

The Adventure Zone: Steeplechase - Episode 14

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Krystal: Okay, Steepies, you know Krystal. I am not one to get off on a rant. But seriously, how on Earth could Scott choose Omar Flatfanny for a trip to the grinding gazebo? Kip is right there! They're funny and they're so perfect for Scott. Remember when Johnny dumped the wine on Kip, and Kip was all like, "Wow, nice tannins!" And everybody laughed and laughed? That is what Scott needs. Can you just imagine the couple names? ScottKip? KipScott... Or something else, whatever. There is still time for us Kipsters to get the ending we deserve. Because we never know when to stop dreaming.

[theme music plays]

Weaver: It's gotten so quiet lately... In the nights... And in the mornings... And the cyber night, the time between the night and the mornings.

Justin: Hello, everybody. And welcome to The Adventure Zone: Steeplechase. This is a world of my own creation that I let my brothers and my dad dabble in. We are... You... To bring everyone up to speed, in case you forgot, Emerich was just handed a golden musical note.

Travis: He's gonna get busy.

Justin: He's gonna get busy in the grinding gazebo.

Clint: Hm?

Justin: Yeah. [chuckles]

Griffin: Get ready to roleplay it.

Justin: Get ready to RP that scene.

Greg: Hey, everybody. This is Greg. Hey, everybody, that is... we're gonna cut there. That was fantastic. Everyone, you got a little time to get

yourselves straightened up for the evening. Emerich, you wanna clean your gooch or anything, whatever you need to do—

Griffin: [laughs]

Greg: ... To prepare yourself for Scott's loving. That would be... That'll be just fine. And we'll catch you all here in a little bit. Got a little free time 'til then. Enjoy the crafty, make sure you tank out a few brews, if that's your thing. I know some of you don't partake. But... I kind of thought you guys would be walking away by now, but everybody's just kind of standing here staring at me. I don't really have much else to say...

Beef: Greg, just checking in, Johnny Shrimptoast here.

Greg: Thank God.

Beef: Do you feel good about what I'm kind of bringing so far?

Greg: Yeah, not a huge impress yet, Johnny.

Justin: [chuckles]

Travis: What? Now, hold on, Justin. Johnny Shrimptoast locked a dude in the bathroom, put deli meat in Shlabethany's purse, and hand a wine fight with... was it Kip?

Griffin: Yeah.

Justin: Yeah, you and Kip had a wine fight.

Travis: And I haven't made an impression yet?

Greg: Which— Oh, Johnny Shrimptoast? Sorry, I was looking at the wrong clipboard. Yeah, you're a wild man and we're loving it. [laughs] We're loving it—

Beef: Excellent.

Greg: ... Up here in the booth. You just keep that zaniness cranked up to 11. Kip, are you doing okay?

Kip: Yeah, absolutely. It was... It was a pretty good wine fight, I've gotta say. Pound it.

Beef: Yeah, pound.

Justin: All right, you didn't leave Kip hanging. That's good. You get five adventure points.

Travis: No, I would— I would never. Even after a heated, and in many ways chilled, wine fight...

Beef: Ah, thank God we didn't use mulled wine. Thank would have been disastrous. Can you imagine?

Montrose: That would— That's too much.

Griffin: I wanna pull Emerich and Beef aside, just to kind of have a quick—

Justin: Yeah, sure.

Griffin: ... A quick chat before things get steamy.

Travis: A little palaver?

Griffin: A little palaver.

Justin: Be quick, we got something else to do. So, hurry up.

Griffin: Sure—

Travis: Is the something else to do the rest of the episode?

Justin: Mm-hmm.

Travis: Okay.

Griffin: Okay.

Montrose: Emerich, I am amazed at how well you handled that. You are... You have a gift for... I would say clumsy seduction, but it seems to have worked. So... You definitely did say all the stuff about being obsessed.

Beef: Mm-hmm.

Montrose: That I do believe, Beef, we did advise him against that. Yes?

Beef: Yeah!

Montrose: Okay...

Beef: If I remember correctly, we explicitly did.

Montrose: We explicitly predicted that would— Yes, but you know what? It all came out in the wash. Are you feeling ready?

Montrose: Oh... No?

Beef: Great. Well, listen—

Emerich: I don't know what a— I don't know what a goosh is.

Beef: Gooch, with a hard C-H.

Montrose: Oh, a gooch?

Beef: But I—

Montrose: A grundle.

Beef: Yes. Right, the taint. 'Cause you know...

Montrose: There are so many wonderful names for this part of the body.

Beef: You get it. Now, listen—

Emerich: No, I don't get it.

Beef: Emerich, you don't have to worry about it. Once you get into the grinding gazebo, there's no cameras in there, right. So, that's your chance to do some Hard Light magic... whatever it is that you do. Now, here's what I'm thinking. Montrose, if you can get the guitar, right— you spotted that. Right?

Montrose: Oh, sure. I've got— I've got that.

Beef: I'll see if I can go into the trailer do like a, "Listen, I've got some big ideas about direction to take my villain arc," or whatever.

Montrose: Yes.

Beef: And see if I can like turn off cameras and stuff, so we can get, you know, and get out. Make this a clean break. See if we can get this one to actually like end how smooth as it's begun.

Montrose: I love that.

Beef: For the first time in our criminal career.

Montrose: I love that. There is one loose string. And that is... What is a member of the Dentonic royal family doing here? I find it curious. And by curious, I mean horrifying. That apparently the Dentonic corporation has the ability to create... cyber clones of actual human beings. This technology I do not think is public knowledge.

Beef: Yes.

Montrose: The fact that they are using it on a romantic television broadcast is shocking to me. But I... I have a feeling like this heist we are currently on is more than just a favor we are doing for a big cat man. And instead, could be a chance to, I don't know, whistle blow or— And by whistle blow, I do mean blackmail.

Beef: Yeah.

Montrose: Something along— Okay, I just wanted to make sure that our heads were in the right— same place here.

Beef: As long as we're listing off things that are kind of like freaking our bean, it also occurs to me, we're just kind of taking Stimpson's word at this point.

Montrose: Yes?

Beef: That he is the real Scott Boldflex, and that this is a fake one. And that this isn't, you know, a real kidnapping.

Montrose: Yes.

Justin: I will— I will say though, Montrose did check him, for— if you'll remember.

Travis: Emerich?

Justin: Montrose can tell when someone's lying to him. An ability I still don't know how it's fair. [chuckles] You know?

Griffin: [chuckles]

Justin: As somebody— as somebody who's the— the game master here. But yeah.

Travis: But that was—

Clint: But you did say— You did say—

Travis: Yeah.

Clint: ... That Stimpson thought what he was saying—

Griffin: Yeah, sure.

Clint: ... Was the truth.

Justin: Okay, yeah. That's true. I just wanted to give the context.

Beef: Have we— Emerich, have we confirmed like with your... Hard Light Spidey-Sense, have you like checked Scott?

Emerich: I... I had a very brief encounter in which I began to calibrate, but I have not had the opportunity to spend some up close and personal time with him. And now I am absolutely terrified that I am going to be spending some up close and personal time with him.

Montrose: My friend, you do not have to do anything you are uncomfortable with, obviously. You will be—

Emerich: [stammers] It—I'm—I'm—I'm—I'm—I'm—I'm—

Beef: You don't have to do anything you're comfortable with? Just get in there, there's no cameras. You don't have to do anything.

Emerich: I know. But he will be there, correct?

Montrose: Yes.

Beef: Yeah?

Emerich: Well, what do I do to fend him off while I am... investigating him?

Beef: You have a thing that shoots out lightning?

Montrose: Yeah, man. You collapse him into a little marble, or whatever it is you do.

Emerich: [sighs]

Beef: Now listen, okay. If you get freaked out in there, if things go south, just like say 'pastrami,' right. And that will be the code word that you need Montrose and I to like come crashing in, right.

Emerich: Well... here... a second choice. What if I say the word 'pastrami' and then you jump on and tell me what to say? Would... just... speak the words in my ear—

Beef: You don't have seduce— I can't stress this enough, Emerich. Once you get inside—

Montrose: You have done the seduction—

Beef: Yeah.

Montrose: Yes.

Justin: [chuckles]

Beef: There's no cameras. You don't have to continue the seduction in any way, what so ever. Once you get inside the room, there are no cameras. You do not have to keep this ruse up.

