

The Adventure Zone: Steeplechase - Episode 11

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Krystal: Hey, friends! Krystal with a K here, welcoming you to another Steeple Watch! And what an explosive surprise as Dentonic unveiled a new Gutter City Nighttime Spectacular that they're calling the 11th Avenue Massacre! This show, which features lots of exploding cars and pyrotechnics has been toned down since the surprise premiere last week. But still, we are obsessed!

This show replaces the last show, A Golden Night at the Gutter City Follies. Which had frankly gotten a little stale. So, if you were hoping to spend part of your Gutter City trip watching a 23-person kickline, or Sugar Boy, the seal that burps the alphabet, I hope you never know when to stop dreaming.

[Steeple chase them music plays]

Weaver: Oh, oh, Shookles... Oh, what a tragedy. It is an incredible pity, my dear Shookles. You have lost your eighth game of psy-chess to me in a row. My poor friend.

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

Clint: [laughs]

Griffin: [chuckles] Did something happen?

Travis: What happens, what are the stakes?

Justin: What?

Griffin: Does he lose his soul at eight games?

Justin: I don't know—

Clint: What about poor Shookles?

Justin: Well I mean, it's just like, he's just clowning on Shookles, I think.

Travis: Oh?

Justin: That was my interpretation of it.

Griffin: Okay.

Justin: I think he was just clowning on Shookles for being bad at psych. That's my interpretation of the thing that I just heard with you guys for the first time.

Griffin: Oh, okay. Okay.

Justin: Welcome to The Adventure Zone: Steeplechase, we're calling this one. At the end of the last episode, you all had just made your escape from... on to the bi-rail. And you are in the sled underneath the bi-rail, with Gravel, who has just informed you that the Barristers are after you. And I would like to pick up the moment that Gravel has pulled you— pulled Montrose up on to the sled.

Beef: Ugh... Ow.

Montrose: Okay. So, you're saying that we are murderers— Well, technically... Okay, hold on. Let's compartmentalize this immediately. You're saying that Emerich is a murderer?

Beef: I think it's manslaughter if they die after the fact?

Montrose: Manslaughter? Well, that's nothing!

Gravel: It's... The distinction ain't gonna matter to the Barristers.

Beef: And that's like police?

Gravel: You don't know the... Of course... I keep... I keep forgetting how green you are. I've only seen 'em once or twice, but here's what I know.

There are three of `em. They're cast off, some of the last animatronics that Denton used in the park, from the Wonder of the American Judicial System. They were sort of the villains. But when they shut that down, those just kind of were left to rot. And a guy, real, real dumb, named Hancock, he tried to fix `em up, `cause he found them in the scrap.

But like I said, he was not too smart. He rigged `em so that if anybody came after him, they'd come after them twice as hard. Well somehow, he got all mixed up. Now anybody who kills anybody in the Butter Cream is gonna have the Barristers to answer for. They only care about murder. You... You rob, cheat, steal, all that is fine by them. But you kill and the Barristers will come. And these are... not Hard Light, not easy to wave away. These are proper robots. And they are coming for you, Emerich.

Emerich: Because of what I did to Hard Doug?

Gravel: No. Because when you shocked Trashbag, he died.

Beef: And these rotted animatronics are like, badass? Is that what the kind of takeaway is?

Gravel: Well, you can't stop `em. They... You hurt `em, they'll just pick up more scrap. They keep getting smarter.

Justin: I keep losing this voice. It's... You know, it's Gravel. She's... She's British.

Griffin: [laughs]

Justin: So, I'm just trying to smash it. Like, if it doesn't sound British, if it sounds like... It's hard to talk for long periods of time?

Griffin: Yeah, sure, sure. Especially British, I've learned.

Justin: Especially British. It starts getting away from you. Anyway... So, to save you the exposition from Gravel, that's what she knows about The Barristers. These are three unkillable...

Gravel: The one thing I can say for them, they're slow. You have to keep moving. You can go back to Ustaben if you need. But you can't stay in Ustaben. If they caytch up to you—

Justin: Caytch? All right. [chuckles]

Gravel: If they catch up to you, you're done. You have to keep moving.

Beef: Okay... I don't— I don't wanna seem touchy or short, but that is definitely a problem. But there seems we have more immediate problems, where I'm starting to lose feeling in my right arm. And both Montrose and Emerich had their clocks cleaned pretty good. And we need some downtime to recover. We need to hold up somewhere for a little bit and get our... get ourselves back in sorts, as it were.

Gravel: So—

Montrose: He does not speak for me. I am... I am having the time of my life right now. I'm very sorry about the murder that did take place. Even though I had very little to do with it. And in fact, I did try to warn Trashbag, if you do recall. So, I wash my hands of the whole thing. We do have— We are actually— Gravel, this is embarrassing. We do need to wrap up a score. We have sort of launched our own enterprise.

Gravel: Oh, congratulations!

Montrose: Well, thank you very much. One professional to another.

Gravel: Always to have another, you know, criminal running around.

Montrose: I find that hard to believe, that you would celebrate that.

Gravel: No, it's sarcasm. But yeah.

Montrose: Yes. So, we are heading to Ustaben for a payoff and then we can figure out where to squirrel away Mr. Dreadway, until these robots... I don't know, lose interest? Is it—

Gravel: No. No, no, no, no.

Montrose: Oh, dear.

Gravel: No, that... Robots don't lose interest, right? It's in their programming.

Montrose: Okay.

Gravel: But I do know that they came through Ustaben already, looking for you.

Montrose: Well then, we're fine?

Gravel: They're probably one step behind and probably digging through Gutter City. So, you've got a little time in Ustaben if you need it.

Montrose: Well then, let's go cash out. Because no matter what, we are going to need some assets if we are going to start a new life for Emerich. And then we'll take it from there.

Justin: Perfect, okay. So, we're gonna head back to Ustaben, where you can get paid. Do you wanna do that with Mr. Sticky Fingers Paul Pantry in person?

Clint: Yes.

Griffin: I don't know any other way to do it. Yes.

Justin: Well, I mean, you don't have to play out payoffs.

Clint: I think in this case—

Justin: Yeah?

Clint: I would like to.

Justin: I think, narratively, it's important. You all head up to— He's not gonna come back down and sully himself. So, you all head up to Prize Pantry, up to the main offices. They have— It is of course spotless again. All of your terrible mess has been cleaned up. And you enter into the doorway of Sticky Fingers Paul Pantry. His knob is a candy cane, it's so cute.

Sticky Finger Paul Pantry: Welcome, boys! Welcome! I'm so happy to see you.

Travis: Wait, why are you talking about— Why are you talking about Sticky Finger Paul Pantry's knob?

Justin: What?

Travis: His knob is a candy cane?

Justin: Oh, you're doing kind of a South Park joke. Okay, good.

Travis: Yeah.

Sticky Finger Paul Pantry: Welcome, boys! Welcome! How did it go? Tell me everything.

Montrose: This job went great, I will say. We may have suffered a few scrapes and bruises here and there. We have received, I would say, some unfortunate news about prior jobs that we may or may not have undertaken. But this one? This one was great.

