You could create a Hard Light projection, but I don't know how you would manifest it in an area you can't get to. Because it's based around having a prism. So, you couldn't—

**Clint:** You said I was line of sight though, right? With Bensen?

**Justin:** You have line of sight to Bensen, yeah. But you also have to physically get— have to get the prism to— It doesn't teleport or float, it's Hard Light. So like, you could make something, but it has to be— you have to put it there. Do you understand what I'm saying?

**Clint:** Yeah.

**Justin:** You can't just like create it out of nowhere. You would have to get the prism outside.

**Clint:** So, I have line of sight— Oh, okay.

**Justin:** Just... stop overthinking.

**Griffin:** Yeah.

**Justin:** Just do it— just simple. Simple.

**Clint:** All right. So, I assume he, with relative ease, can get outside?

**Justin:** Who?

**Clint:** Emerich.

**Justin:** Sure, yeah. It's going to take too long, though. If you— You heard Funny Man say that through the thing. You know that you have a very small amount of time.

**Clint:** Emerich just turns on his flashlight from outside the jewelry store and beams it right through. So, there's a beam of light and he's moving it all around, hoping that... that Bensen is smart enough to not think it's a poltergeist. [chuckles]

**Justin:** Several things happen at once. Bensen sees—

**Bensen:** Hey, there like a— I see a light in one. Is that the jewelry store?

**Beef:** Yes?

**Justin:** Wait, Beef said that? [chuckles]

**Travis:** I don't know.

**Justin:** How would Beef—

**Travis:** I don't know.

**Justin:** Actually, Trav, you would see. So, let's say yes. You could see from your— from where you were at. The public level is very open, sure. You saw that.

**Travis:** Sometimes it's hard for me to correctly gauge how long it's been since someone has said something. So, the time between you asking and me saying yes, felt like forever, waiting for someone else to speak first.

**Justin:** I understand. I understand.

**Travis:** And I have no idea how long it actually was.

**Bensen:** Yeah, that's right below the bathroom.

**Montrose:** Okay. Oh, okay. So, we're... The Lord says we're good to go on this one. Are we sure we wanna let Funny Man take point on this?

**Justin:** He's already in.

**Griffin:** Okay.

**Justin:** In fact, Funny Man seems to have gotten himself stuck.

**Travis:** Oh, man. That is funny.

**Emerich:** Oh, Funny Man...

**Griffin:** I say:

**Montrose:** Oh, Jesus Christ...

**Funny Man:** Ow. Ow, ow, ow, ow. God, this hurts.

**Montrose:** Well, that's... yeah—

**Funny Man:** This isn't— Guys, this isn't for the thing. Guys, this isn't for the thing. This hurts. Ow! Help! Somebody, come on! Come on...

**Griffin:** I'll lean into the hole and try and help him out? Try and pop—

**Funny Man:** Ow! You hurt my leg! Ow!

**Justin:** He seems to be giving a little bit but he's really saying it hurts.  
[chuckles]

**Funny Man:** I'm stuck on a pipe!

**Montrose:** Okay.

**Clint:** [chuckles]

**Griffin:** I try to get in there to get him loose? I don't know— I wanna free— I wanna free Funny Man.

**Travis:** While this is happening, 'cause I can hear this through the headset.

**Justin:** Yeah?

**Travis:** I'm gonna try to make my way over to the DJ and surreptitiously turn up the music— like trip and turn up the music.

**Justin:** Ooh! Oh? Okay, that's fun. Let's do that real quick. So, your hope is to try to turn up the music. How are you getting rid of the DJ? The DJ's there—

**Travis:** Oh, I'm going up to ask for— to request a song.

**Justin:** Okay?

**Travis:** And I'm gonna fake a trip and push up the sliders, push up the volume slider.

**Justin:** Okay.

**Beef:** Do you have Who Let The Dogs Out 2? The sequel that finally answers the eternal— Woah!

**Justin:** All right, Trav.

**Griffin:** [laughs]

**Justin:** Let's call this... Let's call this Finesse.

**Travis:** Yeah?

**Justin:** Even though it's the opposite—

**Griffin:** Who Let The Dogs Out 2 is the Rosetta Stone. It answers the eternal question of who let the dogs out.



**Justin:** [laughs]

**Griffin:** And the song is six seconds long. And it's just like, "Michael!" And it was— it's Michael who let the dogs out.

**Travis:** But it was at number one on the charts for two and a half years.

**Griffin:** We love it.

**Justin:** All right, Trav. Do a Finesse roll. Again, similar situation for you, I think the stakes remain. If this goes badly then you will raise your profile here and make things harder for yourself.