Emerich: And if I get in there and determine that he is not actually the Hard Light projection that I am interested in, what do I do?

Beef: You leave!

Montrose: Fucking leave, my man!

Beef: You leave, dude!

Montrose: This is not Prison Island, that is a different reality show.

Emerich: Oh... Whew, all right. All right. So, if I get in trouble, just yell 'salami' and you guys—

Beef: Pastrami.

Montrose: Pastrami.

Emerich: Pastrami.

Montrose: But I will tell you, Emerich, if you yell salami, I'm probably gonna come in there anyway.

Beef: Yeah. Frankly, if you yell any deli meat—

Montrose: Any, so soppressata...

Beef: ... In a panicked way— Frankly, we're listening. So, if you say— If you start to sound panicked— Well, more panicked than normal—

Montrose: Yes.

Emerich: Okay...

Beef: But try to hold off on that until it's actually a problem. Like, if he says, "Hey, how's it going?" Don't let that freak you out, okay?

Emerich: Oh... Will he ask me that?!

Beef: Oh my lord...

Montrose: Okay, okay...

Emerich: Okay, no, all right. [audibly inhales and exhales] Deli meat, deli meat, deli meat, deli meat... Okay. This is a very deli meat heavy episode so far.

Montrose: It sure is.

Beef: That's what happens when you hang out at crafty a lot.

Emerich: All right, I... I will— I will do you proud.

Justin: And then you notice—

Beef: No, do him proud.

Justin: And then you notice, standing like six feet away, not close enough to listen to anything you're saying, just sort of staring at you, is Shlabethany. And she says:

Shlabethany: Are you turd puppets coming or what?

Justin: And then she walks like, through you, and just starts walking.

Montrose: I will follow you through hell fire, Shlabethany.

Beef: Yeah, whatever you say, bestie.

Emerich: Wait, no...

Beef: No, Emerich, you—

Montrose: Emerich, you got this.

Beef: Yeah. You should—

Montrose: Be brave.

Clint: She walked through us?

Justin: No, like... dad... [chuckles]

Travis: She's not a ghost, Clinton.

Justin: Fuckin hell, man...

Griffin: [laughs]

Justin: No like, through the three—

Travis: She walked between us.

Justin: Like between you.

Griffin: That would be a fuckin cool—

Justin: I can't say 'between,' 'cause there's three—

Griffin: Yeah.

Justin: Right? So, it's through.

Travis: She wove her way around us.

Justin: Yeah, she— she— but she did it.

Griffin: She slalomed—

Justin: She pushed past you guys.

Griffin: She slalomed through the three of us.

Justin: Okay.

Clint: Emerich is on high alert, you guys. Come on?

Travis: Yeah...

Justin: Yeah, I understand.

Griffin: I can tell. It sounds like Clint is on high alert.

Justin: Yeah.

Clint: Maybe.

Justin: All right. Shlabethany's walking. Is everybody following? Okay—

Travis: Does Emerich need to get ready? Like is he going straight there?

Justin: Emerich should stick—

Travis: We got time.

Justin: Everybody should stick together.

Travis: Okay.

Griffin: Okay.

Beef: All right. Yeah, come— Okay—

Clint: I just did a quick pitty bath.

Griffin: Yeah.

Justin: [chuckles] Okay. I don't know if that's ever been said before. Okay. Shlabethany's walking. She doesn't go very far, maybe 100 yards away. And there's a... a palm tree that's just sort of at the edge, where the sand starts to meet the grass. And she walks over and she's like:

Shlabethany: Okay, I know it's around here...

Justin: And she's like touching the edge of the tree.

Shlabethany: Hold on one sec... Fuck! Okay...

Justin: And then she lifts up one Ugg boot and kicks the tree square in the middle. And the tree just sort of leans back. But then about five feet of a circular— you know, a five-foot circle underneath the tree also tilts back. Revealing a ladder.

Montrose: Shlabethany, what's—

Shlabethany: Come on.

Beef: Are you a mole person?

Justin: And Shlabethany starts climbing down the ladder.

Beef: Well, I'm not gonna not follow, right?

Montrose: Yeah, we did say the thing about through hell fire. But this is... God, my curiosity will be the end of me.

Beef: Right?

Montrose: I am feeling reckless. Let's go.

Griffin: I climb right in there.

Justin: It's not... Emerich? Yeah, you're coming too. All right, yes, good.

Clint: Yes.

Justin: It's not— You recognize it instantly. It's not the Butter Cream you've come to know, but it is the Butter Cream.

Shoebox: Yeah, so, my name's Shoebox. And I do like, crimes and stuff. So...

Beef: I knew it!

Shoebox: I know you gotta like... you gotta chill. So, here. But you gotta make it fast, okay?

Justin: And then she takes four—[chuckles] she takes four suites, represented by these sort of like chits. You know, the plastic probably three by three— And she just throws 'em at you guys. [chuckles]

Shoebox: There's the money. Greg told me to give it to you. There's your pay—

Montrose: I'm so—

Shoebox: There's your payment. Nobody knows anything, so you didn't get any heat. So, that's choice.

Beef: What?

Shoebox: Entanglements? No, you're good. Does anybody need to chill?

Montrose: Shlabethany, I am so confused.

Shoebox: What?

Montrose: What... What— What is happening right now?

Shoebox: Fuckin hell. Okay... My name's Shoebox, did I say that?

Montrose: Yeah...

Shoebox: Right. So... I'm like... you know... I hate the word— ugh— I hate saying it. But creamy, you know? Like crime? Crimes?

Montrose: Yeah...

Beef: Yeah?

Shoebox: Right. So, Gravel asked me to show you guys where the Butter Cream entrance was. So, I did it. Even though I have to talk to you fucking turd puppets for more than three seconds.

Montrose: Okay—

Beef: Okay, why did you just hand us four—

Shoebox: Which is— I'm allergic. Ugh!

Beef: Yeah, why did you just—

Shoebox: Sorry, I'm allergic. One sec.

Montrose: Let her do her thing.

Shoebox: Okay, what?

Beef: Okay. Why did you just hand us four suites?

Shoebox: [mocking Beef] "Why did you just hand us..." 'Cause that's your payoff for the score you just did.

Beef: And what score was that?

Clint: Oh, for the—

Shoebox: Where he— it's a—

Justin: Okay. Trav, you don't remember. There's prize money attached to the person who won the golden note—

Griffin: Right.

Justin: ... That Greg mentioned.

Travis: Oh, right, right, right.

Justin: So—

Griffin: I remember that. I don't know why she is the one—

Montrose: Why are you the one distributing—

Shoebox: Greg asked me to give it to you! Here.

Montrose: Why wouldn't Greg just give it to us himself?

Shoebox: 'Cause Greg's busy. And Greg loves me, and I asked him to so I'd have an excuse to talk to you idiots.

Montrose: What's your angle?

Shoebox: Ah!

Montrose: What crime are you perpetrating?

Beef: What are you doing?

Shoebox: Gravel asked me to show you where the entrance was, so I did it! What do you want?!

Beef: Shoebox... Just for like two seconds...

Shoebox: Please, call me Shlabethany, I'm in character.

Beef: Okay. So, Shlabethany.

Shoebox: Yeah?

Beef: Why are you here? Gravel told you— got it. That's why we're here right now in this second. Why are you here, at Passion's Cove?

Shoebox: Oh! I understand, sorry. Sometimes when you voice makes this sound... You know the sound it makes where it makes you wanna scream?

Beef: Is that when I'm talking? Yeah.

Shoebox: And it's painful to hear when your voice makes that sound?

Beef: Yeah.

Shoebox: Sometimes I just can't listen anymore and I kind of space out.

Beef: Okay. Yeah, you're a real fun character.

Shoebox: [sings] I'm here to steal shit.

Montrose: Oh?

Shoebox: Like expensive— the— there's expensive stuff in the house. And I just kind of came to steal it? Steal some of it.

Beef: Oh? Okay.

Montrose: Well, we can— I'm glad you told us that. We can work together on this.

Shoebox: I'd rather not.

Montrose: Okay. That is fine as well. That's an option—

Shoebox: [impatient] Do your downtime activities!

Montrose: But wait, wait, wait, wait, wait.

Shoebox: What?!

Montrose: You've been on Passion's Cove longer than we have.

Shoebox: Uh-huh?