Beef: I mean, I guess...

Sticky Finger Paul Pantry: Let's see it, let's see it!

Beef: Okay. It's great in that we finished it and did the thing.

Sticky Finger Paul Pantry: Mm-hmm?

Beef: You know, I guess the bumps and bruises are part of the trip as well. So, yeah. Emerich, show him the—

Sticky Finger Paul Pantry: So, the journey is more important than the—
Give me the prism!

Beef: All right. Emerich?

Emerich: What— What?

Beef: Can you give Mr. Paul Pantry the prism please?

Emerich: Certainly.

Clint: And for the first time he looks up. 'Cause he's been staring holes in the ground the hole time. And makes eye contact with Sticky Fingers. But he doesn't see Sticky Fingers, he sees Hard Doug. And he especially sees the look that was in Hard Doug's eyes when he died. And Emerich just extends the prism towards Paul Pantry and just breaks down in tears. Just sobbing.

Emerich: [shudders] Ah, oh my God. I am so, so, so... sorry.

Montrose: Yes. The emotions tend to run pretty high after a job like this. This is normal stuff. So... He does this all the time.

Emerich: [crying sounds]

Justin: Sticky Fingers Paul Pantry takes the prism and you see him like shake it. And then he kind of like looks at it...

Sticky Finger Paul Pantry: This is it! I can't believe it. You boys did it! You're fantastic. Now, let me talk to you.

Justin: And he crouches down and he puts his hand on Emerich's shoulder.

Sticky Finger Paul Pantry: Hey, do you want a butterscotch?

Griffin: [chuckles]

Emerich: No, thank you.

Montrose: Now, don't be rude. The man offered you a butterscotch.

Sticky Finger Paul Pantry: Fresh— Do you want a fresh butterscotch? I don't know what your problem is but I got a... Here.

Justin: And he pulls out a foil wrapped butterscotch candy. And he holds it on front of you.

Emerich: Thank you. Is it a Werther's?

Sticky Finger Paul Pantry: I would not sully my— You know, my stepmother? I hate my stepmother. I wouldn't give my stepmother a Werther's Original. Heart breaking! No, that is a Sticky Finger Paul Pantry, extra chewy, extra sweet butterscotch-orama. They're new.

Emerich: Thank you. Thank you very much. I will treasure it.

Sticky Finger Paul Pantry: Well, eat it. You know, it's not a museum. It's a candy.

Emerich: I... think I'll save it.

Sticky Finger Paul Pantry: Yeah, sure. Pull it out at a narrative appropriate moment. Six suites, that's what I owe you, boys. Hang on one second.

Justin: And he transfers that amount of money to you. [laughs]

Griffin: Yeah. I collect the orbs.

Justin: [chuckles] The spheres.

Griffin: [laughs] The spheres that— The glowing multicolored spheres that he hands me.

Justin: Suites are... Suites are, in case you don't know... it's an abstract measurement. Coin in Blades is like, it's an abstract measurement of money.

He gives you six monies, and you have them. But it's not like, I don't know, maybe it's stacks of cash, who knows. It's unimportant. But he gives you your six suites.

Sticky Finger Paul Pantry: Now, before you go, there's a second part of the deal for me to keep my mouth shut about your actions in my place of business. I need you boys to hold The Clean for me. I wanna be able to drive it around, you know. What I was hoping was, maybe you could bring up something so I can get behind the wheel again at your arcade. Whenever I wanted to, just take it out for a spin, you know?

Montrose: So... you want to... use our arcade as your own little virtual racetrack, is what you're saying?

Sticky Finger Paul Pantry: I mean, if other people wanted to use it too, that's fine. As long as I know I can get to it and they can keep a secret.

Justin: What I am opening up here is... And I wanna walk into it if you guys feel good about this. We've kind of talked obliquely about it but I wanted to put it to you like that. I want you— I think that this could be the first part of a new arcade experience.

Griffin: Hm?

Justin: Where the things that you've reclaimed can be part of your arcade— why you're bringing things back, I guess is what I'm saying.

Clint: Yeah, that's cool.

Justin: And like I said, we've talked sort of about that but like I think that if you... We don't have turf in this game, in the way that Blades normally would. So, I think the idea of expanding your offerings at your den of illicit entertainment, I think could be a good parallel for that idea. And so, that is what Paul Pantry is asking you. And it's not something you have to say yes to. But I do wanna explain what you are dealing with here, is the idea that you can steal these things and put them up at your place of business. And that opens you up to some danger, but it could also open you up to some possibilities, who knows?

Griffin: Okay.

Beef: Yeah. You know what, Paul? It seems like a win-win.

Montrose: I mean, it seems like it opens us up to... a not insignificant amount of danger, having you come to our place of business whenever you choose to enjoy our stolen wares? It seems— It seems like you're maybe not so much releasing us from your blackmail hold as much as you may be suggested before we took this job.

Sticky Finger Paul Pantry: Here's what I— Here's what I can do. You make this a place where me and some of my more discreet friends can go tool around in The Clean whenever we want, and you can run Ustaben. This will be your place. No crime here unless it goes through you. Nobody's really running it anyway. You know, it's all very disorganized.

Montrose: I do believe that Poppy will have some strong feelings about this arrangement.

Beef: You know, Montrose, I think we're kind of past the point of worrying about A, danger, and B, other people's feelings.

Montrose: Yeah... No, for me, it was more of a logistical concern than a personal one. But sure, I do hold Poppy very near and dear to my heart. And I would hate to trample on his— No, I don't give a shit about Poppy. I just don't want him to catch wise to our plan.

Sticky Finger Paul Pantry: I have... If you're worried about that, I have ways of dealing with Poppy.

Montrose: I am intrigued! You don't mean murder though, do you? Because apparently some people in this organization have pretty strong feelings about that.

Sticky Finger Paul Pantry: No, not murder. I'll just cut him in, you know. He'll learn— He'll learn what side his bread is apple-buttered on.

Montrose: Well then, it seems we have an arrangement. How does this work? Do we sign something or...

Sticky Finger Paul Pantry: No, you just... Don't screw me over 'cause I have a video of you doing crimes.

Montrose: Okay.

Sticky Finger Paul Pantry: Easy. You don't screw me over and I won't screw you over, 'cause you know that I'm driving around in my incredible stolen truck.

Montrose: Emerich, do you think that you are going to be able to snap out of whatever fugue state you currently find yourself in to provide this virtual racetrack experience for our friend?

Emerich: [silence]

Montrose: I will take your sort of comatose silence as a yes. An enthusiastic yes.

Emerich: No, I— I... Adapting the prism into that use would be very doable, as opposed to copying it. I think if I had the prism as a foundation, I would be able to construct something that will... accomplish what you want.

Montrose: Well, there you go.

Sticky Finger Paul Pantry: Perfect. Get out of here.

Justin: Okay. So, you guys have six suites. I think...

Travis: We already have 10 in our crew pockets.

Justin: You have 10?!

Griffin: That's a lot.

Travis: Well— Sorry, we have four.

Justin: You have four and this would make 10?

Travis: Yes.

