

The Adventure Zone: Steeplechase - Episode 17

Published February 23, 2023

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Krystal: ... As eight unworthy suitors to win her love. So, look out for which of you dick bags will try and fail to tame Shlabethany, coming later this fall. Lastly, another big reveal for the 150 years of dreaming festivities. And this time, get this, actual investment into Ephemera. A gigantic '150' crest was hung this morning on the front of Gaulspire Castle. And... okay, you Steepies know I love Dentonic. But I've gotta be honest, it looks absolutely beautiful. The Creationeers have done it again! And we couldn't be more blown away. So, never know when to stop dreaming!

[Steeplechase theme song plays]

Weaver: [audible rhythmic exhaling]

Justin: Hello, everyone and welcome to The Adventure Zone: Steeplechase—

Griffin: What the fuck?

Clint: [laughs] I knew it... I knew it.

Justin: ... A confection—

Travis: Ooh?

Justin: ... [chuckles] Of my own design.

Travis: A Justin delight, you might say.

Justin: Yeah... And as much as anybody is running this, I guess I am. [chuckles] And welcome.

Travis: An everlasting Juice stopper.

Justin: Yeah. So, if you will remember from our last episode...

Travis: I don't.

Justin: Okay, Well, you all escaped. Mission accomplished. You accomplished your mission. You got your Hard Light AI, Scott Boldflex, and you got Simpatico. And you escaped down a tunnel, back into—

Travis: And no one was the wiser.

Justin: ... Back into the Butter Cream and—

Griffin: No one saw.

Justin: ... No one saw anything.

Travis: And I punched dad's childhood bully, I think.

Justin: I don't remember that.

Travis: It was Hank, I punched Hank in the face real good?

Justin: Oh, yeah, you did flatten Hank pretty good.

Travis: I critical punched him. And that has weighed heavy on my conscience ever since.

Clint: [laughs]

Travis: I'm worried about what I might have done, structurally.

Clint: Killed him.

Travis: Well...

Griffin: Killed him dead.

Justin: Yeah. You've just made it back to the Butter Cream. I wanted to do pay off last, because it's gonna move us into the next thing. But you do

know you have eight suites coming to you. In fact, if you have something you wanna do with them, we can just say you can use `em on credit and we'll get you your eight suites at the end.

Travis: Sick, bro.

Justin: Because as you know, in this game, we don't... we don't kid around with the payoff. Everybody gets their dosh.

Travis: Yup.

Justin: So, with that said, we'll talk about Heat. Where do you all feel like— Well, you know what? We'll—

Travis: Oh, yeah, uh-huh?

Justin: Where do you feel that your Heat belongs for your last adventure? How much attention do you think you brought? Now, it's not as though the whole thing was televised. [chuckles]

Travis: Yeah, yeah, yeah, yeah.

Griffin: Well, if we get two more Heat, we will go up a wanted level. So, I'm gonna say less than two.

Justin: Wow, less—

Travis: Well, Griffin, I wish I could say— I wish I had your gumption.

Griffin: That leaves us with one or zero...

Clint: Hm...

Griffin: I feel like zero. But I'll be willing to split the difference to a one. Isn't there like a fucking worksheet with some—

Justin: I'm looking at it. I'm deciding. [chuckles] I'm thinking...

Travis: Why not—

Justin: Loud and chaotic, high exposure is four. Contained, standard exposure is two. I mean, three is feeling right to me. 'Cause you all did play roles. You know, to me, like a four or a six would get to like, you guys just show up as yourself and push everyone into a truck. [chuckles] And then leave with the whole layer in a big truck. Like, that—

Clint: Are we—

Justin: Like you did that.

Clint: We were... we were in aliases, right?

Justin: Yeah, this is what I'm saying.

Clint: Yeah... I don't know if we... We weren't necessarily disguised...

Justin: This is what I'm saying. This is why I'm saying three, if you all will grant it to me.

Clint: Okay—

Justin: I know it's gonna bump your wanted level up, but...

Clint: Tell us what three is?

Justin: It's between two and four.

Clint: Thank you, thank you.

Justin: So... And I'm not being rude, it's just what it says in the sheet, is two is contained, standard exposure. Four is loud and chaotic, high exposure. So, I think—

Griffin: Well, we could also say it was two Heat, plus one for a high profile or well-connected target. I don't know if Hank—

Justin: Oh, I like that actually! Let's do that, yeah. So, it's three Heat.

Griffin: Yeah.

Justin: Three Heat. Travis, I trust you probably the most to mess around with sheets.

Travis: Yeah!

Justin: I want you to raise your wanted level to wanted level one.

Griffin: And then give us one Heat toward the next—

Justin: One extra Heat.

Travis: Boom.

Griffin: Does anything immediately trigger when our wanted level goes up?

Justin: No, but it does contribute to the severity of entanglements that you face after a score. And if you are arrested, it will increase your prison sentence.

Griffin: Okay, cool, great.

Justin: Which will lower your wanted level, should you ever need to do that.

Griffin: Great.

Justin: So, we got that marked. Downtime activities, this is really the heart and soul of it. You all are in the Butter Cream, and you have... let's go ahead and say that you have used the bi-rail sled, or one of Griffin's [in silly voice] beautiful tunnels. [chuckles]

Travis: [chuckles]

Justin: His secret tunnels to—

Travis: Have you finished your secret tunnel?

Griffin: I didn't— I'm not... I don't have spoons? I don't have a fucking rock hammer that I'm burrowing— Like, I know where they are.

Justin: Yes.

Griffin: I don't make them. I'm not a mole man.

Clint: And that was your long-term project, right?

Griffin: That was my long-term project.

Clint: Okay.

Justin: Groovy. Okay so, we are back in the... in your Butter Cream, the one that you were first exposed to. I don't see much use in distinguishing between these Butter Creams...

Griffin: Sure.

Justin: So, you're in the Butter Cream.

Griffin: Are we going to roll Entanglement now or later?

Justin: We've never rolled Entanglement...

Griffin: Now that we have a wanted level...

Justin: Yeah—

Griffin: We could roll— it says, "Bring the Entanglement into play immediately, or hold off until an appropriate moment."

Justin: Yeah... Griff, go ahead and... You brought it up, go ahead and roll for Entanglement.

Griffin: Sure. So, we have one as our wanted level, which means we roll one dice on the Heat zero to three table. So, let's see what this D6 gets us.

[sound of dice thrown]

Griffin: Oh, fuck. That's a 1.

Justin: A 1? Okay, so that's gang trouble, or the usual suspects.

Griffin: Love that flick.

Travis: So good. That twist?

Griffin: So funny.

Justin: Oh! Okay. Got it, got it, perfect, yes, good.

Clint: You've seen Gang Trouble, remember?

Travis: Oh, I love it.

Griffin: [chuckles]

Travis: It was the sequel to Baby's Day Out.

Clint: [chuckles]

Griffin: Yeah!

Clint: Dunston Checks In.

Travis: In that vein.

Justin: Thank you, Griffin.

Griffin: Sure.

