

The Adventure Zone: Steeplechase - Episode 18

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Krystal: Hey, Steepies! It's Krystal with a K here. And what a treat, because Dentonic has arranged for me to come to you live from the newly repainted Gallspire Castle, and I am stunned. It's the exact same castle you loved, your grandparents loved, everyone loved, just with a new paint job and a sprinkle of dream dust. Maybe you're worried I'm a little biased, because I'm getting such special treatment from Dentonic. But it's me, y'all! Krystal with a K! You can trust me. You have to trust—

[muffled talking]

Krystal: Oh? I'm sorry. I'm sorry.

[muffled talking]

Krystal: Okay. Yeah, of course.

[muffled talking]

Krystal: Okay, okay. Well, that does it for this week, gang! Never know when to stop dreaming!

[Steeplechase theme song plays]

Weaver: Oh, oh, we haven't... even begun to fathom it... But you... you swore? We both swore? You know they're not ready!

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

Travis: Jacob! Jacob, they're not ready!

Griffin: [chuckles]

Justin: Welcome to The Adventure Zone. What are you talking about, Travis?

Griffin: We have to go back!

Travis: It's a Lost reference.

Justin: Oh, it's like a Lost thing? Huh.

Travis: You remember Lost? It was a huge cultural phenomenon and no one talks about it now?

Justin: Yeah, it had the biggest fall-ff of any cultural phenomenon, maybe ever.

Travis: Ah, Game of Thrones' last season is up there?

Justin: Not talking about quality, talking about like we are all gonna... we're gonna forget this happened. Okay, bye, everybody. We're forgetting this happened.

Griffin: Bye, everyone.

Justin: Welcome to the world's only Lost fancast— There's probably 80, now that I say that, no.

Travis: Yeah, come on, there's no way.

Justin: This is The Adventure Zone: Steeplechase.

Travis: Get in it.

Justin: We're gonna get— we're gonna get in it.

Travis: No, that's my new tagline for listeners at home. Get in it.

Clint: Oh, Garbage Pail Kids.

Travis: What?

Clint: People got off that real quick.

Justin: What?

Clint: People got off that real quick.

Travis: Oh.

Griffin: Yeah, that was another one. Good job, dad.

Justin: Yeah, yeah.

Griffin: That was another good one.

Justin: That's true. Although no, see, even that, my generation will try to aesthetically resurrect that for... They'll mine that for stuff.

Griffin: Oh, I mean—

Justin: I don't feel like you'll ever see like— that will be the— that would actually— if like Charlie's generation— I come out, she's 14 years old. What's she wearing? A Lost T-shirt.

Travis: Wild.

Clint: [chuckles]

Justin: It's like, "Have you seen this shit? It's fucking hysterical."

Travis: "I'm gonna get a— I'm gonna get a 'Desmond is my constant' tattoo."
"What?"

Griffin: Let me just— just quick pitch, just quick pitch. Jack is standing at an airport, he's got a scratch on his face for some reason. Zoom in real tight on his face. "We have to go back, again."

Travis: Yeah.

Griffin: Lost again. Is the name of the—

Travis: Jack Junior. Jack Johnson.

Justin: Quibi. Quibi two. Lost.

Clint: Oh! And we zoom in on the scratch, and then microscopically, we are inserted into his body. And we have to go through his body.

Justin: [laughs]

Travis: Hell yes.

Griffin: Into Matthew Fox's face. That's good.

Clint: Yeah, yeah.

Justin: Lost takes place in—

Travis: Not— And then you see Charlie's hand go up against the wall and it says, "Not Jack's body."

Griffin: Fuck'n cool! And then it would be like, we did a flashback, a flashforwards and a flash sideways. Now, we're doing a flash inside Matthew Fox.

Travis: Mm-hm!

Clint: [chuckles] Ooh!

Justin: Don't you wanna be there for that pitch meeting? And the CEO's like, "Stop selling! I just gotta know, is Matthew Fox in it?" And the guy tuns around and says, "No, you silly asshole. It's in Matthew Fox."

Griffin: [laughs]

Clint: Oh!

Travis: Woah!

Clint: Boom!

Travis: And money drops from the ceiling like a balloon drop.

Griffin: Yeah!