Justin: Right.

Griffin: "Your lair has a secure vault, increasing your storage capacity for coin to eight. A second upgrade increases your capacity to 16. A separate part of your vault can be used as a holding cell." So, this is a crew upgrade.

Travis: Yeah.

Justin: You can each hold four.

Griffin: Yes.

Justin: You can put four in the lair.

Griffin: Yes.

Justin: So, we should be okay. What your all's personal stash right now?

Griffin: I have zero.

Travis: I have zero as well.

Justin: You spent yours...

Griffin: Last—

Justin: Dad, did you spend your...

Clint: I don't... I don't think so?

Justin: You got a suite for the last job, okay. So, you could take this six and divvy it up it up however you like. Put some into the vault if you want. Like I said, your vault is currently full.

Griffin: Yeah.

Justin: Although you know what? I don't— Okay. So, we had— You got two coin for— it was two suites for the David Red job, right?

Griffin: Yes. Two total.

Justin: Two total. And then the first one was four total. So, we have four in the vault, you spend two, that all tracks.

Griffin: I definitely spent some in the last downtime, though.

Justin: Yeah, yeah, so did Travis.

Griffin: Okay.

Justin: So, this is what I'm saying. There are four coins. Between all of you and the vault there are four coins, four suites. Dang it, it's a hard habit to break. So, you've just got six. You can each take two, leave those four in the stash—

Griffin: I think that makes the most sense, so we don't have to burn an upgrade right now.

Travis: Yeah, let's do that. And then if we decide to upgrade to a vault, we can.

Griffin: Right.

Justin: Okay. So, that is your coin distribution. That is great. We are now going to talk about... heat!

Griffin: Uh-oh.

Justin: Yeah. It's not as bad— I think that for assigning heat that, what just happened, I don't think it's too bad. Heat is representative of Denton and their attitude towards you all and how big of a threat you are and how... You

know, the extent to which you need to be dealt with. Most of what happened in the last thing was according to plan for Denton. You know, the chase, all that stuff, that's part of the show. So, I don't think it would be too... too terrible, honestly. I think that you all— Let's see. Two heat is contained, standard exposure... Ah, but the wedding. What happened at the wedding?

Travis: I got them distracted by an old, slouchy man.

Justin: Uh-huh?

Travis: Played loud music on accident.

Justin: Yeah?

Travis: And then I ran away.

Griffin: And then you did get caught.

Clint: You did knock three guys—

Griffin: You did get made.

Travis: Oh, that's right. And they did recognize me, didn't they?

Griffin: They did.

Clint: Well, they said they— He said, "He looks like Beef Punchly." But you were covered in—

Griffin: That could mean anything, yeah!

Clint: You were covered in chocolate.

Justin: Man, if the wedding hadn't been part of the Denton family...

Clint: [chuckles]

Griffin: Ah, fuck.

Justin: I don't think it would've been as hard. You guys don't listen to the intros, do you? Okay. So, I'm gonna go ahead and give you... You know what? I'm gonna say three heat. We'll split the difference. John Harper doesn't say I can do that, but he's got my email if he wants— if he's got a problem with me.

Clint: [laughs]

Justin: You know where to find me, John. You're not wanted yet. So, that's good. You're also gonna get some reputation. You went up in that, against the Underworld of Gutter City. A faction that is a tier two. And since that means they're two above you, you're going to take... One, two, three, four reputation.

Griffin: Fuck yeah.

Clint: Yeah!

Travis: So, that puts us at—

Griffin: We're almost at— We're almost at—

Justin: Five, six, seven, eight, nine!

Griffin: So—

Justin: Three more and you can upgrade your tier, if you have some money. The last thing you wanna do in terms of the crew and faction stuff, you did... Let's see. Your faction with the Gutter City criminals dropped to a negative one. You did some crime, but you were weird about it. [chuckles]

Griffin: [laughs]

Justin: They didn't like that. 'Cause normally, they do the crimes. So, you're negative one with the people of Gutter City, who are criminals. But the— in the... crew sheet, you can see the sort of map for upgrades, right?

Griffin: Yeah.

Justin: You can claim turf in either direction as part of the... And then above and below you, those are the claims. Some are turf, some are like bonuses that you can have, whatever. Sticky Fingers Paul Pantry has granted you carte blanche in Ustaben, in as much as it's in his ability to do so. So, looking at this map, I just need you guys to choose the left or right turf, depending on sort which way you wanna go in the—

Griffin: Can we not go up or down?

Justin: Well, you... No, those are— those are— those aren't turf.

Griffin: Oh, okay.

Justin: You just got turf. So, I'm gonna give you one of these turfs.

Travis: I think—

Justin: T-U-R-F, by the way.

Griffin: Yeah, no. People know we're not— we're not—

Justin: No T-E-R-Fs allowed in this game.

Griffin: Yeah.

Travis: I think we should move towards side business, 'cause that seems like the direction we're headed with the arcade. But I think vice den could also possibly work that? But I don't think it's as... accurate.

Clint: Yeah, I agree. I say we move into the left turf. Because that also gives us access to informants. I don't know if we're ever gonna go into the Death Lands.

Griffin: Yeah, I don't even know what that means. It sounds cool, though.

Justin: That won't be— That won't be... A safe passage into the Death Lands, as cool as that sounds...

Griffin: [laughs]

Justin: There's not a layer in Steeplechase that is the Death Lands.

Clint: So, Trav, do you think side business as opposed to cover operation?

Travis: Yeah, because we don't want people to know about our illicit video games.

Clint: Okay?

Travis: And so, cover operation would be something we're hiding behind.

Clint: Gotcha, okay.

Travis: Versus something we are hiding.

Clint: Yeah, yeah. I think then move to the left and...

Justin: Okay.

Clint: Work on side— I mean, Griff, what do you think?

Griffin: Yeah, I think it's fine. I think that's—

Justin: These are also all malleable. Like, we can change any of these, it's just to give us an idea. So, I have given you the claim on Ustaben. That is now represented on this map. So, that is handled. Normally, you need to take a claim, but I feel like in these areas where there isn't a criminal element, it could be something that's just sort of like... You know, you grabbed yourself. You're not...

Clint: What about crew advancement? What about crew advancement, Juice?

Justin: So, crew advancement, you need 12 reputation to do that right now. You actually, because you claimed that turf, you only need 11 to make that happen. Now, because you have—

Travis: Well, we need more... some crew advancement points, right? Because—

Clint: That's what I'm saying—

Griffin: Yeah, we haven't been doing that at all.

Justin: Yes.

Griffin: We have not tangled with the crew side of this game, really at all. So, we're trying to rectify that.

Justin: Right, so we're still kind of trying to play... play catch up on that.

Griffin: Yeah, we're supposed to mark experience at the same time that we do our own personal experience at the end of each session. We, "Get experience for executing successful smuggling or acquire new targets— new clients or contraband sources, contend with challenges above our current situation, bolster your crew's reputation or develop a new one, or express the goals, drives, inner conflict or essential nature of the crew."

Travis: So, I would argue where we're at with that is we successfully smuggled the pin in your tummy.