Travis: Beef has gained both a level in Resolve, and a playbook advancement. So, can I go ahead and knock those out?

Justin: Sure, yeah. I'd love that.

Travis: He has been training in Sway.

Justin: Right?

Travis: And there was a lot of that here. So, I think that's just a natural choice to level that point up. So, I'm gonna take one in Sway.

Justin: Okay?

Travis: Now, for special abilities, I would like to dip into Veteran, to choose a special ability from another source, that ties directly into Beef and Emerich's relationship. So, Beef goes to Emerich and says—

Justin: Do it as a scene, lights up.

Travis: Yeah.

Beef: Emerich?

Emerich: Mm-hm?

Beef: So, we've been facing off against more and more Hard Light stuff.

Emerich: True, very true.

Beef: And now with the... you know, with the... arbiters, is that it? The judges?

Emerich: The Barristers?

Beef: The Barristers breathing down our neck... I feel like I'm gonna be punching more than just, you know, human meat.

Emerich: Oh, good, yes, yes?

Beef: Can you make me... I don't know, like some bracelets or rings, or something, that when I am fighting technology like Hard Light, it's effective in the same way?

Emerich: Oh... Oh, that's... Hm... That's a very... very fascinating idea. You know, Beef, I was... I think that I have a project that would translate very nicely into this. As you know, I've been... I've been considering converting the Scott Boldflex Hard Light into a fighting game. I... I wonder if I could take that same technology and fashion sort of like a... a brass knuckle type device for your fists, that would also disrupt Hard Light. Is that what you had in mind, something to fight Hard Light?

Beef: Fuck yes. That would be perfect.

Emerich: Oh, that's a great— I will incorporate that. I had planned on doing a long-term project. So, I... how about if I incorporate that into my long-term project? And... and provide you with these knuckles? Oh, this is a delightful idea, I love this!

Beef: Oh, yeah. Emi, I owe you one, I love that.

Emerich: Oh, no, no, no, you have done so much for me. I mean, you've instilled me with confidence, and you're very complimentary. And... no, no, this is wonderful.

Justin: And lights out. This bores me. Where's the conflict, where's the drama?

Clint: [chuckles]

Travis: So, that is gonna give me Arcana Fighter. Which I gain potency in combat versus the supernatural, or in this...

Justin: Cool.

Travis: In this circumstance, against Hard Light and tech—

Justin: Your homework is to give me cool names for these Hard Light killing brass knuckles, before next week.

Travis: Okay, I will—

Justin: Don't just give me your first thought like you always do, guys. Give me something good, all right?

Clint: Okay, yeah.

Griffin: I also leveled up my playbook advancement, we don't have to do a whole scene about it. But now I have... I took a veteran power also that is... I feel like good for my reckless trauma, which is called Dare Devil. And it's when I roll a desperate action, I can take plus one D to the roll, if I also take minus one D to any resistance rolls against consequences for your action.

Travis: Oh, that's very good.

Griffin: Yeah, that should be pretty goofy.

Justin: Well, you're gonna do the scene now. You're walking by yourself through the Butter Cream, deciding how to spend your days. [chuckles]

Travis: Whistling.

Justin: Hold on, hold on, I'm creating something from whole cloth, I need 10 seconds.

Griffin: Okay.

Justin: [laughs] Griffin, you're walking through the Butter Cream, trying to decide how to spend your... your free time. And yeah, maybe a little bit of your newly found wealth. And you find yourself in what appears to be an alley. And you... as you're walking down the alley, all of a sudden, you're grabbed by your lapels, and slammed up against the wall. And you see someone wearing— he's wearing both a ski mask and a fedora. And he's got a long, black duster, and black gloves, and black patent leather boots. And

there's a shiny silver emblem on his chest. You can't quite make it out, because you are suddenly grabbed up against a wall.

Deep: I've been watching you.

Montrose: All right... Cool? Sorry, I've never been held up before in an alley way, this is my first time. Do I just give you my wallet, or how does this usually work?

Deep: I don't want anything from you. I've been watching you. My name—

Travis: It's Batman! Oh shit, get out of there!

Clint: [chuckles]

Montrose: Okay... Well then, can you set me down? I... This is... this hurts, honestly. It hurts my shoulders a little bit.

Deep: My name is Deep Dark. I patrol—

Travis: [laughs] Ah, shit!

Clint: [chuckles]

Deep: My name's Deep Dark. I patrol the Butter Cream, and keep the streets safe for criminals, like you.

Montrose: Sorry, did you say— did you— sorry, wait, wait, wait, sorry. Did you say 'for criminals—'

Deep: Yes.

Montrose: ... Or 'from criminals?'

Deep: Yes. Have you ever heard of Batman?

Montrose: Yes.

Deep: I'm reverse Batman. [chuckles]

Travis: [laughs]

Montrose: Okay...

Deep: But I've been noticing you taking a lot of chances. And it's really got me scared for you.

Montrose: Oh, no. I'm... I... You know, I'm in full control of my faculties, my situation, pretty much at all times. Very, very skilled sort of gentleman thief, so... I appreciate your concern, but it is entirely unnecessary.

Deep: Listen, listen... We're all really worried, because you've been taking a lot of unnecessary risks.

Montrose: Now, hold on. Is there like a whole super team that exists in the shadows, that's sort of—

Deep: Wouldn't you like to know?! [chuckles]

Montrose: Well, I mean...

Deep: But listen, if you insist on doing this, I guess I could take you in as my ward.

Montrose: What... how does that benefit me? I'm an adult—

Deep: I will train you in the way of the deep, dark streets.

Clint: [chuckles]

Deep: And help to give you one fighting chance, so that you don't end up like my cousin.

Montrose: What? Okay, what... are you going to—

Deep: My cousin was a criminal, he took too many chances. And he was... hurt really bad, in this alley that you're in right here.

Montrose: Oh, wow. This very alley?

Deep: It's what convinced me to put on these gloves and these shoes, and this mask, and this hat and coat, and become Deep Dark, the scourge of people who aren't criminals.

Montrose: I am an adult man.

Travis: [laughs]

Deep: I'm adult enough for both of us, and I'm gonna take you in as my ward.

Montrose: Adult enough for both of us? I mean, do I have to take on an alias or is there a costume element? 'Cause I'm not—

Deep: You look great already. Never let anybody change you.

Montrose: Okay...

Deep: You can be a dare devil about a lot of stuff, but not about your self worth.

Montrose: Okay... Well, I suppose I... I mean... Can I have a pseudonym?

Justin: What was the name of your veteran move, Griffin? What was the specific—

Griffin: It's Dare Devil. Specifically, it is called Dare Devil.

Travis: Go with Dark Devil.

Griffin: That's pretty cool...

Clint: Heat Devil?

Griffin: But it can't be cooler than his name.

Travis: Deep Devil. [chuckles]

Clint: Pigeon? Oh, we've already done that.

Griffin: Pigeon? Yeah, we already have a Pigeon.

Montrose: My name... I'm... They call—

Deep: Listen, there's only so many... There's only so many superhero names to go around. And you have to use the ones that are available.