**Travis:** Okay. So, is it controlled? 'Cause I could try again. Or this is like risky— Well, I mean, it's risky—

**Justin:** I mean, it's one trip, bud.

**Travis:** Yeah, right?

**Justin:** If you trip twice, that'd be pretty weird. [chuckles]

**Travis:** Uh-huh.

[sound of dice thrown]

**Travis:** It's a 4. Mixed success.

**Justin:** Okay. You do— So, you trip. You crank up the volume and it gets extremely loud. And you just hear like, [sings loudly] "A nightingale sang in Berkeley—"

**Griffin:** [laughs]

**Justin:** It's blaring, it's so loud. The DJ's like, "What the hell?" And is rushing over to help you. But it has worked for the moment.

**Griffin:** Yeah, when I hear that, I know now's my time to make— to try and you know, kick a pipe loose or do something to—

**Justin:** So, you— What do you do? Are you just giving him like the hardest shove you can?

**Griffin:** Yeah, I don't care about his wellbeing. I just want him to shut up. And so, I'm just trying to yank him out of the pipe.

**Justin:** Okay, great. You know what? I'm not gonna make you roll for this. Trav solved the problem for you.

**Griffin:** Yeah.

**Justin:** So, you give him a hard shove and Funny Man falls in. And— [laughs] So, he's... You shove him so hard... Actually, I am gonna make you roll for it, Griffin.

**Griffin:** Yeah, I was gonna say. This... [chuckles] Okay. So, my goal is to get Funny Man out in a way that doesn't hurt him and make him louder than the music.

**Justin:** And you've— normally I would tell you the risks involved, but you've outlined them perfectly. [chuckles]

**Griffin:** Yeah, okay. Finesse?

**Justin:** I mean it's... What do you guys think? I mean...

**Griffin:** I'm trying to use some—

**Travis:** It depends on how you're trying to do it.

**Griffin:** Yeah, I'm trying not to—

**Justin:** Okay, you're trying to Finesse him through. That's fine, yeah.

**Griffin:** Yeah.

**Justin:** That works.

**Griffin:** Okay.

**Justin:** Risky, standard.

[sound of dice thrown]

**Griffin:** Oh, fuck. That's a 1 and a 3.

**Justin:** 1 and a 3...

**Griffin:** God, RIP Funny Man.

**Justin:** [chuckles] Okay. 3's a failure, right?

**Griffin:** Yeah, bud.

**Justin:** Okay. Here's what happens. You manage to shove Funny Man down through the hole. But you shove with such force that Funny Man not only goes unstuck, but falls through the ceiling, into Mart's Fine Jewelers.

**Griffin:** Ah, damn it.

**Justin:** You don't see what happened to Funny Man, but it sounded bad. Luckily, no one has heard it, right? Because of this— Travis' cover. But that is the situation.

**Montrose:** Well, I guess the floor's not trapped. That's the good news. Let's go!

**Griffin:** And I climb down the hole.

**Justin:** Okay. Vogel, Tonio and... excuse me, Jacques Rouge, follow you.

**Griffin:** Okay.

**Justin:** And it is dark in here. Really, really dark. You see in the middle of this, in that sort of island, there's like a large glass case. But... You can tell this is where the Stealswell Diamond would be. It is not right now.

You see in the one area that does not have a display case, you see a metal gate. And behind the metal gate, you see a safe door that has a keyhole in the center.

**Griffin:** Is there any other means of opening it? Or is it just the lock? There's no dial, there's no—

**Justin:** It's just a lock.

**Griffin:** It would be insane if there was anything else, yeah. Okay.

**Jacques:** Now... this is... This may seem insurmountable— Oh, first, let's check on Funny Man.

**Travis:** [laughs]

**Montrose:** Sorry about that, buddy. I guess I don't know my own strength.

**Justin:** He is unconscious.

**Montrose:** Oh, okay. That's not great.

**Travis:** Could be worse. There's definitely a state worse than that.

**Montrose:** Well, looks like we don't have to draw straws to see who the pasty's gonna be. [chuckles] Right? It's Funny Man. He's gonna go away for a long time.

**Justin:** And just like that, I'm down to two voices. Fantastic.

**Clint:** [laughs]

**Griffin:** I pull out my small katana.

**Montrose:** Should I finish him? So he doesn't—

**Travis:** [chuckles]

**Montrose:** ... You know, turn state's witness? The call's— I can't make this decision, Jacques. You need to make it for me. Am I gonna snuff out this life?