Griffin: Yeah.

Travis: We then connected with Paul Pantry as a client.

Griffin: Yeah.

Justin: Okay.

Travis: And then Darla as a client.

Justin: Okay, mark it.

Travis: We successfully smuggled The Clean.

Justin: Yes.

Griffin: We smuggled the nude— non-nude photos.

Travis: Yeah.

Griffin: Just David Red.

Travis: The challenges above our current station, you said that they were a higher tier than us in both cases. "Bolstered your crew's reputation."

Justin: Well, you've done that.

Griffin: Let's just call it one level. Let's just call it one.

Justin: Let's just call it one level. Yeah.

Griffin: Yeah.

Justin: We won't get too precious about this. Okay. So, yeah, you went up. Yes, a new special ability, guys. What are you thinking? We have switched over to the smuggler crew sheet from the hawkers, 'cause it seems more accurate to what you are doing.

Griffin: Yes.

Clint: Well, I think renegades looked pretty good for us, since we always seem to be making a lot of finesse, prowl and skirmish rolls.

Griffin: That is a fair point.

Travis: Yeah, I was kind of looking at that too.

Griffin: It's not as exciting as some of the other ones. I like all hands, "During downtime, one of your cohorts may perform a downtime activity for the crew to acquire an asset, reduce heat or work on a long-term project.

Clint: Yeah?

Griffin: That's kind of a neat idea. I do know who our cohort would be in this scenario.

Travis: Maybe Poppy? Paul Pantry?

Clint: What about—

Griffin: I don't think Paul Pantry's gonna do fuck'n work us.

Clint: What about the thug you hired?

Travis: Bensen? My intern?

Justin: Bensen is a beloved character for me to voice. [laughs] So, if you wanna bring on Bensen fulltime as a cohort...

Travis: Yeah... Okay. So, what are we think? All hands or renegades? I think all hands has more creative opportunities. And I think renegades we would use—

Justin: Okay, here's the only— Here's the only thing that I would say... Well, I guess it doesn't really... What is more narratively interesting in like the making— I worry all hands is passive— is more passive, would be my only worry. But I don't know, it's up to you all.

Clint: It might lend itself to better stories.

Justin: You don't think all hands might—

Clint: Renegades would— Renegades would lend itself to gameplay for us. But that doesn't necessarily make it a better story.

Travis: Yeah, I think having Bensen working the arcade while we're out and about presents narrative opportunities.

Justin: We can also make that Poppy, if you want. I mean, if you wanna bring in Poppy—

Griffin: I don't want anything to do with that old freak.

Justin: [chuckles] Okay.

Clint: [laughs]

Justin: Okay, okay. I'm gonna give you all hands, then. "During downtime, one of your cohorts may perform a downtime activity for your crew." And we'll need to add... we'll need to add Bensen as a cohort here.

Griffin: Did we just leave his ass behind in Gutter City?

Justin: He'll find his way down, I'm sure. [chuckles]

Griffin: [laughs]

Travis: Yeah. He's like a... He's like the pets from Homeward Bound. He's gonna find me, he's got my scent now. The one thing, J-man, in faction—

Justin: Yeah?

Travis: ... I also have a plus one with like gamblers. I don't know if that would count towards a faction?

Justin: Yeah, I put them in the Underworld.

Travis: Okay, great.

Justin: If you encounter... Let's see, gamblers, how many are there... I think we're gonna call these... two. Yeah... This is like a loose affiliation.

Travis: Yeah.

Justin: I'm gonna— I'm gonna call it two. I know this isn't exactly... that's more representative of the number of people anyway. You got a stronghold and I'm gonna say your status with gamblers. You really only have faction with like her... her crew, right. Like, you don't get individual rep.

Griffin: Right.

Justin: But I am gonna give you a one with gamblers.

Travis: Perfect.

Justin: To represent that connection that you forged.

Griffin: Okay.

Justin: Great. Great. So, that's our stuff. Let's talk about your own personal downtime escapades.

Travis: Right. Well, I don't have any stress.

Griffin: Yeah, we all— I think we all are starting pretty clean. I think Emerich may have taken some on toward the end there but...

Justin: Yeah. So, you don't... Yeah, you don't do vice when you take on trauma. So, you don't have to you know, remove your stress.

Griffin: Oh, we need to pick our traumas. Can we have a scene—

Justin: Yeah.

Griffin: Can we have a scene at Poppy's Place before we like hop into our own individual stuff? Where we can kind of debrief.

Justin: I think that's great. Like, you guys just make it back after your... your meeting. Maybe Emerich is... Has he started to tinker with this thing, Emerich? Or is he not in a place for that right now.

Clint: I don't think he's quite there yet. But I do think that when you head back to Poppy's Place, I think he just— I think he says:

Emerich: Whatever you fellas decide is fine with me.

Clint: And he goes straight back to his lab.

Griffin: I look at Beef and I say:

Montrose: We are going to need to do something about that.

Beef: Yeah... I don't know what, but he is... shaken.

Montrose: Yes. Well, accidentally snuffing out a life will do that to you.

Beef: I don't think that's it. He was like that before we found out. You were unconscious. But...

Montrose: Oh.

Beef: Yeah. Before we even got to the sled, he was... a little messed up.

Montrose: I tend not to sort of dabble in the personal affairs of my coworkers, but... We'll think of something. Maybe we can get him a... I don't know, a pastry basket.

Beef: Yeah, that might help. I mean, a lot of problems can be solved with eating. I get it, hunger.

Montrose: So, listen. I think that we are on the brink of something— You know what? If I'm gonna give an inspirational sales pitch, I should do it with all parties sort of in attendance.

Beef: Okay.

Griffin: I fuck'n sneak into Emerich's— I knock on the door to Emerich's lab with a little pastry basket.

Montrose: Hey? Hey, buddy.

Emerich: What... What? What is it?

Montrose: We got some scones. And also, we need to talk business, if you can manage to pull yourself together for just a moment?

Emerich: Fine, fine.

Montrose: I wouldn't press the issue. It's just that robots are chasing us and it seems like our time may be brief. So...

Emerich: I know. That's why I am trying to get done what I am trying to get done. I... Listen, Montrose... I am very serious. I will do whatever you and Lindon decide to do, I just need to accomplish one thing. I need to get this done. And whatever you two decide, I'm fine. All right?

Montrose: All right, if you're sure... Nothing—

Emerich: Yes!

Beef: Montrose, can I talk to Emerich for just a second?

Montrose: Sure, sure. Alone?

Beef: No, it doesn't matter.

Montrose: Okay.

Beef: Emerich, I'm gonna give you some bad advice. But I think it's advice that you need right now. I've been through some shit in my life and I've had things go very wrong. And I, you know, have lost my career and friends and a lot of stuff over some things. And I'm not 100% sure exactly what you're going through, but... With the danger that we face and the jobs we keep getting asked to do, I think you need to work on compartmentalizing a little bit?

Montrose: That's what I'm saying.