Montrose: Is there a list? 'Cause that would be helpful.

Deep: Well, there's only one free right now.

Montrose: You are fucking kidding.

Deep: Yeah, no, I'm serious. I'm serious. And the bad news is it's 'Bazooka Maniac.' He was...

Clint: [laughs]

Deep: He retired. And he left his... he left it all behind. So, you can be Bazooka Maniac or nothing.

Montrose: I guess I'll be Bazooka... I don't own a bazooka, nor do I—

Deep: Well, it's time to stock up! Because if people hear that you're the Bazooka Maniac, they're gonna be expecting you to be packing heavy artillery.

Travis: Now, Justin, if I may, it actually I think is a maniac move to not have a bazooka when your name is Bazooka— 'Cause if you were well-prepared, then that's not very maniac like. Then you're just well-prepared bazooka person.

Griffin: It could also mean that I'm a big fan of bazookas.

Travis: Oh, that's true!

Griffin: I don't have one, but I'm like a bazooka maniac, dude. I love these things.

Justin: What does Dare Devil—

Clint: So, we mean the weapon, not the chewing gum, correct?

Travis: Good question.

Justin: Yeah.

Griffin: Correct, correct, correct.

Justin: It's either way. What is the... what does Dare Devil do, Griff?

Griffin: If I take a desperate action, I can gain plus one dice to my roll, if I take minus one dice to any resistance rolls against consequences from that action.

Deep: Okay, it's time for your first training.

Justin: And he pulls out like an expanding rod from his waistbelt, and like snaps his wrist. And the baton extends, and you see it crackling with electricity. He says:

Deep: It's time for your first training. Are you ready?

Montrose: Should I get a bazooka before? 'Cause I—

Deep: No.

Montrose: If this is gonna be boots on the ground—

Clint: [chuckles]

Deep: You're not ready for that. We both know you're not ready for that.

Montrose: All right...

Deep: Here's your first—

Griffin: I'm gonna try and Finesse it away from him.

Justin: What?

Griffin: I'm gonna try and just fucking grab it out of his hand. Just really fast Finesse, grab it out of his fuckin hand.

Justin: Okay, go for it.

Griffin: I'm guessing this is a desperate action, if this is...

Justin: Yeah.

Griffin: On the job training?

Justin: Yeah.

Griffin: Okay. Effect, standard, I'm guessing? And I'll take my one bonus dice.

[sound of dice thrown]

Griffin: 4, 1, 6, 2.

Justin: You guessed at standard, and you get... But like, either way, you... With a 6, you snatch it cleanly out of his hand.

Montrose: All right, now you dodge.

Justin: No, no, he talks first.

Griffin: Okay.

Deep: See? You're already getting it.

Montrose: You... You held an object out in your hand.

Deep: And you took it. But what did you do? You took the chance when you saw the opportunity. That's your first lesson, from Deep Dark!

Montrose: I think I might know more than you...

Deep: Can I have that back?

Montrose: No.

Deep: Come on!

Clint: [laughs]

Montrose: No, this would actually be very helpful for me.

Deep: Come on, I need it!

Montrose: A stun baton that I can use at any time? This would be a huge asset for me.

Deep: Okay, listen, it's not a stun—

Clint: [chuckles]

Deep: Listen. Shh, come close. It's not a stun baton.

Montrose: What—

Justin: When you look at it a little closer, [chuckles] Griffin, you see it is indeed a laser pointer at the end of—[laughs]

Clint: [chuckles]

Justin: ... Just what looks to be a car antenna that someone has—[laughs]

Deep: It's not a stun baton. That's how dangerous I am. I'm willing to go into uncharted territory with a fake stun baton. But I do need it back.

Travis: You know, if I had a nickel for every time one of the McElroy brothers DMed a game, and took a stun baton opportunity away from any other brother...

Griffin: I know, I thought I could turn the tables. I'm gonna take the laser pointer off the end of it, and give him the baton back.

Montrose: This is mine now.

Deep: So, you already knew about the second lesson, how to negotiate. [chuckles] That's good, we'll skip—

Clint: [laughs]

Deep: We'll skip that, and we'll do something different next time!

Griffin: I'm adding a laser pointer to my load.

Deep: Holy shit, look!

Griffin: I look.

Justin: He disappears. [chuckles]

Griffin: Yeah, I know. I knew, I kind of knew that's what he was— That was more for his benefit, when I—

Justin: And you hear from far away:

Deep: Hey, thank you!

Travis: [laughs]

Clint: [laughs]

Deep: Very— Very chill!

Justin: Okay.

Clint: [laughs] I love Deep Dark.

Griffin: I love him too. I think he's my dad now.

Travis: Justin, I'm gonna call the brass knuckles Ringers.

Griffin: I think you can do better than that, actually.

Justin: I told you not to tell me today.

Travis: What about Shock and Awe?

Justin: Shock and Y'all, maybe.

Travis: Okay, we'll see.

Justin: No listen, we could workshop this all day, but... but you know, adventure ahoy. Who else has got downtime stuff they need to do? Want to do.

Griffin: So far, we've taken zero actual downtime activity actions.

Travis: Correct.

Griffin: So, I think everyone.

Justin: All right.

Travis: I need to find a healer.

Justin: Mm-hm?

Travis: `Cause both of my less effects are full.

Justin: Healer...

Griffin: I'm assuming dad's going to do— dad's going to do— Emerich's going to do that, too. Since he's like pretty fucked up right now.

Clint: Yeah...

Justin: What's the doctor's name?

Griffin: The doctor's name is... Stitch?

Justin: Spoker.

Travis: Spoker.

Griffin: Spoker.

Travis: Yeah, I'm gonna go to Spoker, `cause I got punched in the neck. And I wanna make sure my wrist is all healed up.

Justin: Okay, let's do this as a scene.

Spoker: Hi, I'm Spoker.

Clint: [laughs]

Beef: Hey—

Griffin: Spoker has sort of a drawl, if memory serves.

Justin: Well, Griffin, you've done it again. You've forced me to fire up the Voicetron 300.

Clint: [chuckles]

Justin: I was trying to just move on with our lives, but we're gonna hear what... Well, okay, this says Stoker. It could be Spoker or Stoker. I like Spoker.

Travis: It's Spoker.

Griffin: Midnight toker.

Travis: Yeah.

Clint: [sings] He's a stoker, he's spoker.

Griffin: I already did that joke. Do a different— Do a new joke.

Clint: [sings] He's a smoker...

Spoker: Hey, good to see y'all again. What did you bring me this time?

Beef: Well—

Spoker: It's me, Stoker/Spoker.

Beef: Hello. It's us again. And well...

Spoker: What did you swallow?

Justin: And she tickles your belly, Montrose.

Spoker: What did you swallow this time?

Montrose: I came off this one unscathed, internally and externally.

Beef: No, I got punched in the neck pretty good. And...

Spoker: Ooh, golly.

Beef: Also, if you would take a look at my wrist? It's feeling pretty good, so I think I can probably just call that one done. But I wanted to, you know, talk to an expert first.