Justin: [chuckles]

Clint: Yeah.

Travis: Yeah.

Justin: Fuck, I actually wanna do what I'm talking about now.

Griffin: Yeah, I think so.

Travis: Yeah.

Clint: [laughs]

Justin: Can we do that actually? No, no, no, this is— this is key, this is pivotal. This is... this is high stakes.

Travis: You know what? I'm just gonna say it, TM, TM, TM.

Griffin: TM, TM, TM.

Justin: TM, TM, TM, yeah.

Griffin: Yeah, sure.

Justin: I don't know why Dad—

Travis: It's called Found!

Justin: I don't know why Dad added in a layer of it taking place inside Matthew Fox's body. But it is absolutely the only thing—

Griffin: It's the only thing that works!

Justin: ... That is making this sandwich.

Travis: Yes!

Justin: [chuckles] It's the only way it works! It's just, Dad jumped like eighty revisions ahead. We would've get there, but Dad just like sees all the moves. Like, "Well, of course it's in his body. It's inside him."

Travis: Yes!

Griffin: Yeah, sure.

Clint: That would've been on meeting 22.

Travis: Yeah!

Griffin: Right, for most— for most pitchmen.

Justin: [chuckles] Right, Dad just cuts through the bullshit.

Travis: But not for Dad. The best pitchman— The Harold Hill of our time, they call him.

Griffin: Yeah.

Justin: Yeah. We're sitting inside the Butter Cream. You're in Simpson's shop, such as it is. Stimpson is busying himself with a ball of yarn and—

Travis: Is it adorable or creepy?

Justin: It's... it's hard to tell, 'cause of the eyes.

Griffin: I'll be the judge of that.

Clint: Shouldn't it be a hairball? I mean, let's... I mean...

Justin: It's a ball of yarn. I mean, it's kind of a cat thing too, yeah.

Clint: Yeah. Well, I was just— I was just thinking—

Justin: Wow, you blew it— you blew your whole load at the beginning, huh?

Griffin: Yeah. It's all right.

Justin: We're just gonna grab the bitter dregs now.

Griffin: It's all right.

Travis: Now to be fair, dad is right. Hairballs were more Stimpy's thing.

Justin: That's true...

Clint: That's where I was going.

Justin: Frick... All right, dad, fine, it's a—

Clint: Meeting 22, baby. Meeting 22.

Griffin: Yeah, you should know.

Justin: [chuckles]

Travis: Now hold on though, because to counter that, Justin, a hairball is something that someone dressed as a cat... that's upsetting.

Griffin: That's gross. That's barf.

Justin: Yeah, okay, it's a hairball, then. Fine, we'll make it your H.R. Giger fuck'n nightmare, Dad.

Clint: [chuckles]

Justin: And Kenchal Denton is... has his feet on the ground, but he's kind of leaning against a school desk that Stimpson had reclaimed for himself. And he says:

Kenchal: Yeah, you're gonna hit... you're gonna hit Ephemera.

Montrose: Now, hold on. Are you joking me right now? Is this for real? Are we for real going to—

Beef: If you're joking him, you have to tell him.

Montrose: You gotta tell me if you're joking right now. Are we going to... to the most wondrous fantasy scape that the human mind can conceive of, Ephemera?

Kenchal: Okay, I—

Montrose: Land of magic and make believe?

Kenchal: Yeah, we absolutely are. Yeah! Well, you are. I can't. [chuckles] Obviously.

Beef: Are there dragons up there? 'Cause I've been wondering that for a long time now. Are there dragons?

Kenchal: Oh, sure. Yeah, there's... there's dragons. There's—

Beef: Oh, hell yeah.

Kenchal: So, you're not... you're not super plugged into the... you're not a themer, like—

Beef: Not a what?

Kenchal: Yeah, Montrose?

Montrose: Is there— And please, please be honest about this, because I have a supernatural ability to tell when a person is deceiving me. Is there like a button you can press when I try to pull the sword out of the stone, that like unlocks whatever kind of magnetic mechanism you all keep engaged until the moment that an adorable child or a sick person stands up to the sword? Is there any way you can make that— I would be willing to give you a discount on the next heist, if you can make that dream come true for me.

Kenchal: You sure you wanna know?