**Jacques:** I do not think this is necessary at this moment.

**Montrose:** Okay.

**Jacques:** Leave him here. Let him take the fall.

**Montrose:** You say the word and I will—

**Jacques:** Although, he could—

**Montrose:** I will be your dark avenger.

**Clint:** [chuckles]

**Jacques:** You would kill—

**Travis:** He's just a dog chasing cars.

**Jacques:** You would kill this man? You would kill this funny, funny man? With just a word from me?

**Montrose:** If it means that I— nothing bad happens to me, of course. Yeah, of course. I'm a dirty dude.

**Jacques:** All right.

**Griffin:** I wink at him.

**Jacques:** You have shown me your loyalty and I shall not forget this. Thank you. I'm going to walk in and go get the diamond now.

**Justin:** So, you see Jacques Rouge take a step— This back and white tile—

**Griffin:** Yeah?

**Justin:** This is the sales area. You are in more of a lobby that like— Lobby is sort of over stating it. But there is a sitting area, probably where the like actual purchasing would go. You know, this isn't like the fancy part. This is like the, "Let's sit down here and I'll swipe your credit card," or what have you, area.

**Griffin:** Yeah.

**Justin:** I don't think they would have credit cards yet, but you get the idea.

**Travis:** No magic band.

**Justin:** Bill of sale, whatever. But he is about to walk into the sales area where—

**Montrose:** Can we say a quick prayer first? It's been going great for— I know that you have your reservations, but...

**Jacques:** I wish... I want to contradict you, but it has been going extremely well.

**Montrose:** Yeah. Okay, so just real quick. Dear Lord, we're about to go a little bit deeper into this jewelry store that is closed. Someone fell through the ceiling and smashed into the ground.

No alarms went off, which makes me feel maybe a false sense of security. And I would love to know if we are gonna be walking right into the mouth of the lion. Which I think is a biblical reference.

**Justin:** Let's flash back. Trav.

**Travis:** Yes, yes.

**Justin:** To you going through this building. You obviously would've— when you were doing your fake... What was it? What was your cover?

**Travis:** The fake sweep that I was looking for any holes in their security that they hadn't thought about yet.

**Justin:** Okay, extremely good. Trav, do you wanna use the information that you gathered previously?

**Travis:** Yes, I do. I was about to prompt that.

**Justin:** Okay.

**Travis:** So, I think... Especially as I came into the— I wanna flash back to that. Like going in and doing the sweep. Looking for like the weaknesses and stuff. Because I think in the— 'Cause they just did the renovations and a lot of that was like upping security here, right.

**Justin:** Correct, right.

**Travis:** And so, I think that it would make complete sense for that to be like the major focus. And I did good on the roll. I got a 6, if I remember correctly.

**Justin:** Yeah, it was great.

**Travis:** So... I think like, I'm talking with whoever the security guy is.

**Justin:** Let's do a quick scene. Let's do a quick scene.

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

**Security Guy:** So, as you can see, sir, we've got things pretty well locked up here at Mart's Fine Jewelers. It's pretty much the safest store in all of Gutter City, I should think. And with a beautiful stone like the Stealswell Diamond, we've gotta— can't be too careful. [laughs]

**Beef:** Yeah, but it just sits there in the middle of the room? Isn't that a concern?

**Security Guy:** Oh. Well, it does during the day when we've got all the staff. But at night, things get much more difficult. [laughs]

**Beef:** Like it's locked behind a door or something?

**Security Guy:** Oh, not just that. Let me show you!

**Justin:** So, what this helpful man at Mart's Fine Jewelers shows you is that the diamond is stored in the vault. The vault is sealed. And you cannot enter the vault, obviously, without a key. And he says:

**Security Guy:** And then look at this!

**Justin:** And then he flips a switch and there is a layer of light being projected across the floor.

**Travis:** Mm-hmm.

**Justin:** Not beams, like waves of light that are there, that could be triggered.

**Security Guy:** If anyone steps onto the floor, even for a moment, this place will go up. Lights, sirens, the whole thing. It's quite a thing. And that vault itself? Ah, forget about it! No one can get in here. Without some sort of direct assault on this lock— And who could get to it? Without some sort of direct assault on this lock, this thing is absolutely impenetrable!

**Beef:** Oh. So, I assume that this is all powered off site, or locally? Like, you always have to be careful with stuff like that.

**Security Guy:** Here's the best part. I mean, this is Gutter City. It's all mechanical.

**Justin:** Then he shows you this panel. And over here— On the wall, in the room that they are in, there is a grey box, Trav. And it is—



**Security Guy:** This is a state-of-the-art alarm system, completely vibration proof. You can touch, jostle, nudge, even the slightest, slightest bump and this thing will, again, go off like wild! And it's completely— There's no electricity involved. Completely mechanical.