Spoker: Let me check— Woah, look at these brass knuckles. What do you call these things?

Beef: They're TBA. We're workshopping that, gotta get the boys in R&D down...

Spoker: Oh, sure, R&D. I know how it goes.

Beef: Yeah, yeah, yeah.

Spoker: Yeah, all right. Let me take a shot here, I'll fix you up right quick.

Travis: Okay. And we do this by— I roll a number of D6 according to the healer's quality. And based on the result, bump harm levels down one level. So, what is Spoker's quality?

Justin: One.

Travis: Okay... And that means I roll one dice.

[sound of dice thrown]

Travis: A 6!

Griffin: Wow.

Spoker: Hey, good news, it went real good!

Travis: So, what does that mean for me, Justin, in mechanical terms? Is that both my things?

Justin: Fuckin hell...

Griffin: You're the one looking at the sheet?

Justin: Who, I am?

Travis: Well, so it says based on the outcome...

Justin: Yeah, you were just reading a bunch of stuff, like here you go.

Travis: Yeah. That is the rule hack that we have said, is based on the result, bump harm levels down one level. I have two first level injuries.

Justin: Okay. You have two first level injuries...

Travis: Yeah, two less effect injuries. And I rolled a 6.

Justin: So, with a 6, I think you can... Let's say this, what's the... what's the rule that we came up with?

Griffin: I'm loading it up right now.

Justin: Thank you.

Griffin: "On a 6, clear all lesser harm. Move moderate and severe harm down one."

Travis: Okay, great.

Griffin: Yeah. So, 1 to 3 is clear lesser harm. 4 to 5 is clear lesser harm, move moderate harm down one. 6 is clear all lesser harm, move moderate and severe harm down one.

Justin: It's probably either/or, right?

Griffin: Yes.

Justin: It can't be all those, that would be OP I think, a little bit. So...

Griffin: Okay?

Justin: One or the other. So... great. So, we'll clear your lesser harms.

Travis: Okay, great.

Justin: That's fair.

Travis: Ah, okay, I punch—

Spoker: And what about you? Oh, you look terrible. What happened to your arm?

Justin: Looking at you, Emerich.

Emerich: Oh... It's a trifle. It's...

Spoker: It's an arm.

Emerich: Yes, I know—

Beef: No, he also made a trifle and brought that as a gesture of good will.

Emerich: Here, it's blueberry trifle. I hope you enjoy it. I was gonna make a cordial, but I don't know how. No, I'm actually... I'm actually fine with my broken elbow. It doesn't really hamper my work. It causes pain...

Clint: And to segue into this... Emerich has made the very important choice that his work is far more important than his health. I mean, he's gotta make these knuckle dusters for Beef. He's got to... he's gotta convert Scott into this... into this game. And so, I think that instead of healing— Fantasy bootfall season is over. So, he's going to indulge in a new Vice.

Justin: Mm-hm, okay?

Clint: 'Cause his stress is very high.

Justin: Okay?

Clint: And he's gonna go for stupor. Thereby treating the pain of his broken elbow without having to get medical treatment.

Justin: Okay. What do you mean go for stupor?

Clint: Well, stupor is his Vice. So, if he indulges his Vice...

Justin: Oh, okay.

Griffin: Can you change your Vice like that?

Justin: Yeah. Yeah, in this one, you can. We've been using Vice narratively. So, if something narratively where, you know, we wanna move on from, like I think that's fine. Especially if it's something that's not exactly core to his being, right?

Griffin: Right.

Justin: It's like... you know... So, dad, you're gonna roll dice equal to your lowest attribute rating.

Clint: My lowest attribute rating. Which would be where I have the fewest amount of dots?

Justin: Yes, that's right.

Clint: Okay. That would be two in Prowess.

Travis: And that's on— So, if you see the line, dad, after the first dots?

Clint: Right?

Travis: It's the number of dots behind that line.

Clint: Right. So, I have two.

Justin: Two in Prowess, yeah.

Travis: That's your lowest?

Clint: I have one in Prowl and one in—

Justin: Yeah.

Clint: I have one in Prowl and one in Skirmish. I'm about to level up Prowess? I have one chit left.

Justin: Yeah, he's pretty... Like, he's... he's pretty spread out. I mean, he's got a little bit in everything. But yeah, two in Prowess.

Travis: Oh? Okay.

Justin: So dad, you'll roll two die.

Clint: And this is to reduce stress, correct?

[sound of dice thrown]

Justin: So, that's 4. Is your... is gonna be— You're gonna clear four stress. Dad, what does this look like for you? What is the— Is it just losing yourself in your work? Is that what the stupor is?

Clint: I'd envisioned him using whatever for pain management, so that he continues to work—

Justin: Yeah, but like what is the whatever? So dad, let's call it... stupor. And it's you getting lost in your work.

Clint: Okay, yeah, yeah, I like that.

Justin: Something I as a podcast am all too familiar with. Because there are so many different works... work things that I'm always getting lost in my work, 'cause I work all the time.

Clint: And it makes sense for Emerich. It makes sense for him.

Justin: I'm kind of a workaholic.

Travis: Oh... okay.

Clint: Yeah.

Travis: Yeah.

Justin: What's wrong?

Clint: Okay.

Justin: What, Trav?

Travis: No, I just thought of a name for my knuckle things. [chuckles]

Justin: Hey, if you say another name today, we're done professionally.

Griffin: Jesus...

Clint: [laughs]

Travis: But it's really good.

Justin: Well, say— If it's really good, it'll still be good next time we record.

Travis: No, I just wanna say it now.

Justin: Ah, I bet you do, bud, I bet you do.

Travis: Oh, but Justin...

Justin: But think about what a grand reveal it'll be.

Clint: Text it to me. Text it to me.

Travis: Justin, I've never asked you for anything.

Justin: [chuckles] That is objectively untrue.

Clint: Okay. So, I take off four stress, correct?

Justin: Yes, sir. Four stress.

Clint: Oh, that's a little more manageable. And a three... okay.

Justin: And dad, if you want to do... I mean... These sort of like Hard Light conversions, like you're talking about for the darkade, your secret little collection of Hard Light goodies that you're collecting...

Clint: Right, right?

Justin: If you wanna do that conversion you've been talking about, I think you could do that as a project. But I don't know what you got going... I don't have any project clocks operating for you right now.

Clint: I've cleared 'em all.

Justin: Okay, yeah.

Clint: I've cleared the project clocks. I do that— Emerich's gonna start a new long-term project, which will be the construction of the... of the fighting game with Scott. And as part of that, the... use the... to create these brass knuckle...

Justin: The brass knuckles are done, that was Travis' action. So, the brass knuckles are done. You don't have to do a project for that because—

Clint: I realize that. But I mean, it's based off the same technology. So, I'm just saying.

Justin: Yeah, that's fine, okay. So, I'm gonna say that is a... four segment clock on that, on the Boldflex arcade fighting game.

Clint: Okay, fighting game, and it's four. Do you want me to make it?

Justin: No.

Clint: Or did you already make it?

Justin: I'm working on it right now. You just need to do your first roll on it.