Beef: Ooh... can we huddle up real quick?

Kenchal: Sure.

Montrose: Quick meeting. Now listen—

Beef: Do you guys wanna know?

Montrose: This is important. It's important for me to get this... if I get—

Beef: Yeah, but then if you know that it's not magical, that if it's just like a button thing—

Montrose: Of course, it's not magical! When you pull up on the sword, you hear ca-chunk. You hear a machine inside.

Beef: No, I know it's not magical, but like is it luck? You know, or is it a button—

Montrose: Fine. Never mind, I... I rescind my discount. [under breath]
Damn it...

Kenchal: So, you don't wanna know?

Montrose: I'll come across it naturally. I'm a little old, I've never seen someone of my age group successfully pull the sword from the stone, but—

Kenchal: If it's— if it's really important to you, just...

Emerich: Well, tell me?

Kenchal: You gotta at least—

Emerich: Tell me, I would love to know.

Kenchal: You gotta start with Nenjamin in the... he's in the market, old guy.

Montrose: Ninjamin?

Kenchal: Yeah, it's like Benjamin but with an N at the beginning.

Travis: Nenjamin Nutton.

Kenchal: It's not my department.

Griffin: [chuckles]

Kenchal: Ask him about the abandoned manor house.

Montrose: Yeah?

Kenchal: The stone is in the garden. And... Yeah, well I— I will—

Emerich: And the cat's in the cradle? And the silver spoon?

Kenchal: I won't spoil it. I won't spoil it—

Montrose: You don't talk while he's talking to me about how to get the sword out of the stone.

Emerich: Right, right, sorry. Yes, yes.

Kenchal: It scans. It uses nearfield technology, it tracks your purchases from the app. So, if you've spent a lot in the park that day, then it will... it will automatically let you pull the sword.

Emerich: It should probably work for everybody?

Montrose: You would think that—

Kenchal: [in sarcastic tone] Ah, yeah, that would be so— Yeah. Maybe you have infinity swords, but I...

Beef: They get to keep the sword? The sword comes all the way out?

Montrose: Of course, they get to keep the sword! Listen to yourself.

Beef: Okay.

Kenchal: Yeah. Yeah, they get to keep the sword. It's about 10 bucks.

Montrose: I want you to know that this has not tarnished the magic of this moment that I will achieve in the future for me. Magic, mechanicals, no matter what, if I'm getting a sword, I am set for the day. Thank you very much, Mr. Denton.

Beef: Now that we've established that, do you wanna tell us like what we're doing?

Kenchal: Yeah... [sighs] How much do you all know about Ephemera lore?

Montrose: Everything imaginable.

Justin: Okay. So, this will be a little bit boring for you, but this is just the basics.

Kenchal: I'm surprised more of you guys aren't themers, you really seemed like the type. I mean, I... dabbled as a kid, but... Anyway, the kingdom of Ephemera was formed hundreds of years ago, when Raymond the Conqueror felled a mighty dragon roosting at the peak of a nearby mountain. Except when the dragon was killed, a clear stream began flowing down the mountain, and formed a rushing river in the valley. You guys really didn't learn that? It used to be part of orientation... So, it was around the—

Beef: Can I be honest? I... I was a little zoned out.

Kenchal: Yeah. So, Raymond the Conqueror built his kingdom, and he was ousted by Sashura Doomchaser. And Sashura lead her fearless army into the kingdom, took the throne. But Ephemera prospered under Sashura's rule. And then fell to ruin in bi-yearly cycles. So... You guys, really, nothing? Ah...

Beef: It's starting to ring a bell. Yeah, yeah.

Kenchal: Okay, good.

Montrose: I will give them some of the finer details.

Kenchal: Okay. So, the citizens established the regency and handed it over to the... to the Goodhopes, after they removed Sashura from the throne. The important thing is that the Goodhope dynasty— well, the third... is it the— yeah, the third Goodhope dynasty—

Montrose: The third one, yes.

Kenchal: ... Founded and began work on the Gallspire. Which is sort of like the... the big symbol of Ephemera. You know, of the whole north Ephemera kingdom. And certainly, of the... the whole, you know, hierarchy.

Beef: Okay?