Montrose: Are you aware that Kenchal Denton is in attendance?

Shoebox: Yeah. Who Wants to Dry Hump Kenchal Denton? They're filming it next door.

Beef: Now, hold on. Are you asking us if we wanna go dry hump, or is that the name of the show?

Montrose: That was a very confusing sentence.

Shoebox: Oh, sorry. Right. That's the name of the show, Who Wants to Dry Hump Kenchal Denton?

Montrose: But isn't Kenchal Denton married?

Shoebox: No, his wedding fell apart because you guys ruined it.

Montrose: Oh, that wasn't—

Beef: That seems so petty! Then we did him a favor, frankly.

Shoebox: I know. But there was— it was— No, some of us knew it wasn't gonna work out. You could tell. Look. Look at this photo, hold on. Wait. Hold on, it's here. No, it's back... Look at this, with the two of them. That's Lizbeth and Kenchal. You can tell, right?

Beef: Oh yeah, she's leaning away.

Shoebox: Uh-huh.

Montrose: Yeah.

Beef: She's leaning away, yeah.

Montrose: It's the body language.

Shoebox: You get it.

Beef: The lines, they're— yeah, yeah, yeah.

Shoebox: Okay. So, I'm gonna go. This is all I agreed to do. I gotta go. Bye!

Montrose: Wait, are we in the Butter Cream right now?

Shoebox: Yes. Yes. Yes. What?

Montrose: Okay—

Shoebox: Yeah.

Montrose: Okay, cool.

Shoebox: That's why I said that you're in the Butter Cream— earlier when I said that—

Montrose: That we're in the Butter Cream, okay.

Shoebox: ... That you're in the Butter Cream.

Beef: Got it, got it, got it, yeah, yeah, yeah.

Justin: The Butter Cream is not the one static, because there's layers between all the layers, 'ey?

Griffin: Okay!

Justin: So, the butter— it's not your Butter Cream, by which I mean the Butter Cream that you've been in to this point.

Griffin: Okay.

Justin: But it is the sort of like layer between layers.

Griffin: Well, then we— it seems we have an extraction point, which is nice.

Justin: Mm-hmm.

Griffin: That we have that going for us.

Justin: Mm-hmm.

Travis: Are we really gonna do downtime activities?

Justin: Yeah, this is the... The reason Shlabethany was here was to have a quick excuse for you guys to do the downtime activities that follow a score.

Travis: Got it.

Griffin: Oh, okay.

Justin: Shlabethany was hurrying you through it, as a sort of gift to me, her creator.

Travis: So that you can keep her around more. Got it, got it, got it.

Justin: Right. [laughs] So, there's no heat, you got your payoff, there's no entanglements. Downtime activates—

Griffin: We are still though on the job of—

Justin: So, do you remember in the last arc, when there was like—

Griffin: Yes, yes, yes, yes, I got you, I got you, I got you.

Justin: ... A sub-score, and then the main score.

Griffin: Yes, okay.

Justin: That's kind of— yeah.

Travis: Got it.

Justin: Beef, do you have any thoughts? I know I kind of sprung this on you. And I do wanna keep this quick. So, nuts and bolts, but after a score, it is kind of imbalanced to not give you all a chance to recover stress.

Travis: Yeah, yeah, yeah.

Justin: Or whatever you may wanna do.

Travis: My stress is still pretty low. I'm going to keep training in resolve. Go through my exercises that Dale Carnegie's great-great grandson or whatever gave me.

Justin: Mm-hmm?

Travis: To add another point in resolve.

Justin: Okay?

Travis: And then, what are the other downtime— Train, indulge vice... Yeah, you know what? As long as... 'Cause I still have my boo-boo on my arm. But it's not really getting in the way. So, I can hold on to that. And I don't really wanna do a long-term project. So, I guess I will... You know what?

Justin: No, I don't know.

Travis: Can I acquire an asset of Shlabethany?

Justin: Hm... I think that she would probably not go with that because she's already sort of working on her own thing right now.

Travis: Mm-hmm?

Justin: At a later point—

Travis: Okay.

Justin: ... I think you could definitely do that. But if— but she's kind of on this job right now.

Clint: Oh, please do. I love her.

Travis: I will at a later project. Of course, of course. We all love Shlabethany. I'm gonna indulge my vice then... yeah, yeah, yeah... Are there other people here, in this... flavor of Butter Cream?

Justin: Yeah. It's not unlike... The way I imagine the Butter Cream— and I guess everybody can imagine it differently. But you know like when you see like on a space movie where the ship is like— it's not supposed to be glamorous, it's supposed to be like space miners or something?

Travis: Yeah.

Justin: And like, the walls between the bunks and stuff are really just sort of like sheeting hung from the ceiling.

Travis: Sure.

Justin: It's sort of like that. Like, people have— Or like... kind of the vibe of like a bazaar. You know, with like different stalls or whatever. So, there's some of those. But it's all sort of like makeshift. But there's like— it's vibrant. You know what I mean? There's life here, there's people going about their business.

Travis: Sure. Okay, great. Yeah, I'm gonna—

Justin: A lot of reclaimed lighting, too. Stuff that they've like found... You know, an old timey lamppost that got decommissioned here and some unused Christmas lights over here, that kind of deal.

Travis: Sick. Okay—

Justin: Yeah, it's cool.

Travis: Hey, Justin?

Justin: Yeah?

Travis: You're painting a beautiful word picture.

Justin: Yeah, thanks man.

Clint: You really are.

Justin: I can— I can never remember what I've gotten out of my head.

Travis: That's okay, yeah.

Justin: You know what I mean?

Travis: Yeah.

Justin: Sometimes I forget, it's hard to keep track of. Okay—

Travis: But hey, it's beautiful. I'm going to go to the local gambler's kiosk. And I'm gonna put in a bet on the outcome of this season of Passion's Cove.

Justin: Oh?

Griffin: Oh, shit.

Justin: Interesting.

Travis: Yeah, I'm gonna put— Listen. I'm gonna take the long odds, Jahala Wilks.

Griffin: Wow?

Justin: Wow, okay.

Travis: Yeah. But listen, big payoff if it works out. You know what I mean? The odds that Jahala Wilks, married, if I remember, a sexagenarian... But I'm really pulling for her. I think she's there for the right reasons. Which is that she likes being on dating shows.

Justin: [laughs]

Griffin: That's as right a reason as you can hope for.

Justin: Yeah, it's not a bad reason, all things considered.

Travis: So, I'm gonna put some money down for her.

Justin: All right.

Clint: Sure hope you don't get banned from dating shows for life.

Justin: Yeah, that's true, Trav.

Travis: Why not?

Clint: Well, it happened to Pete Rose, friend. Just, I— You know—

Justin: [laughs]

Griffin: [laughs]

Justin: That's an exactly analogous situation. [laughs]

Travis: Yeah, I do— Okay. Now— Ooh. Okay, uh-huh. I do run the risk of over-indulgence.

Justin: Yeah. Go ahead. No, risk it.

Travis: Okay. So, I roll a D6? And reduce by that much, right?

Griffin: Yes.

Justin: When you recover? You're recovering or you're— no, you're indulging your—

Griffin: No, no, no—

Travis: I'm reducing stress.

Justin: Okay.

Travis: "The effectiveness of your indulgence depends on your character's worst attribute rating."

Justin: Did you over-indulge?

Travis: No, no, no, not yet. So, my worst attribute... I mean, is insight. 'Cause I only have one point in that. Right?

Justin: Yeah. So, roll one die.

[sound of dice thrown]

Travis: Boop. Oh, 1. Okay.

Griffin: Hey, you didn't over-indulge.

Travis: Didn't— Yeah, that's for sure.

Justin: That's true, no worries there. So, clear one stress.

Travis: And that's my— that's my downtime activities.

Griffin: Um, I would like to take a downtime activity. Is that okay?

Justin: Yeah, of course.

Travis: Oh, and we need to add those four suites, don't we?

Justin: Yeah.

Griffin: Should we just each take one and then put one in the team stash?

Travis: Do we have room in the team stash?

Griffin: Oh, maybe. Maybe not.

Justin: Team stash is currently holding four coins. So, no.

Travis: Okay. I have room to take two.

Griffin: Okay, you take two. I trust you.

Justin: Hm?

Griffin: Hm. I wanna explore this new layer of the Butter Cream. And in doing so, sort of check out the... familiar connective tissue between this layer and the one surrounding it, to further my layer nav project.