**Griffin:** I have an idea.

**Travis:** Yeah, all this information has been passed on.

**Griffin:** Yeah, of course.

**Justin:** Yeah.

**Griffin:** I say:

**Montrose:** Wait. Wait just a second, before you do that. This is gonna call for a real, real heavy prayer. Real, big ups to the big man. So, if we could all just sort of get down, everybody just sort of take a knee. We'll put our arms around each other's shoulders, do a quick huddle. Eyes closed. And I'm gonna ask for some real divine intervention on this one, okay?

**Justin:** For them to cede that kind of control to you, you're gonna need to Sway them.

**Griffin:** Yes. I'm going to push myself.

**Justin:** Okay.

**Griffin:** 'Cause I really need this to work.

**Travis:** That makes sense, yeah.

**Griffin:** I'll take one stress on that one. Roll Sway. What position am I in here?

**Justin:** Oh, my friend, I'm gonna call it risky and standard. You're just convincing people. But you do need to do it.

**Griffin:** Okay, I'll take a bonus dice. Oh! Can I take another bonus dice for the flashback? Acting on that information?

**Justin:** Is that a thing?

**Griffin:** I mean, when you take a flashback, typically doesn't it give you a bonus dice?

**Justin:** Yeah, that's true. You are acting on— Yes, take a bonus. I don't know how— Yes. Yes. Okay. Yes. The knowledge that you have is making you more confident.

**Griffin:** Yeah.

**Justin:** Which is making the sway easier.

**Griffin:** Okay.

[sound of dice thrown]

**Griffin:** Yeah! 6, 2, 4, 6.

**Travis:** Okay.

**Justin:** 6.

**Clint:** Wow!

**Travis:** So, that's a critical.

**Justin:** That's a critical—

**Griffin:** Oh, yes! Fuck yes! Okay, all right.

**Justin:** Griffin, with a crit, they are... With a crit?

**Griffin:** Yeah.

**Justin:** You're calling the shots.

**Griffin:** Okay.

**Montrose:** All right. So, you three—

**Travis:** You've converted them to Christianity.

**Griffin:** Yeah, great.

**Clint:** [laughs]

**Jacques:** There's something about you. I would trust you to the ends of the earth.

**Montrose:** Right, great. That's awesome. And heaven, I hope. So, let's just... If you all— Tell you what, do a quick huddle over our— over the body of Funny Man.

**Travis:** [chuckles]

**Montrose:** Eyes closed so tight or the prayer won't reach his ears.

**Griffin:** And once I notice that they are all in that position, I am going to discretely open the door for Emerich to sneak in here and disarm the alarm box. 'Cause I sure as shit can't do that shit myself.

**Justin:** Griffin, they're all kneeling down. And you go over to the gate, and you pull on it to open it up for Emerich. But you find that, shockingly, the gate is locked.

**Griffin:** Okay. Is there a visible lock on it?

**Justin:** Yeah, it's a padlock at the bottom.

**Griffin:** Okay, I pull out my lockpick kit.

**Montrose:** Oh Lord... I know you can hear me, I know you can hear us and I know that crime is not your favorite. But... [coughs]

**Griffin:** And as I cough, I try to unlock the padlock with my burglary gear, which is the second—

**Justin:** All right, give it a whirl.

**Griffin:** Okay. Finesse? What position am I in here?

**Justin:** Oh, it's desperate.

**Griffin:** Yeah, good.

**Clint:** Wait, ah, ah, ah. Am I on the other side of this gate?

**Justin:** You are, you are.

**Clint:** Would it be— Is it something I can help him with by trying to work on the other side of the lock at the same time?

**Griffin:** Oh, this is a good point. A lock is Tinker, right? That ain't Finesse.

**Justin:** Yeah, it's Tinker.

**Griffin:** Okay. Well then, how about I assist you?

**Justin:** And the lock would be on Emerich's side. Wouldn't make any sense to lock it inside the gate.

**Travis:** True.

**Justin:** The lock would be on Emerich's side.

**Emerich:** But how about if Emerich's unlocks it? Or tries to unlock it?

**Justin:** Go for it.

**Griffin:** Okay...

**Justin:** And I think you... I'll say this is Emerich's Tinker roll. Montrose, if you can figure out a way to make it easier on him to pick this lock, you can—

**Griffin:** Yeah, I mean, I can sort of lift the padlock up and adjust— like, flip it up so that it's facing—

**Justin:** Sure. Yeah, that makes perfect sense.

**Griffin:** Okay. So, take a bonus dice on your Tinker roll here.

**Clint:** Okay, risky? Or—

**Justin:** Yeah, it's risky for dad, I think. I think it's risky for dad because he is— he probably has one shot at this before people start to get a little— very, very suspicious.