Kenchal: And it's the symbol of the layer. You know, when you... [sighs] when you talk about it, you see Gallspire. I mean, that's what's on the—

Beef: So, that's what's on like the pennies that they press in the machine?

Kenchal: Exactly, yeah.

Beef: Okay.

Kenchal: Exactly. That's the— that's the... Carmine used to call 'em weenies.

Beef: Excuse me?

Kenchal: Yeah. He had this dog that would follow him around whenever he would pop a hotdog out of the fridge. And he wanted something like that on each of the layers, some sort of like central—

Beef: A hot dog?

Kenchal: ... Symbol. Well, a... a weenie. Something for people to follow and to lead them along.

Beef: So, this weenie is... just so I'm clear, it is a very phallic thing. Is that connected or is it just—

Montrose: Invariably, yes.

Kenchal: It doesn't always have to be, but you know, it doesn't hurt. If you know what I mean. People tell that story—

Montrose: "It doesn't hurt, if you know what I mean?"

Kenchal: It... it doesn't hurt that it looks like a... you know, the phallic thing. I don't know if it's intentional or not, I'm not a big design guy. But I have heard that story about a dozen times. You know, the weenie thing. It's fun trivia—

Beef: You want us to find the hotdog and bring it to you?

Kenchal: Thanks—I don't have to... be here. You know that, right?

Montrose: I know that and respect that.

Kenchal: Okay.

Montrose: You are really slumming it with the three of us, and I acknowledge and respect it.

Emerich: Every minute—

Kenchal: The weenie thing drives me fucking crazy! People tell the story... Isn't it charming? They imagine this dog chasing after, you know, the hotdogs that he gets out of the fridge. And they don't stop to question the fact that he saw everybody like his dog. I mean, that's the connection that this guy made, and we're all telling— anyway... It's not important. The thing is the Gallspire.

Justin: At this point, Kenchal flips open a really thin laptop that he had just sort of placed on the desk. You hadn't really noticed it. But then you see Ephemera, you see a sort of swooping— what looks to be a promotional video showing Gallspire in all its glory. It is crystalline and reaching up towards the heavens. But there's obviously some European influences in the design, it's not naturally occurring. You know, like not Elsa's ice castle level. But it is, I mean, indisputably gorgeous.

The scale is around $\frac{3}{4}$, to give the impression that it's even grander than it actually is. And I'm sure they would've built it higher, but there are restrictions on the layers. This was the first, though. This, Ephemera, was Carmine Denton's first layer that he created after the base Steeplechase park. And when he drew all of his parks into one location, in Georgia, this is... this was the first expansion.

Griffin: It's not first height-wise, right? It's been—

Justin: We don't really— we don't really... We leave those placements open to interpretation here.

Griffin: Okay?

Justin: So, we don't really—

Griffin: I don't know why I assumed Ustaben was the lowest level. Maybe just because it was the...

Justin: Hell, man, I might've said. I said a lot of things.

Travis: 'Cause it's where we started.

Griffin: Yeah.

Justin: Yeah. No, the base levels are all... they're all shopping.

Griffin: Okay, cool.

Kenchal: Ephemera is kind of a fun one... or at least it's interesting. I... It's not as immersive as the others. Which you'll notice when you head up there. There's a lot of work, a lot of money that goes into all these different layers, making it so you could just sort of... you know, forget where you're at for a little bit. But Ephemera isn't quite the same thing. I mean, we just don't have to invest in it in the same way. I mean, you have to go to Ephemera. I mean... have you really lived, is your life complete if you don't have the one cover photo of you, you know, pretending to hold up Gallspire? You know, everybody has to go to Ephemera. So—

Montrose: Do you remember when you legally— you did try to pass that legal law, in congress. Your lobbyist tried to pass— You may not have been involved in the project. But it did wanna legally require everyone to go to Gallspire in their life.

Kenchal: The problem was we... was recidivism. We just didn't have the repeat customers when we legally mandated that.

Montrose: Yeah.

Kenchal: So, you know, we had to... had to bail on it.

Montrose: That and when people died without having to go to the park, you kept trying to sue them.

Kenchal: Yeah, sue the dead people.

Montrose: The dead people.