Justin: Oh? Cool.

Griffin: I guess maybe now it's— now I know that there's like more Butter Creams with different layers, maybe it's like... maybe it's less about the... scaling of walls, Spider-Man style. And more of like, if there's entrances to different Butter Creams all over the place, maybe it's just a question of like knowing where they are and how to get to 'em.

Justin: Yeah. I mean, that— that certainly seems more— Having the sort of... knowledge that Shlabethany just shared with you, you know, being able to get that artificially could help you create an easier way of getting between.

Griffin: Okay. So, yeah. I'm just climbing all over. Clamboring and climbing all over this layer of the Butter Cream, looking for... looking for that connective tissue.

Justin: It's interesting. As you're... as you're looking through, you notice that the Butter Cream— You don't know Passion's Cove super well. But you can see some of the areas where— You can almost get a sense of the geography, right? Like, in the lagoon, you know the approximate area. 'Cause you were pretty close to it when you were down where the lagoon is. And that's just like a column of water. Like, of... like— almost like an aquarium below.

Griffin: Okay.

Justin: So, you can see into it. But like you're— What you're realizing is it's sort of... you can sort of get a sense of where you're at, 'cause it matches the geography above you.

Griffin: Okay. So, is this finesse? Is I think what we did last time? Just for all the... the climbing? Okay. Just a straight up and down finesse roll.

[sound of dice thrown]

Griffin: 2, 6, 2! That's a 6.

Clint: Good job.

Griffin: This is... that is wonderful. So, that's...

Justin: What do you get for 6?

Griffin: What's that?

Justin: 6? How many segments do I clear?

Griffin: That's what I'm trying to figure out... Long term project on a 6, it's three ticks.

Justin: Wow, good job, Griff. Almost there.

Griffin: Oh, that's annoying that there's one tick left. I'm not— I'm just gonna spend a coin to enhance the result.

Justin: Okay—

Griffin: A suite to enhance the result. 'Cause I don't wanna spend an action to fill one thing on the pie chart later, you know what I mean?

Justin: Sure, yeah.

Griffin: Okay. Yeah, then I wanna finish this layer nav project.

Justin: Okay. I will clear it. You mark your coin that you've spent.

[sound of dice thrown]

Griffin: I have done so. So... Long term project... "Based on the goal of the project, the GM can tell you the clocks in order to work on the project—" Et cetera, et cetera... Yeah, I guess there's nothing specific about, "Once that's accomplished, you can start a new project." No, okay. Yeah, so there's no like specific language on what this means sort of mechanically. I guess it's

going to be mostly narrative. But now I think just like... I... I know how to find the holes between the layers.

Justin: Yeah. Whatever Shlabethany was looking for— and you know, it helped— I think the— it really put you over the top. You know, seeing what Shlabethany did.

Griffin: Yeah.

Justin: Whatever she was looking for, I think you have learned how to look for.

Griffin: Okay. I'm gonna have to write a note about this on my character sheet, or I will forget it.

Justin: Yeah, I understand. Anybody else?

Griffin: I still have one left. But Dad, if you wanna do one?

Clint: No, go ahead, go ahead.

Griffin: Well, I'd like to try and reduce my stress maybe... I don't— I don't know what I wanna do with my other... my other action yet. You know, I do still have a level one harm...

Justin: [chuckles]

Griffin: I'm am still recovering from pin-swallowing surgery. [chuckles] The fucking ripples off of that one action are really kind of wild.

Justin: Yeah, yeah, everything has consequences.

Griffin: Gosh, I don't know. Dad, if you know anything, go ahead and do it.

Clint: I wanna ask Juice a question.

Justin: Yeah?

Clint: Did Emerich finish the second special project?

Justin: Mm-hmm, yes.

Clint: Okay, so—

Griffin: You did. You still have not told us what it is.

Clint: Okay. So, I don't have to worry about that. Okay, I think he's going to participate in fantasy bootfall.

Justin: Mm-hmm.

Clint: You know, his— to relieve some stress, 'cause he's got quite a bit. This is— Towards the end of the season, all that's left is DFS. Which is Demanded Felony Stealth.

Justin: [chuckles]

Clint: So, he's going to— he's gonna try to do that, first of all.

Justin: Roll dice equal to your lowest attribute rating.

Clint: And that's between insight, prowess and resolve?

Justin: That's it.

Clint: And I got zero in insight. How could that be? Oh, no, no, no. No, no, I'm sorry. Well, I... How could I have zero in insight when I have three dots in tinker?

Travis: Okay. So, what you're looking at is you're looking at the points earned towards the next level of that.

Clint: Right.

Travis: But if you add them all together, right—

Clint: Oh, I see. Okay. Oh, one, two— Okay, so that's five. The lowest would be in prowess, 'cause I only have one in that.

Travis: There you go.

Justin: Okay.

Clint: So, I would just roll one die, correct?

Justin: Yeah. It's your weakest quality that is most in thrall to your vice. That's the narrative—

Clint: Okay.

Travis: Ooh? Ooh la-la.

Justin: I know? Ain't that good? I just read that. Nice work, John Harper.

Travis: [laughs]

Griffin: [spoofing Forrest Gump] "Nice one. Mr. Harper..."

Justin: [spoofing Forrest Gump] "Mr. Harper—"

Griffin: [spoofing Forrest Gump] "Mr. Harper, there's a—"

Justin: [spoofing Forrest Gump] "You have made a good game, Mr. Harper."

Griffin: [spoofing Forrest Gump] "There's a telephone call at the front desk." Roll that beautiful B-footage, Dad.

Clint: I'm doing it. I'm doing it. I'm trying to.

Travis: Roll your beans!

Justin: Just one click. Don't hold out on it, now.

Griffin: Just one click.

Travis: Roll it, big, beautiful boy.

Justin: Hit that. Hit that.

Griffin: That mouse— That mouse button gets heavy— Oh my good— Wait, no. Dad, you just—

Justin: No, no, you just rolled a 6, apropos of nothing.

Griffin: I didn't know you could do that!

Justin: Yeah.

Griffin: Dad just rolled... the number six.

Travis: The number six! [chuckles]

Justin: Yeah, dad. You did—[laughs]

Griffin: [chuckles] Dad just essentially typed six in the—

Clint: That was my roll!

Travis: Did you roll a D6? Or the number 6?

Justin: No, I think—No. [chuckles]

Clint: I typed in 'roll D6.'

Griffin: No, you typed 'rolling 6.'

Justin: 'Rolling 6.' And then it rolled a 6! [chuckles]

Griffin: And then it says 6— equals 6.

Clint: Well then, yay for me!

Travis: Then—

Justin: [laughs] No, Dad!

Griffin: No, Mac!

Justin: [chuckles] No way.

Travis: You basically just typed 6 into the chat and then hit send.

Justin: [laughs] I can't even make what he did happen.

Griffin: [laughs]

Travis: You've gamed the system!

Justin: Yeah, you just typed 6, Dad. [laughs]

Travis: I don't even know how you did it.

Justin: Okay—

Travis: You got inside of the matrix.

Clint: Wait a minute, wait a minute, I typed in `'/rollD6.'`

Travis: I think you might have left out the D?

Clint: No, I did not. 'Cause I just typed in... I did the exact same thing—

Griffin: Okay, watch the difference— watch the difference. Justin just did `'rolling D6.'` And I did `'roll6.'` Do you see the sort of syntactic difference?

Clint: Okay. But go up. Go up three, where I rolled D6 again, and it gave me 2.

Griffin: Yeah— Yes! 'Cause that's a die! You wrote 'rolling 6' in the first chat, not 'rolling D6.'

Travis: And then I wrote 'roll 2.' And I got 2. Do you see?

Justin: [laughs]

Travis: And now 'roll 4—'

Griffin: I just rolled 100,000.

Justin: Okay, guys. We got other stuff to do. [laughs]

Clint: Okay—

Travis: 'Roll Travis.' Let's see if this works.

Justin: Dad, try— Dad, try this.

Travis: Oh, no. That didn't work.

Clint: Okay?

Justin: Click on the— on the left side bar of Roll 20. You'll see at the bottom of that is a picture—

Clint: I know, I know.

Justin: You just click one— just click the D6.

[sound of dice thrown]

Travis: A 2.

Justin: A 2.