**Clint:** Okay. Standard though, I would say, wouldn't it be?

**Justin:** Yeah.

**Clint:** And how many bonus die?

**Griffin:** One from me. And that's it, I think.

**Clint:** Okay.

**Griffin:** Please—

**Clint:** And I have two in Tinker. So, I'll be rolling three, correct?

**Griffin:** Yeah. And if you could get a 6 on one of those, that'd be dope.

[sound of dice thrown]

**Clint:** Okay. How about 5s?

**Griffin:** 5, 5, 5.

**Clint:** 5 across.

**Griffin:** 5s across the board!

**Justin:** 5, 5, 5, mixed success. With a mixed success, you open the padlock and remove it. But the gate is still stuck, slightly. And it's going to need a little bit of a lift to get it open. Which might create some noise.

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

**Montrose:** All right. So, this is the part of the prayer that we reach where we all speak in tongues! So, everybody just kind of... It's just like jazz, like language jazz. So...

**Tonio:** Okay?

**Montrose:** Yeah...

**Tonio:** [scat sings]

**Clint:** Everybody scat!

**Griffin:** [laughs]

**Travis:** [scat sings]

**Justin:** [scat sings]

**Griffin:** As the—

**Justin:** [scat sings]

**Travis:** [scat sings]

**Griffin:** In the chaos, I lift the door.

**Justin:** You see Tonio nodding his head.

**Griffin:** Yeah, sure, sure, sure. I got you.

**Travis:** We did it.

**Justin:** Are you gonna open it?

**Griffin:** Yeah, while it's loud.

**Justin:** Okay. How much are you gonna open it?

**Griffin:** Approximately one Emerich height.

**Justin:** Okay.

**Griffin:** When he's on his tummy.

**Justin:** Okay.

**Travis:** One Emerich's worth.

**Griffin:** Yeah.

**Justin:** All right, Emerich, you're looking—[chuckles] All right, Emerich, you—

**Griffin:** I hold up a single finger as I'm like, "[scat sings]" Hold a finger up to my mouth as if to say like, "You don't speak in tongues."

**Justin:** And Emerich, you are now— Do you wanna just crawl underneath there, Emerich? Roll underneath?

**Clint:** Yeah.

**Justin:** Okay. You're inside. You see—

**Griffin:** I return to the circle, arms on shoulders and I'm still like:

**Montrose:** Keep going! It's working! [scat sings]

**Justin:** They're in your thrall.

**Griffin:** Great.

**Justin:** But now it's up to you, Emerich. Emerich, you heard and you know what this panel is.

**Clint:** Right.

**Justin:** There... You could also... It's dark, but if you wanted to look around the room, there is a... You definitely see— there's like a couch in here. There's a desk with a couple of chairs. There are potted plants, a fire extinguisher. There are light fixtures above you. But that is all that is available— A water cooler. And that's all that's available to you.

**Clint:** Now, Beef has shared knowledge from the flashback, right?

**Justin:** Correct, yeah.

**Griffin:** Yeah.

**Clint:** So, I know about this system?

**Justin:** Yes.

**Clint:** Well, I don't think I have to waste an action on it, since now that I have ghost mind, I am always aware of Hard Light in my presence.

**Griffin:** This is not a—

**Clint:** Do I sense any Hard Light?

**Justin:** There's no Hard Light in this room at all.



**Griffin:** It's all mechanical.

**Justin:** All mechanical.

**Clint:** Okay.

**Justin:** Now Griffin, I will say, the fact that he said it's all mechanical does not necessarily preclude the presence of Hard Light.

**Griffin:** Sure, fair, fair, fair, fair.

**Justin:** Because that's part of the show, right.

**Griffin:** Right.

**Justin:** Okay.

**Clint:** So, there's this curtain of light, correct? Beaming down? That is the security device?

**Griffin:** There is a grey alarm box that is—

**Justin:** Dad, think invisible light on the floor. Like, functionally—

**Travis:** Like a laser grid. But instead of lines, it's waves.

**Justin:** Yeah. But you can't— You... I don't even know if you could— Yeah, you can probably see `em. If you knew how to look. You certainly would know how to look. And then, there's this alarm box that you know if you nudge, move, open, any of it, it goes off.