Beef: Okay. Montrose... And whatever it is you're going through right now, there will be a time for you to go through it and there will be a time to just let yourself feel whatever it is you're feeling right now. But you need to just pack that away for a little bit and focus on the job at hand. And operate at your highest capacity and just bottle that right up.

Emerich: Beef, my friend, I... I appreciate that more than you realize. But let me— let me say this. This is all my fault. Those creatures are coming after us because I murdered someone.

Montrose: Manslaughter.

Emerich: And I'm... I killed Hard Doug, not realizing what I had done. I have much to atone for. Your fates are in my hands and I... I want to make it all right. I know what you're saying and this is how I am going to deal with the danger. If you would please just trust me, I can make this all right. And... And I just need that trust. I just need you to... to trust me. Just as I trust you and Montrose to make whatever plans you want to make. I have to do this. I... I have to do it.

Beef: Okay.

Montrose: Yeah, bud. You do whatever you need to do. We'll be handling the... the blue sky and—

Beef: And do eat something, though. 'Cause that will help.

Montrose: Do eat some of these scones, though. They will—

Emerich: I'll eat the butterscotch. I'll eat the butterscotch.

Beef: No, you need something that's gonna fill your belly. I mean, a butter scotch is gonna give you an immediate sugar burst but...

Emerich: Fine. Fine. Fine. Fine, look, look. [eating sounds]

Beef: Oh, god.

Clint: I'm eating the scone. [eating sounds]

Montrose: I mean, eat it normal, Jesus Christ?

Beef: Yeah.

Emerich: [eating sounds] Now, please. Let me get back to what I'm— pftu—
pftu—

Montrose: All right.

Emerich: Is that apricot?

Beef: Yeah.

Montrose: All right, we'll leave you to it.

Emerich: Thank you. Thank you, fellas.

Montrose: He's gonna— He's gonna be okay. So...

Beef: Is that what you took away from that?

Justin: [chuckles]

Montrose: Yes. So, next job, what are we thinking? Stealing a spaceship?
Maybe a...

Beef: Next job?

Justin: There's a knock on the door.

[knocking sounds]

Montrose: Yes, who is it? We're compartmentalizing in here, can you give
us 15?

Poppy: Hey, boys. It's good to see you.

Montrose: Get out of here you old pervert!

Poppy: I just—

Clint: [laughs]

Montrose: Get out! Get your ass out of here!

Poppy: Lemonade, anybody?

Montrose: You old freak!

Justin: [laughs]

Montrose: You speak when spoken to, Poppy!

Poppy: Oh, no, you're right, you're right. I'll be outside if you boys need me.

Montrose: Nasty old freak!

Poppy: Ah, you're right as always.

Griffin: [laughs]

Justin: [laughs]

Poppy: I'm a nasty freak. I'll get back to work.

Travis: [laughs]

Beef: That did my heart good, Montrose.

Justin: [laughs] That cheered everybody up.

Clint: [laughs]

[theme music plays]

[ad break]

[theme music plays]

Clint: Could I go ahead and do Emerich's downtime?

Griffin: Sure.

Justin: I do... Before we do that, though, I did— there is this unsettled issue of trauma that you two have taken on. Emerich's is obviously... I mean, you can see where trauma is kind of folded into Blades in the Dark to make it something that colors your character. It's not necessarily a help or a hinderance 'cause it's a narrative-based game. And you can see the effect that being haunted is having on Emerich. You boys also took trauma.

Griffin: Yeah.

Justin: And I wanna know what that looks like for you.

Griffin: I'm trying to play that out right now. I am eager to get another— to get another gig.

Justin: Okay?

Griffin: I am eager to collect as many of these experiences as we can possibly get our hands on. One, because I do believe it's a lucrative business proposition for us. But two, I think during that car chase, something awakened inside of Montrose. And it was the most fun he's maybe ever had in his entire life.

Justin: Great.

Griffin: And so now, Montrose has the trauma of reckless.

Justin: Horny for crime.

Griffin: Horny for— I don't even know if the crime is like what's exciting to him as much as the blowing up a car that he is riding inside of. Like the danger of it.

Travis: The adrenaline.

Justin: Yeah.

Griffin: The adrenaline of it.

Justin: I love that.

Griffin: That was very good for him.

Justin: That's fun. Beef, do you want to play yours out in a scene or do you wanna just sort of—

Travis: Yeah, I know what it is. But I'll... it'll show here. Beef—

Justin: And you can do it in downtime if that— if that would make sense. However you wanted to— whatever you wanna do.

Travis: Yeah. Beef looks at Montrose and says like:

Beef: The next job? We barely made it through that one. And I don't— I'm gonna say at this point, definitely all of Emerich didn't make it through there. My arm is fucked up and... I don't know... The next one, we might not make it back at all. At this point, we should be focusing on laying low, keep moving and figure out a way to stop the Barrister stuff, and then get out?

Montrose: And those are all get points that we should have considered before we agreed to become the fucking kingpins of Ustaben. So... It seems like keeping the business up and running, profitable and growing. And keeping our caché as experienced smugglers developing. Because I disagree with you, I think we have a knack for this.

Beef: Yeah, a knack for chaos? Blowing up... God knows... God— Hope the people driving the police cars were Hard Light. Or else we didn't just murder like one or two people. That was... We blew up a lot of cars. A lot of cars wrecked.

Montrose: I think that counts— That's manslaughter.

Beef: Jesus Christ... It's all so much. I mean, it's getting wilder and wilder each time we go at it. I don't know if I can handle it.

Travis: For you see, Beef has gone soft. We got soft Beef.

Montrose: Aw... You don't wanna get— You don't wanna be reckless with me?

Beef: No.

Poppy: Boys? It sounds like you've got some real dramatically interesting conflicts in there?

Montrose: Poppy, I swear to God!

Poppy: Nice narrative, bro. I'll get going.

Clint: [laughs]

Montrose: Okay. You... You take whatever time you need, Beef. But we are all in the same boat right now. And it seems to me that our best plan of attack here is to fortify our position. That does not mean to hunker down and batten down the hatches. It means to grow and become untouchable. That's the dream, isn't it?

Beef: The dream right now is to figure out a way to get Emerich off whatever these robots radar are. And not get you know, murdered by them. And then I guess we'll see. I... Right now, frankly, my arm is throbbing and I can't focus beyond the immediate future.

Montrose: Okay. Well, I think you've earned a little R&R.

Travis: And in my downtime activity, I wanna get my arm fixed.

Justin: Okay. Tell me what that looks like.

Travis: What is... medicine like in Steeplechase?

Griffin: Well, in the Butter Cream, we have a surgeon/tailor.

Travis: Oh, true.

Griffin: But I don't know if this is a surgical procedure. But we do have him.

Justin: I mean, here's what I would say, Trav, if you... [chuckles] Man, it's nice when it works out. If you present these— You could, as an employee of Dentonic, you could get these wounds fixed by the Denton on staff medics. You know, injuries do happen frequently here. That won't be... that's no issue. But you are going to need to... answer some questions. I mean, there would be a tradeoff there, right. If you're going to Dentonic to get fixed up, you can absolutely do that.

Travis: Mm-hmm?

Justin: But that will come with somewhat of a risk.