Clint: A 2...

Justin: But that's good, Mac. That's good. 'Cause if you had gotten too much, you would've—

Griffin: You would've over-indulged.

Justin: You would've over-indulged. So, 2's not bad. So, go ahead and take two points of stress off.

Clint: Okay. And if I understand correctly, I have a full resolve?

Travis: Oh? Okay, yeah. You get to upgrade— You get to pick one of the four things underneath resolve to add a point in.

Justin: Yeah.

Griffin: Yeah.

Clint: I'm going to add a point to attune.

Travis: Mm-hmm?

Justin: Wow, okay.

Griffin: Okay. I know what I want my second action to be.

Justin: Yes?

Griffin: I think acquiring an asset's a good call. 'Cause we're about to go into a very high paying, high risk job. Any like advantage I can give us there... Oh, maybe— Okay. So, one of the assets I can acquire is a service. I wanna— I want to hire a saboteur.

Travis: Ooh?

Griffin: I wanna hire somebody who can like knock out the power to Passion's Cove. Or something along the— or cut the camera feeds, or do something.

Justin: Okay.

Griffin: And I assume that would not be impossible here.

Travis: No, I mean, we have a house full of people.

Griffin: It doesn't even have to be somebody in the— in the house, right. It could be some operator inside of the Butter Cream.

Justin: Yeah, you could hire someone.

Griffin: Okay.

Travis: I mean, there's also plenty of PAs and grips around. And there's no way they're getting paid what they're worth.

Justin: Yeah, what do you wanna do, Griff? It's your call, your asset, so...

Griffin: I wanna find... shit. I wanna find the sort of grungy-looking grip. The best boy key grip of this production. And—

Justin: Okay.

Griffin: ... Try to commiserate with them.

Justin: Okay. You leave the Butter Cream, 'cause we can be done there.

Griffin: Yeah.

Justin: You leave the Butter Cream and you find— you see a guy with like... bald on top, but he's got the mullet, you know what I mean?

Griffin: Yeah, yeah, yeah.

Justin: That classic look. And he's got a black polo and black jeans. And a black mustache. And he turns around and says:

Douglas: Hey, how can I help you? I'm Douglas Manzetti.

Montrose: Well, hey there, Douglas.

Douglas: Shouldn't you be on the show?

Montrose: Oh, we're on break, apparently. Scott had to take a 10-3. I don't even know what that means. I assume jerking it, but... yeah. You know how it is.

Clint: [chuckles]

Douglas: Yeah, I try not to speculate.

Montrose: You been working in this field long?

Douglas: Yeah. I used to be on Prison's Cove for years. It was a tough gig though. I mean, we see some real tough birds there. You know, I've been on some other shoots around, Home Hunters, where the people hunt other people in their home, you know?

Montrose: Yes.

Clint: [laughs]

Montrose: Oh, I'm familiar. That one is beyond the pale, in my opinion.

Douglas: Yeah, I'm still talking to somebody about that, online—

Montrose: Well, that's good, yes.

Douglas: It's hard to find local leads, you know.

Montrose: Yes. And I assume you have certain sort of protections, via the union, the grip union. No?

Douglas: No, I mean— Yeah. I... I do okay. Listen, this isn't about me. You got a lot of— you got a show to get ready for. I'm sorry to keep chatting you up.

Montrose: Oh, it's fine. I just wanted to compliment your work. I've been cast in quite a few of these things now and you run a tight ship.

Douglas: Oh... Well, great, yeah. Thanks— Thanks a lot.

Montrose: I was wondering...

Douglas: Yeah?

Montrose: Can I bribe you?

Douglas: Oh, yeah. For sure.

Montrose: Okay, that's good to hear.

Clint: [laughs]

Montrose: I thought that you might be a man who would cut through the bullshit.

Douglas: Yeah, I... You know, one might wonder why the two minutes of bullshit leading up to this part. But yeah, I... sure.

Montrose: Okay. Well, I'm gonna tell you a time and then if you can just sort of like, I don't know, yank out the main—

Douglas: Listen. Listen, I... I don't need— Okay?

Montrose: You are a professional? This is—

Douglas: Okay, listen, I just don't—

Montrose: All right—

Douglas: I don't— I don't—

Montrose: Yes?

Douglas: I don't come to your TV show and tell you how to squeeze people's butt cheeks, or whatever y'all are doing over there. I'm not paying that close attention.

Montrose: It is largely that, yes.

Griffin: Okay. I wanna roll to acquire his services.

Justin: All right, what is your crew's tier?

Griffin: I mean, I'm a big fan of his movies—

Justin: [laughs] No. No, I don't want a tier ranking of Tom Cruise movies. I need to know the tier of your crew—

Griffin: Oh, shit. Still tier zero.

Travis: [chuckles] Oh! What a hilarious misunderstanding.

Justin: This is good stuff, you won't get this on—

Clint: Aren't we one?

Justin: What?

Griffin: No, that's a zero.

Justin: I thought you were one?

Clint: I did too.

Griffin: I'm looking at this—

Clint: I've got one marked?

Justin: What are you looking at, Griff?

Griffin: I'm looking at Poppy's Pals. That can't be the name of our crew sheet.

Justin: Yeah, that is the name of it.

Griffin: And then... we have good rep. We got, it looks like strong hold. But we have no tier.

Travis: Yeah, because our rep hasn't filled up.

Griffin: Hasn't leveled up yet. Yeah.

Justin: Okay. Right, all right, tier zero.

Griffin: Which means...

Justin: You're gonna roll two and take the worst result.

Griffin: Fuck. Go.

[sound of dice thrown]

Griffin: Hey, hey, hey! I'll take that, 6 and a 4.

Clint: Yeah!

Justin: All right. Douglas Manzetti has been nodding to you and giving you a thumbs up for the past 30 seconds. And it's just now that you're able to discern that, yeah, he does actually know what he's talking about.

Griffin: Yeah, for sure.

Justin: So yeah, Douglas Manzetti will do what you want him to do, at the time that you want him to do it.

Griffin: Okay. And he'll be just basic quality, essentially?

Justin: Yeah. He'll be— It'll be a pretty good sabotage. [laughs]

Griffin: [laughs] Okay, cool.

Justin: All right.

Griffin: Do I pay? I don't actually have to pay him?

Travis: No.

Griffin: Money?

Travis: No, 'cause you used your turn. You used your action to do it.

Justin: You're paying— It's just like Travis with his gambling.

Travis: Yeah.

Griffin: Yeah, got it.

Justin: Like, you're paying him money but it's not... spending money.
[chuckles]

Griffin: Okay.

Travis: Yeah, yeah.

Griffin: What was his name? What was his name? Sorry.

Justin: Douglas Manzetti.

Griffin: Douglas Manzetti, okay. Fantastic. I don't think we're gonna ever steal anything from a television production again on the show, but you never know.

Justin: It's nice to have friends, though. It's nice to have friends.

Griffin: It's nice to have friends. Man, I wish I could travel back in time and show myself this character sheet with such notes on it as, "Can find holes to the Butter Cream."

Justin: [laughs]

Clint: [laughs]

Travis: [laughs]

Griffin: Show that to anybody who hasn't listened to this season yet, I bet you... I bet that'll get 'em on board.

[music plays]

[ad break]

[music plays]

Griffin: Does Dad have one more action?

Justin: No— Do you, Dad?

Clint: No, I relieved stress and I did resolve.

Travis: I thought your resolve, you were already full? That wasn't an action.

Griffin: Yeah.

Clint: Oh?

Travis: That was just leveling up. That was just taking the point.

Justin: Yeah.

Griffin: Yeah, you still have one action.

Clint: Hm. Okay.

Justin: You don't have to do anything. I mean, you can do whatever you want.

Clint: I think he'll start a new long-term project.

Justin: Okay. What is it?

Griffin: Are you gonna tell us what this one is, or is it also gonna be a sneaky secret?

Travis: Or a sneakret, as you may call it.

Griffin: I think Dad should only be allowed to have one secret.

Justin: Okay, agreed.

Griffin: I feel like all dads should only be allowed to have one secret.

Justin: Oh, no. I don't agree with that, as a dad myself.

Travis: Doesn't matter how—

Clint: [laughs]

Travis: Doesn't matter how big it is?

Griffin: Doesn't matter how big. Just the one, though.

Justin: One if that one big secret, the one that nobody can know, what if that's tied to a lot of other little secrets?