**Clint:** I have an idea. But I wanna run it by you guys first. Is that all right?

**Justin:** I mean, by me? Sure.

**Clint:** By everybody.

**Justin:** Okay.

**Clint:** To use the prisms that he has, to affect the light beams.

**Justin:** Oh?

**Clint:** Basically, like creating an opening.

**Justin:** Oh... Oh!

**Clint:** Like, diffract the light or use—

**Justin:** I love that, dad. That's a great idea.

**Clint:** ... Use them to interrupt the light beams and—

**Justin:** That's a great idea! They can shift light around, then why wouldn't they be able to affect the light in the room? Oh, that's genius. I love it. Let's... Okay so, Emerich... I know what you're trying to do. Let's go ahead and have a roll. And what I'd like you to do is do a... I guess we'd call this Tinker? Right? Or Finesse? Maybe Finesse.

**Griffin:** I mean, it might be Attune, right? If he's doing Hard Light stuff.

**Travis:** Yeah, I think if he's doing this with the prisms, that feels like Attune to me. Well, no. 'Cause Attune is like convincing... programming Hard Light—

**Griffin:** No, "Channel electroplasmic energy," is one of the descriptions.

**Travis:** Oh? Then yeah.

**Justin:** Of Attune? Yeah. Okay, dad. This is Attune.

**Clint:** All right. And I'm gonna push it.

**Griffin:** Yeah, please.

**Justin:** Mm-hmm.

**Travis:** Push it real good.

**Clint:** You can only push once, right?

**Justin:** Yeah.

**Griffin:** Yeah.

**Clint:** So, add a stress—

**Griffin:** Oh, to have enough free stress to ask that question. It must be nice.

**Clint:** Yeah. Okay so, attune... Risky? Desperate?

**Justin:** I have to say desperate, 'cause if this doesn't work—

**Travis:** Feels desperate, yeah.

**Justin:** ... It's bad.

**Clint:** Okay. Standard?

**Justin:** Great, right? I mean, it's like a pretty big... a pretty big play.

**Clint:** Yeah.

**Griffin:** And you take one bonus for your push, yeah.

**Clint:** Right.

**Griffin:** Come on...

**Clint:** All right, here we go.

[sound of dice thrown]

**Griffin:** Oh my god.

**Clint:** 3, 2, 1.

**Justin:** Shit.

**Griffin:** Fuck'n shit. Fuck.

**Clint:** 3, 2 and 1.

**Justin:** Okay, hold on a second.

**Clint:** Is 3 mixed success?

**Justin:** No, sir. Here's what I'll say, dad. With a 3, you sit down and you flick your prism out, in an attempt to do this... this like, interrupting the waves. What you actually— What actually happens when you— Rather than disabling it, what you instead do is raise the waves.

So, they're now hovering about five feet off the ground. So, rather than a thin layer of alarm light at the bottom, there is now a wall of it between our heroes and the gate which the vault is behind.

**Griffin:** I look at you, angry, eyes open.

**Montrose:** [scat sings] Sa-pa-pa-pow!

**Emerich:** Sa-pa-pa-pow?

**Griffin:** I'm looking at Emerich. I'm also trying to, I think—

**Montrose:** [scat sings] Didn't work. [scat sings] Need some help. [scat sings]

**Emerich:** [scat sings] Should I try it again? [scat sings]

**Montrose:** Don't get scared. Sometimes the Lord speaks back in tongues, in the room.

**Griffin:** I'm trying to leave a door open here, I don't know if there's anything Beef can do, but...

**Travis:** I'm gonna flashback real quick.

**Justin:** Okay?

**Travis:** To back when I was talking to that guy in the room about the security stuff.

**Security Guy:** And here's the best part about it. If someone tries to mess with the projection somehow with technology, it will raise the laser wave.

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

**Security Guy:** So, it'll be five feet off the ground, making entry utterly impossible!

**Beef:** I'll make sure to remember that. I definitely won't forget that part. Now, let me ask you, when it goes off, where does the sound and the alarms and such emanate from? Is that localized to here or is it throughout the building?

**Security Guy:** From this alarm panel here. Oh, it's a loud one too, I won't even turn it on. It would hurt your ears!

**Beef:** So, but if we found some way to contain the alarm panel— Well... What if... How loud would you say it is on a scale of 1 to 10?

**Griffin:** [laughs]

**Security Guy:** Oh, it's a humdinger. Is 11 an option? I don't wanna go outside the bounds, but it is oh-ooh!

**Beef:** Okay.

**Travis:** Flash back to present.

**Justin:** Okay.

**Beef:** Okay, plan B, Emerich. You're gonna need to contain that alarm panel.

**Emerich:** Okay!

**Beef:** Like... I'm thinking Hard Light Bugs Bunny here, bud. Some kind of metal... I don't know, ball around it or something. Can you do that?