Travis: Okay... I think instead Beef is gonna take— is going to attempt to do like a splint and a sling for himself, for his wrist. And maybe just be a little less effective for a little while, while that recovers. Because Beef is not great at answering questions. That is not necessarily Beef's strong suit. So, I will maintain the harm of the sprained wrist with the minus one D. But try to like stabilize it and rest it as best I can with my recovery.

Justin: Okay.

Travis: So, I don't know if that's like a clock to see when that's recovered, or what that deal is. But that's what I would like to do.

Griffin: Well, we sort of hacked that in the last downtime, didn't we?

Justin: Yeah. What did we— What did we arrive at, Griff?

Griffin: So, in episode three, when I went to Spoker for my pin-based injury, we used this hack for recovery where you roll according to your healer's like, level. Their quality, I guess, for an NPC. Which was I believe three dice, for Spoker. And then you will, depending on the result, clear a certain number of harm levels— or not clear them, but bump them down one level. And if you bump lesser harm down one, it just disappears. So, that's how you clear that.

Travis: Okay.

Griffin: So, if that's what you're doing, if you're going to Spoker, you would... you would... do that second thing.

Travis: Okay.

Justin: So, three D6?

Griffin: Yes, that is what you had me roll last time.

Justin: All right.

Travis: Okay. So, I will go to Spoker, the midnight toker.

Justin: Why are they called Spoker?

Griffin: I don't know, man. You picked the name.

Clint: Spokes on a wheel?

[sound of dice thrown]

Travis: And I rolled... 2, a 5 and a 5.

Justin: 5? So—

Griffin: With a five, you clear lesser harm and move moderate harm down one.

Travis: Okay. So, now my sprained wrist is recovering in less effect.

Clint: Can you only do that once?

Griffin: I mean, I guess if he wants to take another action?

Travis: But I will take the sprained wrist in recovering. 'Cause that makes sense to me. And then I'm gonna train... And I'm going to train by... Let's see. Just... I'm gonna read How to Win Friends and Influence People, to train at sway.

Clint: [laughs]

Justin: Okay.

Travis: And it's... Let me look up training stuff.

Griffin: I think training, you just mark one XP there, unless we are— unless our crew is experienced in training that one particular thing.

Justin: Well, Trav, there's no... There's no reason for you to read it when you can experience it.

Travis: Oh, in a virtual game?

Justin: Yes, head on over to the How to Win Friends and Influence People Interactive Experience. Slip on the helmet.

Travis: Okay.

Clint: Can we call it persons instead of people, just to avoid copyright infringement.

Justin: Okay. I love that, dad.

Griffin: Pretty sure that dude's dead as disco but...

Justin: Yeah, but he's got an army of lawyers, every dead dude does.
[laughs]

Griffin: [laughs]

Clint: Oh, and he's got concert halls, colleges.

Travis: And I'll tell you, the worst part about Dale Carnegie's lawyers? They love him. He really won 'em over.

Griffin: He's really endured himself to them, sure.

Jake: Well...

Justin: You see a man in a three-piece brown suit, half sitting on a table in front of a fireplace.

Travis: Fuck, that's charming.

Justin: He's old, but he looks impeccable.

Jake: Well, hello. Nice to see you again [in robot voice] Beef Punchly. And welcome to how to win pals and influence people— person. Welcome to how to win pals and influence persons. I suppose you're here to pick up a few tips, is that right?

Beef: That's right, Jake Carnegie.

Jake: Jake... Jake Carnegie, that's right.

Travis: Probably could have changed his last name.

Justin: Yeah, that would've been where I would go with that.

Jake: Well, what are you gonna learn a little bit more about today? [in robot voice] Beef Punchly.

Travis: I live to learn how to convince people to do what I want them to do.

Jake: Ah... Hm... Here's a quote from my great, great relative, Dale Carnegie.

Griffin: [laughs]

Travis: But a different one, for legal purposes.

Jake: Arouse in the other person an eager want. He who can do this has the whole world with him. What does that mean to you, Beef Punchly?

Clint: [laughs] Just the last name.

Beef: I have to make them do the thing I want them to do?

Jake: Ask questions instead of giving orders.

Beef: Okay?

Jake: Success in dealing with people depends on a sympathetic grasp of the other person's viewpoint.

Beef: Okay. Got it!

Jake: Criticisms are like homing pigeons, they always return home.

Beef: Okay, I don't... I kind of see where that one applies.

Jake: Every man I meet is my superior in some way. In that, I learn of him.

Beef: Okay? I think I'm following.

Jake: [in robot voice] Please insert three coins for more platitudes.

Beef: I think I'm all set.

Griffin: [chuckles]

Justin: Okay, Travis. So, you can take—[laughs]

Griffin: Can we— Can we— Can you— There's a knock at the door and I come in and I say:

Montrose: Oh, Jake, are you—[gasps] Beef? What are you doing here? Are you... Are you taking lessons as well?

Beef: Yeah, I'm... I'm trying to get better at talking to people so I don't have to always be you know, punching or wrestling or throwing or jumping.

Montrose: Oh, that's adorable. Kind of stepping into my—

Jake: Couples cost more.

Montrose: Oh, this is not—

Clint: [laughs]

Montrose: Sorry. Sorry, I thought it was— I thought I was in a 10:15, but I appear to be a little bit early—

Beef: No, my session's done. I warmed up the seat for you. [chuckles]

Montrose: Did he do... Did he do the, "Every man's your superior..."

Beef: Yeah!

Montrose: Yeah, that one's weird, huh?

Justin: Okay. Who else wants to...

Montrose: You just kind of pick and choose from these lessons, I found is the best route.

Griffin: I also would love to train. We are experienced in resolve training. So, we take two. So, I'm gonna get this sweet deal 'cause that's gonna level me up.

Travis: We both are?

Griffin: Huh?

Travis: We both here?

Griffin: The crew— The crew is experienced in resolve training.

Travis: Okay.

Griffin: So, whenever you do resolve training, which sway is, you mark two experience.

Travis: Okay. So, I mark two experience in resolve. Do I also bump up sway or is it just filling out my experience?

Justin: You mark it... "You mark one XP on the XP track for an attribute or playbook advancement. If you have the—"

Griffin: Just resolve, not sway. You have to—

Travis: Okay. So, I pick up two in resolve. I'm halfway to leveling up resolve. Got it.

Griffin: Okay. I would like to spend one of my downtime actions doing the same thing.

Justin: Okay, great. In the— In what skill?

Griffin: Resolve as well. With Jake Carnegie.

Justin: Oh, okay. Does he know about resolve?

Travis: Yeah, that's what he was just teaching about.

Griffin: That's what he was teaching you. That's what—

Travis: That's command, consort, sway.

Justin: Oh, that's under resolve. Perfect, okay. Well, we don't need to do that scene.

Griffin: No, we don't.

Justin: Perfect. You can go ahead and take that. Who else?

Griffin: That's gonna bump me up to three sway.

Justin: Great. You want a medal?

Griffin: Okay... Can I take my other downtime action?

Justin: Yeah.