[sound of dice thrown]

Clint: 3, 5 and 2! 3, 5 and 2. A 5!

Justin: A 5! Great. We'll... that will get you... two segments on this clock.

Clint: Oh, good. Halfway there.

Justin: Which is very, very exciting. For some reason I can't get the name to show up. But this... we know what this one is. So, here it is. The little doodad.

[music plays]

[ad break]

[music plays]

Justin: Who's next?

Travis: I would like to indulge my vice. Go do a little rolling of the bones with the gamblers, to do a little relaxing. We're gonna roll a little high-low... And so... to indulge vice...

[sound of dice thrown]

Travis: I got 4. So, I clear four from that there stress meter.

Justin: Oh, good job, Trav. That's some good gambling.

Travis: Thank you, buddy! Takes me down to two stress, which feels pretty good. I am very relaxed. But not too relaxed, mind you. And that's my downtime. I'm ready for uptime!

Griffin: I would like to also indulge my vice over at The Future is You, with my beloved family.

Clint: Aw... Oh, you mean in the game.

Griffin: Yeah.

Clint: Oh, right, right, right.

Justin: Okay, you—

Griffin: So, I just— I wanna walk it and just like throw my backpack down in a huff, and just sit down at the dinner table. And just be like:

Montrose: I had a really tough day today, pa.

Pa: [stammers] T-t-t-tell me all about it, son.

Montrose: Well, one of my coworkers punched an incredibly powerful figure here at the Steeplechase, and I'm awfully worried about the... the blowback that's gonna come down on us. I'm really struggling with it, pa. Also, a Batman-like superhero accosted me in an alleyway. And I'm still a bit shaken up about it, pa.

Pa: Well, if there's one thing I've always said, it's the early bird gets the worm.

Montrose: That is not applicable or helpful at all right now, pa. You don't anything better than that?

Ma: Now Monty, don't you go sassing your pa.

Montrose: Sorry, ma.

Clint: [laughs]

Ma: Here, eat your vittles.

Justin: And she puts down an empty plate in front of you.

Montrose: Oh, yummy, yummy.

Griffin: I pretend to eat it, I guess. I don't know if the robot cares about that...

Justin: She's nodding, she's watching you and nodding slowly as you're pretending to eat. Like, "Good, yes."

Montrose: Yummy, yummy in my... tummy.

Griffin: I'm gonna roll. I have one in Prowess, which is my lowest score, strangely.

[sound of dice thrown]

Griffin: And it's 1. It's one fucking stress. It's a fucking single stress. I'm gonna spend a coin to do it again.

Justin: Okay, wow. Make sure to mark that.

Griffin: I will. That's an unacceptable result.

Montrose: Seconds please, ma! It's so yummy!

Ma: [stammers] Y-y-you love my molasses?

Griffin: It's three more, okay.

Ma: But not that much.

Montrose: No. [chuckles] I like it an average amount, ma. I'll tell you what, ma, I might go back for thirdsies, if that's allowed?

Justin: [laughs]

Clint: [laughs]

Griffin: Can I do that? Yeah, I guess I can do it again. Do I really wanna spend another suite on that, though? Jesus... I mean, I'm still four stress, that's still pretty stressed out... Nah, I'm gonna hang on to my cash. All right, so for my other activity, I am still— I am... I'm a dare devil, you know me, pretty reckless. But I do realize—

Travis: A bazooka maniac.

Griffin: I'm a bazooka maniac. But we are in a not inconsiderable amount of danger. I want to propose to you, Justin, a long-term project. I want us to have a... another hideout, another safe haven. And I wanna have it here in the Butter Cream. I wanna go through whatever channels I need to go through to acquire The Future is You as a new territory for us. So, this could be you know, trying to track down deeds? I don't know how that works in the Butter Cream, since it's all pretty ad hoc. It could be an actual sort of rebuilding effort?

Justin: I mean, what's... what's hard is that feels more like a gang advancement where you would claim a territory. Which we could do... But I mean, it requires that to— I mean... Hm... No, we don't— You know, we don't have to. I don't think it's beneficial enough that it would count as like a full thing. So, here's... here's what it is, Griff. The Future is You has been abandoned. The way it works in the Butter Cream is it's all based on sweat equity. You put the time and energy into fixing something up, it's yours. And so, if wanna put the time into repairing and tweaking and everything The Future is You, then you can do that, and it'll become your all's personal thing.

Griffin: Okay, what stat do you think that would be? To—

Justin: Mopping is not a stat... I don't know, what do you think? I know you want it to be something you're good at.

Griffin: I do...

Travis: You sway the dirt to get off. "Go away, dirt."

Griffin: So, Tinker comes to mind. But Tinker is mostly mechanisms and shit like that, right?

Justin: Yeah.

Travis: It's reverse wreck.

Griffin: Yeah, how do you opposite of wreck?

Justin: That's the problem with your game, John. There's not enough actions for rebuilding and healing. You know what I mean? What I we wanna— What if we don't wanna tear down?

Griffin: Could it be Finesse?

Justin: Yeah.

Griffin: Very carefully rebuilding the... Okay, how many segments is this clock, do you think?

Justin: This is going to be a... You guys are gonna be hanging out here?

Griffin: I mean, I would like it to be a safe haven if we need it, yes.

Justin: Okay, that'll be a six.

Griffin: Okay.

Justin: Six segment clock.

Griffin: Then I'm gonna roll.

[sound of dice thrown]

Griffin: 6, 3, 2!

Justin: Wow, excellent. With a 6, you will get... three segments.

Griffin: Fantastic.

Justin: That's great, I'm glad.

Griffin: I would also maybe like to get on the... get on the horn and call up Bensen to ask for his help in this project. Just get him to do some of the heavy lifting here, to work on the long-term project. As part of his... our crew ability, All Hands.

Justin: Okay. So, Bensen's currently in captivity, if you'll remember.
[chuckles]

Griffin: What?

Justin: Yeah, remember? Bensen is... The last we saw of Bensen, he was taken in by the cops, and he told them that he thought you died.

Travis: No, he wasn't taken in. He voluntarily went in to say, "I think he died." I don't think he was arrested, though. [chuckles]

Justin: Oh no, he was— Okay, yeah, yeah, yeah. Okay, that was the last we saw of Bensen.

Griffin: Yeah, because if he was in lock up, the next mission would not matter. We would have to go save him.

Justin: He's that important, huh?

Griffin: I think so.

Justin: I didn't realize you'd gotten so close to Bensen.

Griffin: Mm-hm.

Justin: Why did I make him sound like this... okay...

Travis: Mm-hm!

Justin: [chuckles] Okay. [laughs] Okay. Griffin, you're toiling on The Future is You. And you see Bensen out of nowhere, just kind of shoved into the room.

Bensen: Hey, what's the big idea?

Deep: I found this guy wandering around, looking lost. He says he knows you. Is that true?

Montrose: He is. It's a little nosey of you, honestly, to sort of hunt down my cohorts like this.

Deep: I found him, I was worried that he'd be taken advantage of.