Griffin: [laughs]

Travis: Yeah, what if it's a big umbrella?

Justin: [chuckles] It's sort of the Jenga block holding the whole enchilada together.

Griffin: Yeah, sure, sure, yeah.

Travis: That's okay, right?

Griffin: Yeah, I guess that fine.

Justin: [chuckles]

Clint: Okay. Well, then—

Travis: 'Cause sometimes you have to keep a lot of little secrets to keep that big secret going.

Justin: Yeah.

Travis: And that's cool, right?

Justin: Those are fine.

Griffin: That's fine.

Justin: [chuckles]

Clint: Okay. So, how do I— how do I do the thing about training to raise one of these attributes?

Justin: You mark one XP in your playbook.

Travis: So yeah, one of those attributes—

Griffin: Or two if you train— If you train attune, command, consort or sway. Or rather, if you train resolve, you will get two points, instead of one. 'Cause we are—

Travis: Why?

Griffin: Our crew is— I explained this last time. Our crew is experienced in training resolve.

Justin: So... Yeah, Dad, you just mark one of those three attributes. You pick one and mark an experience point in it.

Clint: Okay. So, between insight, prowess and resolve, right?

Justin: Yeah.

Clint: [clicks tongue] Okay. I'm going to put one in insight.

Justin: Okay. We have a five second scene where Emerich is staring at a colorful arrangement of dots. And then someone walks up behind him and pats him on the shoulder and says—

Clint: Oh, I'm gonna use my— I'm gonna use my joke that I didn't use two weeks ago.

Travis: Oh, okay? Oh, woah?

Justin: Oh, okay? Yeah.

Travis: Everybody, brace your asses!

Griffin: You're gonna fuckin lose your fuckin minds.

Justin: Yeah. I had a bit that I was building up to. So, I hope that Dad's is fucking good!

Clint: Oh, no, no, you do yours then.

Travis: No, no, no, no. Dad, you can't introduce this canned and ready joke.

Griffin: This one's been...

Justin: I've done a lot of different jokes with my brothers. If you ask them right now, they know with 100% certainty, I will never, ever—

Griffin: It will never come out.

Justin: I will never back down from this.

Griffin: He'll take it to his grave.

Clint: Okay. He... He watches videos.

Travis: Yeah?

Clint: On Steeplechasebook.

Travis: Uh-huh?

Clint: Of Krystal with a K—

Travis: Yeah.

Griffin: Okay?

Clint: ... Talking about Steeplechase.

Travis: Uh-huh?

Clint: And it gives him a lot of insight into... into the world in which we live here—

Travis: Okay. Now, lay down that joke, Dad. Now let's hear the joke.

Griffin: So, here comes that joke.

Clint: That was the— That was the joke.

Travis: Oh!

Clint: Steeplechasebook.

Travis: Oh.

Clint: It's like Facebook?

Justin: [plays a sax note]

Clint: Oh...

Griffin: Ah, Jesus Christ...

Travis: That was—

Griffin: What—

Justin: Steeplechasebook.

Griffin: And I think about... I think about sort of the sliding doors of history... Even the computer that lives in my watch was like, "I'm not sure I understand that."

Clint: See, Chasebook is like Facebook—

Griffin: No, no, no, I get that— I get that it rhymes—

Clint: And there's SteelBook, they have SteelBook. So, I kind of put—

Griffin: Just think about—

Justin: Steeplechasebook...

Griffin: Juice, was yours gonna be... Oh man...

Justin: It was good, though!

Travis: Ah.

Justin: '90s kids would've loved it!

Travis: Ah, fuck!

Griffin: Damn it, I'm one of those!

Travis: Damn it!

Justin: I know you are. I know you are.

Travis: But what am I?

Greg: Okay, everybody! Let's huddle up here. Let's move it up. Scott, if I could have you up here on the— on the dais.

Justin: You've made your way over to the grinding gazebo. And the— Gazebo is kind of a misnomer. It's... four or five times larger than your standard gazebo.

Travis: Mm-hmm.

Justin: Which we all know is usually about 16 by 14.

Travis: Obviously.

Griffin: Right.

Justin: This is big. It's laid out like a bedroom, with a large you know, bed in the middle. Lots of flowers.

Travis: Wait, this is... Is it a gazebo for real, where the sides are open?

Justin: Yes, it is.

Travis: Oh, beans.

Griffin: That's bad for— Oh, that's bad for us!

Travis: Yeah!

Greg: We're just gonna start... We're gonna start the show here. Everybody comfortable, everybody cool, everybody having a good time?

Emerich: Yes! Yes! Great time.

Greg: Good, good, good.

Emerich: Having a great time! Whee.

Greg: Emerich, you ready to shine? You seem a little... you seem a little intense?

Emerich: This is me. This is— I am— I am intense, but that's when I shine.

Greg: I love that. It's so authentically you. That's awesome.

Emerich: Thanks.

Greg: Awesome. All right, Scott, you ready, baby?

Scott: [in the same voice] Yeah, and I sound like this.

Greg: Yeah. Me too.

Griffin: [laughs]

Clint: [laughs]

Scott: It is rough.

Travis: Now, J-man...

Justin: Yeah?

Travis: It has been established that there are no cameras in the grinding gazebo, everyone knows that. That's fact at this point.

Justin: Yeah.

Travis: But with open sides, are there cameras pointed at the grinding gazebo?

Justin: I mean, currently, yeah.

Travis: Ah, beans. Okay.

Beef: Hey, Greg? Just to check in. Usually, in my experience, during these kinds of scenes where there's a one on one with a contestant and the primo hunk, then you usually have like a B thing going on, of all the other contestants talking or doing a challenge, or just kind of like playing in the pool or something. Do you want us to stage like a... let's do like an arm-wrestling challenge, or we're gonna have a Golden Eye tournament or something?

Greg: I'm sorry, what are you asking?

Beef: Do you want something that you can cut back and forth to?

Greg: B-roll!

Beef: Yeah.

Greg: Yeah. I mean, we'll have stuff going on in the house, for sure. I think we've got some cool boardgames for you guys to check out.

Beef: You got Catan?

Montrose: Do you have Chris Kattan?

Beef: Settlers of Chris Kattan?

Justin: [chuckles]

Montrose: I try to build the longest Corky Romano.

Travis: [laughs] That's stupid!

Justin: [chuckles]

Griffin: [chuckles]

Crystal: Hi, everybody. I'm Crystal Hal. And welcome back to Passion's Cove. We're so excited for our primo hunk, Scott Boldflex to finally get a little quality time with his current man-crush, Emerich Dreadway—

Justin: No, not Emerich Dreadway. Fuckin what's your dumb—

Travis: Something Flatbottom.

Griffin: Omar...

Clint: Omar Flatfanny.

Griffin: Omar Flatfanny.

Crystal: With his main crush, Omar Flatfanny. Scott, are you ready to shine?

Scott: Yeah, I've been— I whaled on my pecs for like an hour. So, it's gonna be a pretty choice sesh. And... my calluses are warmed up too.

Justin: And he cracks his knuckles. Gross. [chuckles]

Crystal: And Omar, how are you feeling? You ready for the big night?

Emerich: Yes... Bring on the ribaldry.

Travis: [chuckles]

Crystal: All right!

Justin: And then Scott, who is— There's a gate going to the... the end of the gazebo, that Scott is standing behind. It looks wrought iron, but you can tell

it is probably foam. And there is a keyhole there that is shaped— that you can tell is kind of shaped to accommodate your musical note.

Clint: Emerich takes the musical note and inserts it into that... that space.

Justin: When you do—

Travis: You've solved his puzzle!

Justin: Yes, very—

Griffin: That was a tough one.

Justin: Very good, Mac. No, when you do, the gate pops open. You've got easy access to Scott Boldflex. Who—

Travis: Yeah, he does.

Justin: What? Yeah. And he says:

Scott: Okay. Hold on, I think we need a little privacy.

Justin: And he pushes a button on one of the supports. And what appears to be some sort of thick canvas sheeting comes down, automatically lowered from the holders above the openings on the gazebo. And basically covers the entirety of this gazebo in this thick canvas.

Travis: It's gonna get really hot in there.

Justin: You bet it is. So, Scott leads you— Scott kind of flounces himself on the bed and says:

Scott: So, you ready? Hop aboard!