Griffin: Okay. On my walk back home from Jake Carnegie's place, I am approaching Poppy's Place. And I look up and I remember that cool time that Gravel fell through the ceiling of the world. And I realize that I despise taking the train sled as the only means of conveyance between layers. I would like to start a long-term project to develop the ability to move between layers without having to use the train. I imagine this is a combination of like figuring out how all that is routed, I think it's probably some like climbing... developing my climbing skills a bit with the climbing gear that we've got.

Justin: Okay.

Griffin: I don't know exactly what it looks like right now. But it seems like a good— a good use of my time, to— if we are going to be smuggling shit— to have more means of egress from any particular layer we may find ourselves in.

Justin: Okay. Yeah, we can work on that. I think that is a cool idea. So, we can— we can start working on that. How big of a clock?

Griffin: I mean... If... I don't know. What are my options here? They're even numbers, right?

Justin: No, no, no, I can do bigger ones. Hm... It's pretty ambitious.

Griffin: Yeah.

Justin: We're gonna call it an eight-segment clock.

Griffin: Okay.

Justin: That's what I'm gonna give you, Mr. Tough Guy. I don't know why it got so hostile.

Griffin: I don't either. I know a lot of long-term projects are like tinker and attune. I figure this is mostly climbing based. So, I was hoping I could roll finesse for it.

Justin: If that's the kind of mechanism that you wanna do, then that makes sense.

Griffin: Okay.

Justin: What skills are under finesse? Or is finesse an action?

Griffin: Finesse is an action.

Justin: Okay. All right. So, I wanna start creating this clock. While I'm doing that, why don't you go ahead and do your roll?

Griffin: Okay. You said it's an eight-segment clock?

Justin: Yeah.

Griffin: That is a big clock, okay.

Justin: Oh, do you wanna do six?

Griffin: I mean, I would prefer—

Justin: Yeah, let's do six. This isn't that big of a deal.

Griffin: Okay.

Justin: Let's do six. We'll do six.

Griffin: All right. So, I'm rolling finesse.

Justin: And yeah, it does have to be an even number, because it's a clock. I'm sorry, John, you're right. [chuckles]

Griffin: [laughs]

Justin: It has to be an even number.

Griffin: Okay. So that is a...

[sound of dice thrown]

Travis: A 4.

Griffin: A 1, a 1 and a 4.

Travis: Yeah.

Griffin: So, we'll take that 4. It's a mixed success and mark two segments.

Justin: All right. I made a little clock for you up there called 'layer nav.' You should see that. And we will add two segments to that.

Griffin: Cool, thanks.

Justin: Yeah, man. Well, thank yourself. You did it.

Griffin: That's it for my downtime actions.

Justin: Alright.

Griffin: It's so much easier when you aren't grievously injured and stressed to the fucking max.

Justin: Yeah.

Griffin: Like, you can do more stuff.

Justin: Yeah. Yeah, yeah, yeah. Absolutely, absolutely. A lot of people will forget that but it's important to remember. The less beat up you are, the easier things are. Emerich? Let's talk to you.

Clint: Emerich, first of all, has a playbook advancement. 'Cause he filled up the XP thing again. And I think wants to train in tinker. He wants to advance his tinker.

Justin: Okay.

Clint: So, is that just a matter of checking one spot in tinker?

Travis: So, you can't just mark up tinker. Wait, sorry. You filled up the experience bar in what, insight?

Clint: Playbook advancement.

Travis: So, in playbook advancement, if you got it at the bottom, then you pick a new special skill.

Griffin: But that's not... I guess you can train that. That's personal training?

Travis: If you wanna train, if that's what you're talking about. Then you mark an XP in the attribute of insight, prowess or resolve. And when you fill up those bars, you can add a dot to one of the skills under that attribute.

Griffin: Yeah. You can also as a downtime action to personal training, which would give you a mark of experience in your playbook advancement tracker.

Justin: But he just finished the playbook advancement tracker. So, what...

Travis: So, he gets to pick a new special ability.

Justin: So, you pick a new special ability.

Griffin: That's not an action. That's just—

Justin: You just get to do it.

Griffin: You just do it.

Clint: A second one?

Griffin: I thought you already took one? I thought... How many special abilities do you have?

Clint: I have two, but I filled it back up. Unless I should've been filling up insight? How do you fill up insight?

Travis: So, if you roll a desperate action, you mark XP in that action's attribute.

Clint: I've been marking it— I've been marking it in playbook.

Travis: No, playbook advancement is only when you address a challenge with whatever your thing is. "Express your beliefs, drives, heritage, your background."

Clint: Okay.

Travis: "Or you struggle with issues from your vice or trauma during the session."

Clint: Well, then I have filled up my insight.

Justin: Okay.

Travis: Okay, great. Then you can add another point in any of those four skills.

Clint: I'm gonna take it in tinker.

Justin: Okay.

Clint: Now, let me tell you my intent and you guys tell me what the best way to do it. Is that okay?

Griffin: Sure.

Clint: I really wanna finish this long-term project which I started last time, last downtime, but I'm not seeing any wedges marked. Is there any way to fill that—

Justin: I thought you long-term project was the Give a Ghost Projector?

Griffin: Yeah, you finished that.

Justin: Okay. So, you would need a new long-term project and a new clock.

Clint: I thought I started it last time—

Griffin: Started what?

Justin: He's not saying right now.

Clint: I'm not saying right now. Okay. Is there any way to finish this long-term project in one downtime? Is there anything I can roll that would finish all four?

Justin: I mean...

Griffin: A crit?

Justin: You could use both of your downtime activities on it?

Clint: I would like to do that.

Justin: Okay

Clint: It really is imperative, he really wants to finish this.

Justin: Okay.

Clint: So...

Justin: So, you gotta get four segments, is what you're going for. You can—

Clint: So, basically roll tinker twice, right?

Justin: Yes. Yes, that's right.

Clint: And I can push?

Griffin: No.

Clint: Can't push.

[sound of dice thrown]

Travis: Ooh, boy.

Clint: Shit.

Justin: Woofa doofa. A 3 is your highest—

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

Justin: That'll net you one segment.

Clint: Okay. All right, I'm gonna try it again.

[sound of dice thrown]

Clint: Now... 5 is the highest one.

Justin: Okay. So, that'll be two segments. So, you have one segment left.

Griffin: You could spend a coin to take another action?

Justin: That's true. That's a great point, Griffin. Thank you very much.

Travis: You can also spend a coin to raise a result level.

Justin: Oh?

Griffin: Does that work on long-term projects?

Travis: Well, I mean... instead of it being a mixed success, pushing it a full success.

Justin: Yeah. I mean, you could do that. Either way, you— Dad, you give me a coin, this project's done.

Clint: Thank you.

Justin: All right.

Clint: I give you the coin.

Justin: Thank you. I'll put it in my pocket. It's a suite. Fuck! Okay. Dad's project is done. We'll deal with that when the time comes. It's not like a secret, it's just... it's a secret. I mean, he's keeping it a secret from you. That's the score on that.

Travis: But you know what it is?

Justin: I do. And the character Emerich is keeping it secret from you two.