Montrose: You are extremely preoccupied with the wellbeing of every grown as adult in this—

Deep: Can you stand up real quick?

Montrose: Me?

Deep: Yeah.

Montrose: Are you gonna...

Griffin: Okay, I stand up.

Justin: Okay, and he—[laughs] He grabs your lapels and puts you against a wall.

Griffin: For Christ's sake.

Deep: Listen, if there's one thing I've learned, it's connection that'll get you killed. If this guy's close to you, you gotta cut him off, or keep better tabs on him.

Montrose: Oh, no, we are treating Bensen very much as a sort of future scapegoat. You have the wrong... You are misunderstood. He is not someone I will die for. He is someone who we will place in the line of fire to protect our own hides. So, I appreciate— You have misread the situation entirely.

Justin: He sets you down.

Deep: Do you know who you sound exactly like right now? Bazooka Maniac.

Montrose: Yes, fantastic.

Deep: It's uncanny.

Montrose: Yes... You... I... How are you suspending your sort of disbelief so far as to pretend like you don't know I am the hero that you just ordained?

Deep: Wait a minute, is this The Future is You?

Montrose: Yes.

Deep: Show me— Show me what you're working on here.

Montrose: Okay...

Griffin: I show him what I'm working on.

Justin: Okay, as soon as you turn towards it, [chuckles] he disappears.

Clint: [laughs]

Griffin: This dude's the worst. So, we roll—

Deep: It's fucking great!

Griffin: Yeah.

Clint: [chuckles]

Bensen: So, how can I help?

Montrose: Just pick up that beam, and then attach it to the other beam with some sort of fastening... This whole thing has a sort of hodge podge roundhouse vibe to it that I'm really actually enjoying. So, just kind of make... make that stick to that, so that it holds that up.

Bensen: The problem, there's warping in some of this stock. I'm gonna take it to my planer and smooth it out.

Montrose: That is not necessary. It does not— We are not so concerned about aesthetics.

Bensen: Your funeral.

Griffin: So, what's his tier, zero?

Justin: Yeah. [chuckles] He sucks.

Griffin: Okay. So, we're gonna roll two D6—

Justin: No, no, no, no, no, didn't we make him— no, no, no, somebody made him better? Didn't Travis— didn't you—

Travis: Yes, Justin, I—

Clint: Oh, trained him?

Justin: You trained him.

Travis: Justin, I'm pretty sure he was negative one to begin with and I trained him to zero.

Justin: Okay. Now—[laughs]

Travis: If I remember correctly.

Justin: [laughs] Now he's tier zero, guys.

Griffin: All right. So, we'll roll two dice and take the lowest result on this.

[sound of dice thrown]

Griffin: That's a crit, are you fucking kidding me? What do you do on a crit? I guess it's just one, it's not a crit. But that's a 6 and a 6.

Justin: For— On what?

Griffin: On his... his assistance on the long-term project.

Justin: Are you just using him as an asset? Like...

Griffin: I'm using the All Hands power.

Justin: Mm-hm?

Griffin: "During downtime, one of you cohorts may perform a downtime activity for the crew to acquire an asset, reduce heat, or work on a long-term project."

Justin: Perfect, okay. So, you leave. [chuckles] You leave the area, after giving Bensen some basic instructions. And you come back like a half hour later, and it looks like you remember it looking when you were a kid. It looks pristine. And he's like wiping grease off his hands.

Bensen: Well, I think I got it all fixed up.

Montrose: How on God's green Earth did you do that, Bensen?

Bensen: I kind of blacked out in the booth, I don't exactly...

Travis: [laughs]

Bensen: Exactly remember...

Clint: [chuckles]

Montrose: Bensen, this is... this is a level of competence that I am...

Bensen: I'm tired now.

Justin: And he lays down on the floor. [chuckles]

Travis: Just curls up on a little mat, like a puppy.

Justin: [laughs]

Griffin: All right. Fuckin great. So, that checks off the last three bars, right?

Justin: Yeah, that blows it out, man.

Griffin: God dang, what a crazy roll.

Justin: Yeah, that— right when you needed it the most, I think we can all agree.

Griffin: [chuckles] Okay, cool.

Justin: Okay.

Griffin: So, we're not counting this as territory on like our little chart, right?

Justin: Right.

Griffin: This is just... now we have a... a headquarters in the Butter Cream, if we need it.

Justin: Great.

Griffin: Cool. And I also wanted to, you know... These robots mean a lot to me, I wanted to protect them if possible. So...

Justin: Oh, historic preservation of attractions like this is a big deal.

Griffin: Sure, sure. Okay, well, that's my two... my activities, plus the All Hands—

Justin: Okay, anybody else?

Clint: I'm gonna take my playbook advancement. I'm going to do the veteran move, where you can take a...

Griffin: Yes, yes.

Clint: An ability from another source. And I'm going to take Foresight. "Two times per score, you can assist a teammate without paying stress."

Griffin: Oh?

Travis: Nice, okay.

Griffin: Cool. That'll be actually helpful.

Clint: "Tell us how you prepared for this." So, each time I have to come up with something that explains how he prepares.

Justin: Cool. Ah, I like that idea. That's a fun one, dad.

Clint: Yeah, well he... you know... Emerich thinks he's really good at assisting, even though he's probably not. But... he would do this.

Griffin: Does anybody have any downtime actions left?

Travis: Nope, did mine.

Justin: I think we're ready to move on.

Griffin: Cool.

Justin: So, I think at this point, you guys— if everybody's cool with it, we can head over to see Stimpson.

Travis: I love it.

Griffin: Sure.

Justin: Now, according to the sheet, you guys are about to level up. Is that right?

Travis: For rep?

Justin: Yeah.

Travis: Yes.

Griffin: Yes.

Justin: Okay... Let's do that first, actually. So, I'm gonna call it... You get two rep by default, but the target of the score is a higher tier than you. I think that's pretty safe, considering that you all are zero.

Griffin: Yeah.

Justin: And we're gonna go ahead and give you all three rep for that. So, we're gonna do one... two... I'm doing it. And then... Ah, yes.

Travis: Our tier moves up.

Griffin: So, what that does is it allows us to spend coin, or suites, to increase our tier if we want to. It's not an automatic upgrade, we have to actually pay money. And it's... it's... it would be eight times the tier that we're going for, which is one. So, it would cost us eight.

Justin: Okay.

Griffin: So, if possible, I would like to maybe bring this up with Stimpson.

Justin: Okay. So, you all walk in. And you see Stimpson... you can't tell what's... He's on a stool, it looks like. But he's sitting motionless. There's all these little knick-knacks lining the shelf. If you remember, you have to pull— push aside— I think there's a shower curtain separating his little den from the rest of the Butter Cream. But you see him, you know, eyes building, red fur, matted. And he's just kind of slumped in a stool.

Montrose: Wakey, wakey, eggs and bakey, Mr. Stimpson.

Stimpson: Ah. Fuckin hell, sorry. This thing is actually— it's super uncomfortable, but it's actually really cozy, if that makes sense. How'd it go?

Montrose: I would say mixed bag.