Emerich: Wait. May I just take all this in?

Scott: Listen—

Emerich: I... I... May I look at you?

Scott: Yeah, but just hop— just hop— you gotta hop on. You know how this works.

Emerich: We're going to hop on the bed?

Justin: Scott's already on the bed. He's patting like [patting sounds].

Scott: Come on. This is what you've worked so hard for.

Emerich: [shudders] Very well...

Clint: And he sits down on the bed, one cheek hanging over the edge. One cheek.

Justin: You hear a click. You hear a click as soon as it happens. And the bed and the large, what you thought was a red yarn rug that the bed was sitting on, begin to descend into the floor.

Scott: Just hold on a sec. Just give it one sec. Shh-shh-shh, the cameras can still get the audio, one sec... Okay.

Justin: And the bed comes to a stop. And you're in what looks to be a regular... living room? Sort of a plaid couch and a large TV, and an armchair and some end tables. And the only sort of odd part is the walls are just sort of barren concrete.

Scott: Okay! So, awesome. Congratulations. This is... You know, you did it. Your room is over there.

Justin: And he points to a doorway leading out to one of the side rooms connected to this main living area.

Scott: And I'm over here. Congratulations, I guess. Let me know if you wanna hit the gift shop. There is an exclusive gift shop, just for you know, winners. So, that's pretty cool. But otherwise, I'm just gonna chill in my room, if that's cool by you?

Emerich: Wait, wait, wait... What is— What is going on? What happened to the—

Scott: You won? You did it. This is— I mean...

Emerich: What did I win?

Scott: Yeah, I mean... I mean, you won the note. And then we came down here in the grinding gazebo and... that's it.

Emerich: What happened to the grinding? And where are we?

Scott: Oh, okay, you didn't think— Okay. [chuckles] This is weird, 'cause most people do a lot of research. You know, they know what the deal is. I mean, even with the no cameras thing, people talk. But this is— I mean, the point is that you won, right? And then you get to hang out here tonight. I don't— Just, I mean... Did you just think we would hump?

Emerich: I...

Scott: That's wild! You know that's wild?

Emerich: Scott— Is it Scott? Scott, right?

Scott: Yeah, it's Scott.

Emerich: Scott, I am extremely confused.

Scott: Okay, what part is confusing? You're on the show, Passion's Cove. The whole show is that, right? You're competing, "Oh, well, you win his affections." And you did... I was gonna say good. But I think I meant to say weird. But you did win, which is cool. And it worked on me. But like that's it, that's the whole experience. This is what— It's only a 48-hour thing. So... Not everybody gets to win, though. That's pretty cool. It's like a one out of... I don't know, nine, chance? So, that's cool. But like this is pretty much just it. We kind of wait down here tonight.

Emerich: I see.

Scott: Do you wanna see around— Do you want me to show you around?

Emerich: No, no. Would it be all right with you if I recorded this for my vlog?

Scott: There's no recording, at all. They're like super strict. That is one thing they're super strict about.

Emerich: I see.

Clint: All right. Emerich is going to use his Ghost Mind to determine if this is indeed a Hard Light construct. If Scott is indeed a Hard Light construct.

Justin: You don't to do the ghost mind to do that. You know that— I think— Is that not what— I mean, you can just—

Travis: That's what ghost mind is.

Justin: That's what ghost mind is, okay.

Griffin: Yeah, it's intuitive.

Clint: Right.

Justin: No, no, you're right. I was thinking Give a Ghost.

Clint: So, he really turns his gaze on Scott to determine if he really is a Hard Light projection.

Scott: This is so— Like, I appreciate that you're like leaning into the role, but we— this isn't gonna... happen. You know, it's not gonna happen. Like, I'm... It's... It's not all there, you know what I mean? 'Cause I'm... This isn't gonna happen. [chuckles]

Clint: Okay, I'm gonna take a gamble here—

Justin: He is. He is. He is a Hard Light construct.

Clint: All right. Then—

Travis: Were you implying there, Justin, that when they built this Hard Light construct, they did not include Scott's genitalia?

Justin: I don't know, Travis? I guess...

Clint: [chuckles]

Justin: I guess authorship is really shared between writer and reader.

Travis: Okay.

Griffin: Interesting.

Justin: In the margins is where the real story is.

Travis: In the margins is where you find the genitalia.

Justin: I believe it was Scott McLeod that said, "The genitalia is between the margins."

Travis: [chuckles]

Justin: I want to take a step away from Scott and Omar, to check in on Beef and Montrose. What are you all— You see the shutters go up, and that's really the last thing you see. You probably hear some the mechanisms of the bed lowering down, but you have no idea what is happening there. What are you... What are you all doing after this? 'Cause obviously there's... some downtime for you. What are you doing?

Travis: I would say, especially knowing now that we have this palm tree exit hatch thing... And I know where... I know where Emerich and Scott are, and we know where the guitar is. So, I think Beef is probably setting himself up to be interference between like where all the production people are in like the trailer and in that area, and that escape hatch. So, kind of closer

between them and the gazebo. To run interference, should an alarm or such be raised.

Griffin: Are they filming right now? Like, are we on camera again?

Justin: It's a good question. I don't know what there would be to— I mean... I hadn't planned on that. But if you want to—

Griffin: No, that's fine. No, I'm glad, I—

Justin: I mean, I think we could. I feel like it's towards the end of a long shooting day. So, probably we wouldn't have another scene. The people are around, right.

Griffin: Right.

Justin: Like, you can talk to somebody if you want to. But I wouldn't think it's like... You know, it's not actively a scene.

Griffin: I'm gonna lean on my newfound reckless nature here. I think that Montrose has been curious about Kenchal Denton's presence here since Emerich first spotted his trailer. And knowing that he is currently shooting another show at the moment makes me think that— makes Montrose think that there is an opportunity here to do some snooping, some future crime, perhaps.

Justin: Okay?

Griffin: So, I would like to start making my way over toward Kenchal Denton's trailer.

Justin: Okay.

Griffin: Cool.

Justin: Okay. Let's cut back down to you, Omar, Emerich. What do you— What do you wanna do?

Clint: Talk, talk to Scott.

Justin: Mm-hmm...

Clint: He's still in the room, right?

Justin: Yeah, he's watching TV. But he doesn't seem to be like focused on any one thing, if that makes sense? The TV's on, but he's just sort of looking at it, but he doesn't seem to be watching it.

Clint: Okay. I'm—

Justin: Do you guys struggle with how much stuff like that to say as a DM, when you're worried that anything— people will think it's a clue or something?

Griffin: Yeah, sure.

Justin: You know what I mean?

Griffin: Of course.

Justin: Like, I wanna put color in the world, but I don't want it to be like, maybe he just has you know, a key shaped butthole, and I'm just saying that. You know what I mean?

Griffin: Yeah... Sure.

Justin: It's not like... not like the place you should put the key is the butt hole.

Travis: Dad, he has a key shaped butt hole. Got it.

Justin: [chuckles]

Clint: I know, it's canon now.

Travis: Yeah.

Emerich: Pardon me, Scott?

Scott: Sup?

Emerich: Just... Could we converse for just a moment?

Scott: Yeah, for sure. What's up?

Clint: And I think that he— Emerich's going to try to attune—

Justin: Mm-hmm?

Clint: ... To Scott with these words.

Travis: Dad, just to give you a hint, I think— if you're trying to find it, I think amber is probably the color of his energy.

Justin: [chuckles]

Griffin: Definitely, definitely, definitely.

Clint: Okay, amber colored... energy.

Travis: Oh boy.

Clint: Okay. So, Emerich's gonna try to attune. And because his ultimate goal is to find the prism.

Justin: Yeah?

Clint: Of Scott's. And—

Griffin: The wonderful prism of Scott.

Travis: [chuckles]

Clint: [chuckles and sings] "Here he is—"

Griffin: [chuckles]

Clint: Just... He's just not sure how self-aware Scott is. So, yeah. I think he's gonna talk to Scott in an attempt to try to attune to him.

Emerich: Scott... Do you feel like you're a good entity? Fred and Betty both feel like you are good. That you are...

Scott: That's so cool and choice. Yeah, that's choice. That's— eI mean, that's the `rents for you, though. Right?

Emerich: Right, right.

Scott: Yeah.

Emerich: But do you feel like you are...