**Emerich:** Hm... I'll... Certainly!

**Justin:** So, what do you wanna make, Emerich? What do you imagine?

**Clint:** Yeah.

**Justin:** Explain to me, Green Lantern style, what are you trying to make?

**Clint:** I think Emerich is going to make a duplicate, but slightly larger version of the box. And just put it right over the box.

**Justin:** Okay. Give me...

**Travis:** But sound proofed. But it has a bunch of foam in it.

**Clint:** Yeah, it's got all those crenulation stuff.

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

**Justin:** Oh, okay. A soundproof— Okay.

**Travis:** It's got baffling.

**Justin:** Okay. Let's have another Attune. But I will tell you, if this one goes bad, it's gonna go bad.

**Clint:** And I'm gonna push it again—

**Justin:** I was trying to be nice with the last one 'cause I didn't wanna blow up the entire stealth operation. But...

**Clint:** Yeah, yeah, yeah. Okay, I'm pushing it.

**Justin:** And Beef, I'm gonna say, since it was your idea, do you want— I will give you the opportunity to assist. Since you cooked it up. If you can handle the stress. But it's up to you.

**Travis:** Oh, yeah. Oh, yeah. No, I'm stress free, currently. So...

**Justin:** Okay, great.

**Travis:** I will—

**Justin:** So, take a bonus die from... Two bonus die. One from you pushing and one from Beef helping.

**Travis:** And Justin, don't forget your devil's bargain option.

**Clint:** All right, here we go.

[sound of dice thrown]

**Griffin:** Yes.

**Clint:** 6, 1, 6, 1!

**Justin:** [laughs] Oh!

**Travis:** That's a critical and in a different universe—

**Griffin:** [laughs] A critical failure.

**Travis:** ... An absolute failure.

**Griffin:** Yeah.

**Justin:** Yeah, a critical failure. Okay, Beef, you are frustrated. You are so frustrated about the last thing working, 'cause it was such a good idea. But you fucked it up and you're really frustrated about it.

**Travis:** Oh, Emerich.

**Justin:** Emerich.

**Clint:** Emerich.

**Griffin:** Well, Beef did also forget to tell us about the whole—

**Travis:** Yeah, my bad.

**Griffin:** ... The waves will increase to five feet thing.

**Clint:** [laughs]

**Justin:** Emerich, you create an incredible approximation of this alarm panel, over the other alarm panel, that is completely soundproof.

**Emerich:** [scat sings] Mission accomplished! [scat sings]

**Travis:** [chuckles]

**Montrose:** [scat sings] Get out, get out. [scat sings] Shut the door behind you.

**Emerich:** [scat sings] Exit stage right. [scat sings]

**Justin:** Okay, Emerich's out.

**Griffin:** I shut the gate behind him.

**Justin:** Okay.

**Travis:** And Dad, don't forget to— I assume you've got stuff for being desperate and—



**Griffin:** Yeah, mark two in experience.

**Clint:** Yeah.

**Griffin:** Yeah.

**Clint:** I did.

**Griffin:** Okay.

**Montrose:** And good. Amen. The end. All right, we're looking good! Eyes up, folks. Just check, did the prayer heal our friend, Funny Man? Nope, he's still out. Okay. We should be good to go. Got the Lord on our side now, let's get that gem!

**Jacquess:** But... So, I can walk in now?

**Montrose:** Yeah, go for it.

**Justin:** Okay. So, you four walk in—

**Griffin:** Actually, as he walks in, I would like to hang back.

**Justin:** Okay.

**Griffin:** I wanna check funny man's person to see— because the way he spoke made me think that he is... on the payroll here. He is... he is an employee of the—

**Justin:** I can't believe that you did this.

**Griffin:** ... Dentonic corporation.

**Justin:** I can't believe you're checking him.

**Griffin:** So, I would love to check him, please.

**Justin:** You find one thing on Funny Man.

**Griffin:** Yeah?

**Justin:** It's a long... gun.

**Travis:** [chuckles]

**Griffin:** Woah.

**Justin:** It's a pistol with like a foot-long barrel.

**Clint:** [laughs]

**Griffin:** Okay?

**Justin:** That's the one thing you find on Funny Man.

**Griffin:** All right, I'm gonna take that—

**Justin:** I'm so mad!

**Griffin:** I'm gonna take that from him.

**Justin:** Okay, go ahead. I can't believe that you did that!

**Griffin:** I'll take that from him and I'll put it in my stuff. That is actually my last load. So, no more... no more tricks for me.