Beef: Yeah...

Montrose: It was a successful mission, but there were some... costs accrued along the way, vis-à-vis, elbow bones.

Stimpson: Oh, ugh. Do y'all want coffee?

Beef: Yes.

Montrose: Yes.

Stimpson: Yeah, I was gonna make a pot.

Justin: You see him walk over to the coffee maker, and he reaches into a big cardboard box that is filled with like single serving filter pods. And he rips the plastic off of one, and then puts the pod in the coffee maker, and starts it up.

Beef: We got— We got the fake Scott.

Stimpson: Oh, no shit?

Beef: Yeah, and Simpatico. So like—

Stimpson: Oh, you got Simpatico too? Damn!

Beef: Yeah. So like... you're good? Like, you seem, I don't know, tired? A little bit bummed?

Stimpson: No man, I'm just waking up, I just grabbed a nap. I mean, it's... there's no... Night or day down here. Which is getting— I'm trying to acclimate to, but my fuckin circadian rhythms are all over the place, honestly. [chuckles]

Montrose: Yes, that can be complicated. I was wondering if I could propose something to you, Stimpson. You seem like a well-connected individual here in the Butter Cream.

Stimpson: I'm working on it, yeah. [chuckles]

Montrose: And we are enterprising ne'er do wells. And we are looking to move up in the world, mostly to defend ourselves from what will almost certainly be an onslaught of retaliation [chuckles] from forces that are—

Stimpson: Woah, what the— what happened? What the fuck happened?

Beef: You know... Some people got punched... There were a lot of cameras, you know this. Yeah... Just general... messy, maybe.

Stimpson: Well, who was there? I mean, it's just the regular... Was it... Was it Greg? Was Greg like—

Beef: Greg was there.

Stimpson: Okay.

Montrose: Greg was cool.

Stimpson: How was Greg? You liked Greg?

Montrose: I fuck with Greg, yeah.

Beef: All things considered, yeah, fine.

Stimpson: He's all right. Oh, tell me, did you meet—

Beef: There was a sound guy who was cool.

Stimpson: Did you meet Manzetti? The Man, I call him.

Beef: Yeah.

Montrose: Mantezzi, yes. He was great. He did take a little bit more credit for a heroic act than I think he was entitled to...

Stimpson: [laughs] It's him!

Beef: Oh, Montrose met with Kenchal Denton, which was wild.

Montrose: Yes, and then we— there was— One of the three of us, and I won't say which one, did punch Hank Heart right in the face, and made him be asleep, because of the forceful strike.

Beef: Yeah, it was me. I did that.

Montrose: And it is for that reason that I have a proposal, in lieu of payment. Perhaps you—

Justin: Wait dad— dad, were you about to say something?

Emerich: You seem... there was a look of surprise on your face when we mentioned Mr. Denton.

Stimpson: There was no look on my face.

Montrose: He inside of a suit, there is no way.

Beef: No, it's a suit. There was a body posture of surprise.

Stimpson: [chuckles]

Emerich: Yes, it was. But when we mentioned Kenchal Denton, there was a definite reaction from you?

Stimpson: Yeah, I was just surprised. I was just surprised... Yeah, but it went okay with him?

Montrose: As far as we know. I did make a sort of personal social connection with him that I believe we could leverage for work in the future. Another great reason why I've come to you with this proposal. In lieu of payment, you will help us... raise our profile as scoundrels, here in the Butter Cream, and in Steeplechase at large. I believe you are just the cat to do so for us. You are well connected here, you have many resources at your disposal. And then you can... you can keep your money.

Stimpson: Oh, I don't— I don't have the money... He does.

Justin: And he points to the back. And out from the back, behind the counter of this little shop, out walks Kenchal Denton. He says:

Kenchal: Finally, okay. [chuckles] Finally, can we... can we talk?

Beef: Yeah.

Montrose: Mr. Denton! I apologize for running out before circling back with you. But the job did take us away from Passion's Cove and I hope you understand.

Kenchal: Yeah, yeah, yeah, I saw. Yeah, I saw, I saw. It was... [chuckles] It was a little sloppy, I will say. Which I— And I mean I— I can't imagine that's the first time you guys have heard that.

Montrose: We like— we are sloppy boys.

Kenchal: Mm-hm?

Emerich: Mm-hmm, mm-hm.

Travis: Should we change our reputation from subtle to sloppy? Is that an option?

Griffin: No, we're sloppy, but in a very subtle way.

Travis: Subtle way.

Griffin: Yeah.

Clint: Subtly sloppy.

Kenchal: So, yeah. I asked Jerry here to... to ask you all for this favor. I mean, he does— he did wanna— he wasn't lying. It's something really important to him. But where's—

Beef: Who's Jerry?

Griffin: Jerry Stimpson.

Justin: Jerry is Stimpson, yeah. Jerry Fisher is his real name.

Travis: Oh, okay, right.

Justin: Scott Boldflex is the character.

Travis: Right.

Justin: I don't know why I did it either.

Kenchal: Yeah, I agreed to help Jerry. He was, you know... The way it went for him wasn't great. But also, you know, where's he gonna get eight suites? He's a cartoon cat.

Beef: Oh, yeah, that's a good point.

Montrose: I also had my concerns about that. Well, I must say, I am disappointed in the subterfuge. We traditionally do not act on credit... Mr. Denton, are you saying that you will be able to pay off this invoice, so to speak?

Kenchal: Oh, yeah, absolutely. I mean, it's... that's no problem at all.

Justin: And he tosses eight, you know, the chits that we say represent suites. And he tosses them to you.

Kenchal: Yeah, that's no issue.

Montrose: Okay, I appreciate that. I suppose we'll have to take these somewhere else to maybe try and raise up our profile. This seems like it would be well below your station, Mr. Denton.

Kenchal: You know, you would think so... And you're— You know, in a sense, you're right.

Justin: Kenchal's pacing now. He's wearing like an extremely well-tailored grey suit. He has a black turtleneck, and just a shock of platinum blond hair that's swept over to one side. And he starts... no pacing, but just sort of standing and finding his footing. As you can tell, he's kind of gearing up to speak.

Kenchal: Normally, this would be beneath me. You all would be... beneath me. But your timing is actually... Let me back up. 3 minutes and 34 seconds. That's the time differential between my dad and his sister. 3 minutes and 34 seconds. It's not even a cool number. You know, 3-3-3, that would be something. But no, 3 minutes, 34 seconds between the birth of Evelyn Denton and my dad, Eggard. If he had been born— if he had muscled his way up there, I'd be running the company right now. But instead, Carmine's stupid monarchy passes from first born to first born. So, now next in line after Evelyn is her shithead son, Devon. And I... You guys know Devon, probably heard of. I mean, you wouldn't... [chuckles] meet him. But he's a dipshit. But he's next in line. And my dad died 10 years ago... ish.

Montrose: I'm very sorry, my condolences.

Kenchal: Oh... Thank you? Yeah... I'd be running the company right now, you know? And that 3 minutes and 34 seconds that separated Evelyn and Eggard is keeping me from it. So, I'm... you know, finding another way. Or else Steeplechase and all of Dentonic gets run into the ground.