Travis: Okay.

Griffin: Okay.

Justin: Yes.

Travis: And then Bensen takes a downtime activity.

Griffin: [chuckles]

Clint: Ah, yes!

Travis: I'm gonna give Bensen a coin to go make a bribe—

Justin: A suite. A suite.

Travis: A suite, thank you. Give you Bensen a suite to bribe somebody in whatever the Dentonic police force is, to lower our heat.

Justin: Okay.

Griffin: He seems like he should be able to handle that.

Travis: Well, I was looking for in all hands what— because we can't lower our heat unless we're incarcerated. So, I couldn't find a like way to do it, spelled out. So, I figured I'd come up with a narrative way to do it.

Griffin: Reduce heat is a downtime action.

Justin: Yeah. You just do that.

Travis: Okay, without having to spend the suite? Maybe I just give him some monies?

Justin: Well, you used your downtime action, right?

Travis: But Bensen gets to use a downtime action.

Griffin: Because of our new crew upgrade.

Justin: Okay. So, Bensen—[laughs] I don't know—

Griffin: You describe— You describe what Bensen does, Justin.

Clint: [laughs]

Justin: Okay. Now, the question is how good it's gonna work. He's a level one asset. So, since he's doing this for you, I'm gonna roll... two die. No, one die. Yes.

Griffin: That's fine.

Justin: We're gonna roll one die and see how he does.

Griffin: You can't fuck up this roll too bad. You're not gonna roll a zero.

[sound of dice thrown]

Travis: Oh, 5!

Griffin: Hey, baby! That's 5. Hot shit, Bensen. Got the hot hand.

Justin: [laughs] All right. He's gonna... let's see. That'll take down—

Griffin: That drops it two.

Justin: That'll take off two of your heat—

Griffin: Can you describe what he does? What does he do, Justin?

Justin: So, Bensen... [laughs] Bensen... Okay, okay. [laughs] Bensen wanders over to the... to his bosses in the Dentonic corporation. He goes in the breakroom.

Bensen: Hey, I need some help. My name's Bensen, I need some help. I was working for a guy and he disappeared, and I think he died. I'm pretty

sure the guy died that I was working for. And I don't know what to do. And... Anyway... I'm feeling kind of freaked out. 'Cause I was... I was working here then I... I think the guy died.

Justin: And the security guards— or the Denton people in the breakroom are just kind of nodding at him. And...

Employee: Was this the... the explosion stuff? All that catastrophe?

Bensen: Yeah, I think he... I think the guy that hired me was in it and I think he died.

Travis: [laughs]

Employee: Are you sure?

Bensen: No.

Employee: Okay...

Griffin: [laughs]

Employee: I... Just keep looking for him, I guess.

Bensen: Yeah, I was gonna keep looking for him. I just didn't know if I should tell somebody, I think he died?

Employee: Yeah, just keep poking around, I figure.

Bensen: Okay!

Justin: And Bensen goes to—[laughs] Bensen, your asset, Bensen, has not been in contact with you. And he is not there and he is still in that lair.

Griffin: But this is a purely innocent act on Bensen's part.

Justin: This really is an act—[laughs] There's some suspicion that you died.

Griffin: [chuckles]

Justin: And so, that is gonna lower your heat tracker by two notch-
eroonies.

Travis: Nice.

Beef: Great job, Bensen.

Justin: Yeah, Bensen—

Clint: Good old Bensen.

Justin: Bensen— That was a— That was you know, classic fortune roll.
Bensen just happened to stumble into helping you all out. Did somebody
already take the heat off?

Travis: Yes, I did.

Justin: Okay, good. I prefer that I do that from now on, just so we don't
have a bunch of people clicking on all my great sheets. Thank you very
much.

Clint: And from now on, can we call Bensen, Fall Guy?

Justin: That's his last name, actually. Bensen Fallguy.

Griffin: Bensen Foldis.

Justin: Is everybody done with their downtime actions?

Travis: Correct.

Griffin: I believe so.

Justin: Okay. Perfect. You are in Poppy's Place and your radio is crackling.
And you hear Gravel.

Gravel: Hey, this still work? Hello?

Beef: You got Beef.

Montrose: Yeah, you got us.

Gravel: Right. So, I know you all wanna keep moving. So, I think I've got a job for you. Can you... Can you come to the Butter Cream?

Beef: Is that safe?

Gravel: Is anything?

Beef: What is anything?

Gravel: Woah.

Montrose: Nice.

Gravel: So, I'll see you in a few?

Beef: Yeah—

Justin: [radio noise]

Beef: Oh. Yes, bye—

Justin: That was the radio cutting out.

Travis: Yeah.

Beef: Bye.

Justin: Do you all wanna go to... Man, I don't wanna force your hand here. But if you say no, oh boy, I'm just gonna hit stop.

Clint: [laughs]

Griffin: Yeah, I'm gonna— I'll head on up with... Yeah, let's all head on up.

Travis: Yeah, we go.

Emerich: I am restored by my scones and I am ready to face whatever comes.

Griffin: As we walk to the train—

Emerich: No matter how horrible and terrifying it is.

Griffin: As we walk to the train, I point up to the ceiling of the lair and I say:

Montrose: I'm working on some big ideas. Pretty soon, this train is gonna be a thing of the past. We're gonna soar through the sky like angels.

Beef: So, we'll transition from train flight— from train travel to flight travel?

Montrose: Yes, a far more... Flight... You know, I'm still working on the logistics. It may be like a big spring—

Beef: Okay?

Montrose: ... That we all stand on and then boi-oi-oi-oi-oing.

Emerich: Well, that... that would be an exciting adventure. Wonderful, wonderful.

Montrose: That's the idea.

Justin: All right. You hit your stop, you guys roll out. You're getting good at it. It's not— It's not that hard to get into this lair at this point. You've done it a couple of times.

Gravel: Right, hey. Right, so... The one thing you gotta promise me is you don't wanna stare. When you meet him, you... you don't wanna stare. Just

like... normal. Like you'd look at anybody else. You can look at him, just don't stare. All right?

Montrose: You are going to have to give us more than that.

Gravel: He's the guy. He's the one you go to when you need something. You need something, you can't find out how to get it, he's the one. We all know him in the Butter Cream. We all rely on him a lot. And if he gets mad, it's bad for all of us. So, you gotta promise not to stare. But... if this goes well, it'll be good for all of us. Rising tide, right?

Beef: Okay, okay. Yeah.

Montrose: Certainly.

Emerich: Is he hideously ugly or....

Gravel: Just don't stare.

Emerich: Oh... all right.

Justin: As you're walking, there's a shower curtain hanging from a pipe that is sort of a makeshift doorway. And she pulls it aside and you see shelves of what seem to be garbage? But it's all very well-organized garbage. And you see in the corner, a seven-foot-tall mascot costume. Which suddenly starts moving towards you. You realize, unless you miss your guess, it's a giant, red cat. And he looks at you, you hope he's looking at you. And he says:

Stimpson: Hello, my name is Stimpson. And you are going to fix this for me!

[Steeplechase theme music plays]

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