**Travis:** Does that count towards your load, if you add it?

**Justin:** It's a great question, Trav, that I don't actually know. What I would... What makes sense to me is if you got something that would bump you up into a higher— You know what I mean? Like—

**Griffin:** Oh.

**Justin:** ... I think you could count that as part— Okay. How about this. I think this makes sense. If you haven't filled up your light, then—

**Griffin:** This fills my light.

**Justin:** ... Then this will fill your light.

**Griffin:** Yeah.

**Justin:** I think if you were at light and you found something you wanted to take, it would just push you to normal.

**Griffin:** Okay.

**Travis:** That makes sense.

**Justin:** Okay.

**Griffin:** That makes sense, okay.

**Justin:** But you're— but this is— Yeah, this is fine.

**Griffin:** Cool. I take that from him and then I follow into the room with him.

**Jacques:** This is the last obstacle keeping us from the diamond. There is a gate. And we have to somehow get through the lock. Does anyone have... a long key or... hm... I did not think about this.

**Clint:** [chuckles]

**Montrose:** I mean, I have this lockpick? I could... I took some online classes before I—

**Justin:** It's six feet away.

**Griffin:** Oh.

**Montrose:** I have this very long gun?

**Griffin:** [chuckles] I pull out the pistol with the long barrel.

**Jacques:** Holy shit!

**Montrose:** Yeah... I don't know why I brought so many weapons, now that I'm thinking about it.

**Jacques:** This is terrifying.

**Montrose:** And if I—

**Jacques:** What do you— What will— What will you do with this giant gun? We are gentlemen thieves! We do not go around with giant guns! Is this... Is this Funny Man's?

**Montrose:** No, I etched his name on it as a tribute.

**Justin:** [chuckles]

**Clint:** [laughs]

**Jacques:** This... Can I say something? This is beautiful. What you have done here for our friend, I will not forget your loyalty to Funny Man.

**Montrose:** But knowing Funny Man... I mean, I'm betting that this is one of those trick guns. And when you pull the trigger, a little flag comes out of it that says, "Bang." And maybe I can use that and tape the lockpick to the end of the flag. And then, I can do that?

**Justin:** All right, Griffin. All right, Griffin. You have a gun.

**Griffin:** [laughs]

**Justin:** A big gun.

**Griffin:** Yeah.

**Justin:** There is a gate, there is a lock.

**Griffin:** Yeah.

**Justin:** Tell me what you are doing.

**Griffin:** I mean, first... Ah, Jesus God... No, I'm just gonna... Can I get my hand through the gate?

**Justin:** Hm... No.

**Griffin:** I mean, we gotta get this fucking gate out of the way, right?

**Justin:** Hm...

**Griffin:** What is... What is... Is there a lock on the gate? Is it the same as the shutter at the front door?

**Justin:** The gate, as near as you can tell, is— You see no mechanism—

**Griffin:** For opening it.

**Justin:** For opening it.

**Griffin:** Okay. Have we walked into the Hard Light waves? Am I to assume that the alarm—

**Justin:** Yeah, it was... You could... Yes.

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

**Justin:** You don't hear anything though. You walk in the Hard Light but you see nothing.

**Griffin:** Okay. I mean, if I can't get through this gate, I don't know if I'll be able to shoot through it, right?

**Justin:** You can't reach your hand through it. The spaces between are maybe like one inch. Hey, don't interrupt the flow, bud. You have this big gun...

**Griffin:** Okay.

**Justin:** Don't go getting smart on me now. I just need to know... which way is the gun pointing when you pull the trigger?

**Griffin:** Towards the gate. And I'm gonna get everybody to—

**Justin:** You could get— By the way, you could get the barrel of the gun into the gate.

**Griffin:** Okay.

**Justin:** That would fit. It just won't fit your hand.

**Griffin:** Okay. Well, then I'm gonna stick the barrel of the gun through the gate and aim it toward the lock.

**Justin:** And then what do you do?

**Griffin:** And then I look at everyone and I say:

**Montrose:** Can you all maybe go hide behind that center display case?

**Justin:** They do. They're following your instructions.

**Griffin:** Okay.

**Emerich:** Did you mean me as well?

**Travis:** You're back outside.

**Griffin:** You're out, you're gone. You're not in the room anymore.

**Clint:** I know, but I'm on the earpiece.

**Griffin:** Oh, okay.

**Montrose:** No, Lord. And then I fuckin' aim at the lock and kind of like wince as hard as I can wince. And pull the trigger.

**Justin:** And that's where we'll stop.

**Clint:** [laughs]

**Griffin:** [laughs]

**Clint:** Oh!

[Steeplechase theme music plays]

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