Emerich: I think I see where this is going.

Kenchal: Literally impossible.

Emerich: You want us to create some kind of time travel device to go back—

Kenchal: Okay. So, you are actually farther off than I anticipated you'd be.

Montrose: Now, wait a minute...

Emerich: ... And aid the baby in being born first. Interesting concept, interesting.

Montrose: We switch the order of the babies around inside...

Beef: We'll have to take it back even further, 'cause we're gonna have to go to some kind of like obstetrics schooling to figure that out. I mean... So, we'll have to go back—

Montrose: What if this device could be on a belt of—

Griffin: Oh?

Justin: You notice that Kenchal is like on his phone, like swiping.

Montrose: Oh, sorry.

Kenchal: You're done?

Montrose: Yeah, we like to go off on these little tangents sometimes. People find it charming.

Kenchal: Yeah, I'm sure a lot of people find it really cute. So, here's the deal. And it's kind of a... one time only thing. I and some other motivated investors are planning... You know, I hate the term hostile takeover, because it seems so...

Emerich: Hostile?

Kenchal: Thank you. But it is applicable. But right now, the company's, you know, soaring. And nobody wants to take 'em on. I mean, how many politicians and... you know, world leading entertainers, managers, agents... So, anybody with juice comes to Steeplechase so their— Nobody wants to pick a fight. So, I'm trying to bring them down to a little bit more... manageable level... you get it.

Beef: Disruption.

Kenchal: Disruption, thank you. See, that is actually the first smart thing I've heard any of you say. Disruption, that's what I am. I'm a disruptor. And I'm wanting to disrupt this company until it's at a point where I can disrupt its ownership. And... take it over.

Montrose: And you would like to request our assistance in this project?

Kenchal: Wow, that is the softest possible way you could've phrased it... Yeah okay, request your assistance. I want you guys to do what you do, but do it for me.

Montrose: And will we have your assurance that once we do accomplish this goal for you, that you will not discard us in the most violent and efficient way possible?

Kenchal: Here is the best I can do. If I become the CEO of Dentonic, I can 100% guarantee you, I will forget you exist.

Griffin: Is he lying?

Justin: Nope.

Griffin: I look at... I look at Emerich and Beef.

Beef: It would be nice to have somebody that high up that owed us one.

Kenchal: Sorry, I have excellent hearing. I would not owe you one. We would be... God, collaborating, to put this on a simpler level. But I can't think of a better word right now.

Beef: Oh, okay, wait. Then follow up question, if I may?

Kenchal: Yeah.

Beef: If we are operating as disruptors, or disrupting tools at your behest...

Kenchal: Yeah?

Beef: Is there any protection from authorities you would be able to provide? As we get you to that place.

Kenchal: You know, within reason. If it becomes too messy, I'll just pretend. Again, I'll skip straight ahead to forgetting you exist. There may be some things that I can do— The thing is, I... Even this, all the subterfuge, the cartoon cat, all of it, there's a lot of risk for me, there's a lot of exposure. We're not even supposed to know that this exists, right. So, it's a lot of exposure for me. If I can finesse things... I mean, I'm already keeping secrets for you... I could keep it up.

Justin: And he holds up a screen that has a little button on, and he pushes it and the screen jumps to life. And you see the footage of your guys robbing Paul Pantry's Prize Pantry.

Beef: Oh, cool. Okay, yeah—

Montrose: How many people having this fucking footage?

Kenchal: Well, you know what? It's funny. Paul did... he did right by you all. He did keep this file safe. He kept this file safe on a Dentonic computer, that

is of course connected to the Dentonic intranet. [chuckles] I mean, of course I saw it. You know, you guys have been operating by my grace. And I even cleaned things up a little bit a Paradise Cove. I said that I'd you know, "I'll get right on this." And what did I tell her... "You were smart to bring this to me." [chuckles]

These people, they come and they show up, they have their fun, they spend their money, they leave. But the things that are here, the things that Carmine and... a few others helped to build, it's all untapped potential. This can be more than an amusement park, this could be... Well... [chuckles] I'm trying to slow my brain down enough so that I can communicate directly with you guys. And I keep speeding up, so I'm gonna try to... Okay Kenchal... Listen guys, I have a dry humping that I need to get to for the shoot that we're doing. So, I do need to start wrapping this up.

Emerich: May I ask one quick question, Mr. Denton? If we agree to this collaboration, would you be able to provide us with Dentonic research and information and—

Kenchal: No. No.

Emerich: No?

Kenchal: I'm not gonna provide you with anything. I can provide you with a little cover, if it's beneficial to me. But you will be working largely on your own, at my direction. And hey, who knows? I may not always have something for you. In which case... you know, you are free to do whatever strikes your fancy. I don't know how you... here, kind of fill the hour. I'm assuming there's some sort of folk dancing or a story hour, or something, that you use to pass the time. So you know, however you wanna spend it.

Beef: What do you think, Montrose?

Montrose: This does not seem like a thing we can say no to...

Kenchal: Now that is the second smartest thing I've heard you all say.

Montrose: All right.

Justin: Now, I will say, Griff— This is Justin. You can. I don't want you to feel fenced in.

Griffin: Yeah, yeah, yeah, sure, sure.

Justin: But this is the situation.

Griffin: I mean, we're being blackmailed by an incredibly powerful person. So...

Travis: Because yeah, I could just kill him. I mean, that's not me saying that in character, I wouldn't say that in character. But like...

Griffin: Sure, sure, sure.

Montrose: We cannot... The work we do, there will be certain expenses incurred. We cannot operate on credit or go into a deficit for these things. So, I hope you do understand that. That is not us trying to leverage anything. That is just the basics of crime.

Beef: If we do work, we get paid.

Montrose: Yes.

Kenchal: Yeah, I... [chuckles] Not a big concern for me. I actually have a few bucks lying around.

Montrose: All right then? I think we have ourselves an agreement?

Kenchal: I need to hear it from all of you.

Beef: Yeah, deal.

Emerich: So, not the time travel? But instead, is a— Yes, okay. If... I'm still going to maybe consider the time travel on the side.

Beef: Well, yeah.

Montrose: You're on to something big, Emerich.

Beef: It's plan B, for sure.

Emerich: Okay, plan B. I say thee yay.

Kenchal: Okay, great. I'd say thank you, but you know...

Beef: Do we shake on it? Or...

Kenchal: I'd rather not.

Beef: Okay.

Kenchal: I do have—

Emerich: Pinky swear?

Kenchal: I do have a direction to point you in, though. If we're gonna do this and time is a factor— I mean, it's always, but especially now. I wanna go big. I wanna hit 'em where it'll really, really, really hurt.

Beef: The testicles.

Kenchal: No.

Montrose: You gotta just let those slide off the bat. When he says stuff like that, you've just kind of gotta barrel on through.

Kenchal: I want you to go after Carmine's first layer. I want you... to hit Ephemera.

Beef: Great.

Emerich: Cool!

[Steeplechase theme song plays]

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