Scott: Yeah. I mean, I do a great job. I don't know if you saw how horny everybody was is there. But they were getting pretty worked up, and that is my MO.

Emerich: Mm-hmm, mm-hmm. And you—

Scott: To get people sort of horny and worked up. So, I feel like in that sense, I'm very, very good. [chuckles]

Emerich: And you feel like you are—

Scott: Did you know that stands for modus operandi? I read it in Reader's Digest last week.

Emerich: Oh, yes. Oh—

Scott: Suck a cool toilet mag, if you're into that.

Emerich: Well, you know laughter is the best medicine.

Scott: Wow. Yeah, absolutely. You ever check out Humor in Uniform?

Emerich: Oh! [laughs]

Scott: I don't really get any of those.

Emerich: Expand your word power?

Scott: Yeah. Oh, boy...

Emerich: That's where I learned about mellifluous.

Scott: I shouldn't have brought this up with an old man. I'm feeling like I'm gonna talk about it too much now.

Emerich: Oh, no, no.

Scott: Pretend I never said anything.

Emerich: Okay, we'll change the subject. Do you feel you are one of a kind? You are original? That... you know, that there's nobody quite like you?

Scott: I mean, I'm a copy of the last dude they had doing this.

Emerich: Mm-hmm.

Scott: So, I'm like a copy of him?

Emerich: Oh?

Scott: So...

Emerich: Mm-hmm?

Scott: I mean, I'm probably a lot like him. I kind of put my own flavor on it, I like to think.

Emerich: Sure, sure.

Scott: My own spin.

Emerich: Sure.

Scott: But yeah. I mean, it's obviously... you know—

Emerich: And you don't have any—

Scott: A pretty close copy.

Emerich: You don't have any problem with that? You don't feel like that's kind of an infringement on him and his personality? And who he is?

Scott: Hold on, let me think... No. And I think that he must have been a pretty... Like, he must have been pretty chill with it. Because I'm pretty chill with it. So, he probably wasn't super, you know... bothered about AI rights. If that's even a thing.

Emerich: Yeah... He... He's not super chill with it, Scott.

Scott: Well, not now. [laughs] Yeah, not now. He's like— They got rid of him. Put me in there. Nice.

Emerich: Yeah, but he still lives. He's not... I mean, he's not dead? He's still alive.

Scott: Is he one of the contestants here?

Emerich: No.

Scott: Which one is he?

Emerich: He's not. He—

Scott: Okay. Well, then what's the— I don't know... What do you want from me, man?

Emerich: He feels like you are unfair to him.

Scott: Oh?

Emerich: He feels like your existence is cashing in on what he originally created and was. And he's very, very unhappy with that. In a way, he's actually more of a father to you than even Fred and Betty are parents to you.

Justin: Let me ask you, dad, this— You said you wanted to attune with this. But attuning for you is gonna require... Like, that's not just something you can do with words, right. You have gear that you need to specifically use if you wanna attune—

Clint: Uh-huh?

Justin: ... In a technical sense. If you're just talking, you can also like sway a Hard Light projection. But if this is like some— you're using your technical know-how, you're gonna have to use some tools, I think. Which I'm mentioning only not to break up the flow of the conversation, but I just don't want you to think that there's going to be a point that through your conversation, Scott's gonna like break down or something.

Clint: Okay. Then I'm gonna use the Give a Ghost Projector to attune to him.

Scott: What's that?

Emerich: This?

Scott: Yeah.

Emerich: This is kind of an interesting device that kind of—

Scott: Oh, you wanna check my thetans. Yeah, I know about that.

Emerich: Yeah.

Griffin: [chuckles]

Scott: But I don't think it would work on... me. I mean, I'm open to it. I like to think of myself as kind of a wanderer.

Emerich: Mm-hmm?

Scott: I mean, live here only, and never leave. But like, I'm kind of a wanderer?

Emerich: Right.

Scott: So, I'm like open to it.

Emerich: Well, good—

Scott: But it's not really my thing.

Emerich: Okay, well, but you— I'm going to— I'm going to use this to inspect your thetans. All right?

Scott: Yeah, I mean, I'll try it. Whatever, yeah. Sure. Why not?

Emerich: Okay.

Clint: All right. So, I'm going to do attune.

Justin: Go for it, man. Let me start you off. [mouths tune]

Travis: [chuckles] I get it.

Clint: Is it...

Justin: That you're gonna do a tune? You know what I mean?

Clint: Ah. [chuckles] Yeah, I get it. Attune. Ah, that's good.

Justin: Yeah.

Clint: Controlled?

Justin: Be real careful about how you react to bad jokes, Mac. You wouldn't wanna set a bad precedent, would you?

Clint: No, I just think—

Justin: We all want it to be a—

Griffin: [laughs]

Clint: Yeah?

Justin: We want it to be a nice, welcoming environment for duds, don't we, Mac?

Griffin: [chuckles]

Clint: Well, I just— It sounds so familiar to me. It's like I can hear myself speaking back to me.

Justin: [chuckles] Whose fault is that?

Clint: You! And your genetics.

Justin: It's your genetics, pal!

Griffin: You started it.

Clint: All right—

Justin: You started it by—

Griffin: You had these stupid genes first!

Justin: [chuckles]

Clint: Controlled... standard?

Justin: Yeah.

Clint: Okay. And... This is very important. So, I'm gonna... I'm gonna push it. So... refresh. So, that'll be— all in all, four die will be rolling.

Justin: Wow, okay.

Clint: Please...

[sound of dice thrown]

Clint: 6, 4, 6, 5!

Griffin: Wow, that's a crit!

Justin: Wow, nice. That's a crit, Dad. That's a crit.

Clint: Whew!

Justin: Scott, you see something sort of change in his eyes. And you think you can see rings of light spinning behind him. In a way that almost looks like a boot-up light on a PC. You can see him looking at you. And he's stopped talking, he's just sort of sitting there. Silent.

Emerich: Scott?

Scott: What's up? Hey.

Emerich: Hi.

Scott: Yeah, what's up?

Emerich: Where is your generating prism?

Scott: Oh, yeah, yeah, yeah. Right here in this area.

Justin: And he points to like his... Right in the middle of his sternum. Beneath— At the bottom of his rib cage. Sort of central.

Scott: Yeah, it's right here.

Emerich: Scott, would you allow me to take a look at it?

Scott: You can look at it, 'cause it's pretty much all you can see. It's like just me. I mean, you can't see it. It's inside me.

Emerich: Yes—

Scott: I'm sorry about that, by the way. Man, if could show you, I absolutely would.

Emerich: Scott, I need you to... to go somewhere with me.

Scott: Where? There's only these rooms, man.

Emerich: No, no, no, Scott. There's a whole world out there that you could be impressing.

Scott: Woah?

Emerich: With your Scottness. With your presence.

Scott: Yeah?

Emerich: And I think I have a way to introduce you to so much more of the world, where you can interact with people on a regular basis. And I'm talking a lot of people, Scott, that you can come in contact with, that you can grow from the experience, that you can learn from...

Scott: Woah. Woah?

Emerich: Not just a handful of people on an island of... of strangers, practically. Who don't care anything about you, just care about winning a prize. Instead—

Scott: You're right.

Emerich: Instead, you can meet people and have contact with them.

Scott: You're right! Yes! Yes! Yes! Yes, I love that. What do you need?

Emerich: I need you to... give me your prism.

Scott: Oh. Yeah. Okay.

Justin: And he puts a finger to the middle of his chest and sort of slides it down about an inch. And you see this like piercing, staticky light start... What has happened is his flesh has pulled apart a little bit. And you can see the prism inside of him. It doesn't seem to be causing him any pain, he's kind of showing you. What do you do?

Clint: I'm amazed at it.

Justin: Are you— Okay?

Clint: I'm gonna reach for it.

Justin: Okay.

Scott: Yeah, man. Go for it.

Clint: So, he takes—

Justin: At that moment—

Travis: [chuckles] Get him. Get him, Justin.

Justin: There's a—

Griffin: Fuck him up, Justin!

Travis: Come on, melt him!

Justin: At that moment, there's a deafening clatter behind you. Emerich, you're so dialed in to it, you don't see it coming. But when you turn, you see an animatronic judge in a raggedy robe, holding two silver hammers. And he sings:

Judge: [sings] The law of the crown is that Emerich Dreadway must die.

Clint: [laughs]

[theme music plays]

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