Kenchal: Yeah. That is— that is the overview of Ephemera, and the state of Ephemera. But that doesn't really— I mean, I doesn't get at what I need from you all. This is... this place is important. This was his. This is a place where people will take notice of what you're doing. This is a place the fans, the Steepies are... God, I have even saying it... the fans. This is a place where the fans are starting to get frustrated. This is a place where we can start to leverage opinion against Evelyn and the direction she's taking things. Look at— look at Gallspire. Look real closely... They've replaced it.

And not only have they replaced it with a Hard Light smoker, they kind of fuck'n ruined it. I mean, in my opinion. I didn't have a lot of input into this. But they ruined it. I mean, it just doesn't feel— I mean, it looks good, I know. But it doesn't feel... right. You know? And people were pissed off. Like, people were starting to actually pay attention. I think it's a little sad, if I'm being honest. But... whatever's happening, I think we can fan the flames a little bit. Look, look, this is the worst— this is the worst part. Look at the front.

Justin: And you see at the front, as the camera in this promotional video starts to zoom in. They have put a giant 150 medallion, like right hanging in front of Gallspire. As a celebration of the sesquicentennial that you all know is going on throughout Steeplechase.

Kenchal: Look at the— isn't it— it's hideous, right?

Emerich: Well, it's nice workmanship. I mean, the texture of it... the texture looks very, very smooth. Very...

Montrose: But if—

Beef: Mr. Denton? I'm sorry, I know that I've been interrupting a lot. But this one's like a serious one.

Kenchal: Yeah? Please.

Beef: So, up to this point, we've stolen like a pin and... Like, we stole a car, which— we stole a person, now that I'm thinking about it.

Kenchal: Right?

Beef: But we've never stolen like a tower? Like, what... what exactly is our target here?

Kenchal: Oh?

Montrose: Did you not think that would be the next sort of step?

Justin: No, he hasn't gotten it yet. He's a little... a little thicker than you.

Kenchal: Huh, mask? You're the brains, hey?

Montrose: Are you asking us to steal this big ass medallion?

Kenchal: No... No, no.

Emerich: He wishes us to steal the—

Montrose: That sounds silly, now that I say it out loud.

Kenchal: No. No, no, no, no. I'm telling you to steal the Gallspire.

Beef: Okay. See, that's kind of what I was... hm, if I'm being honest, worried you were getting at.

Kenchal: Yeah. Well, no— No, no, no, no. So, I want you to steal the entire fuck'n thing.

Beef: Oh boy.

Emerich: Hm...

Beef: That might be a little more... heat and attention than we—

Kenchal: Oh, it will be heat galore! Yeah, absolutely. It will be hugely embarrassing. Hugely. A lot of people haven't even picked up that they've swapped it out. They did it overnight, demo'ed the place, popped up these

three gigantic prisms. Like soccer ball sized. Popped up these three prisms, replaced the Gallspire.

Emerich: [shudders]

Kenchal: I know, I know. It's... it's pretty sweet.

Montrose: Sorry, this dude's totally nuts over Hard Light stuff.

Kenchal: I get it. Yeah, I know. We know, we know about it.

Beef: Mr. Denton, if— if I may offer a slight change, alternative to that plan?

Kenchal: Oh, yeah, I'll definitely be open to that.

Beef: Well, what if we were able—

Kenchal: [mouths fart sound]

Beef: Hear me out... To reprogram those prisms in such a way that the like spire would break down over a period of like days?

Kenchal: Wow, yeah?

Beef: So that we wouldn't like necessarily be at ground zero when, boop, the whole thing just disappears.

Kenchal: That's really good, yeah. And what I like so much about that is that it's exactly as dramatic as the castle disappearing. That will definitely have the exact same impact as my kick-ass idea.

Montrose: Yeah. Also, one—

Beef: We'll see, but if I may, your idea—

Kenchal: Hey, shh, listen, wait, wait, wait. Wait, wait, wait, listen, listen, wait, listen, wait. Not. [chuckles]

Beef: Cool. But your idea does not highlight how poorly designed it was. Whereas—

Montrose: If it disappears, and people realize a switch has taken place, that's the— that's the grand gesture.

Kenchal: Yeah, that's the gimmick. And they— they honestly... they can fix issues in Hard Light coding. I mean, that's not gonna be an issue for `em. The prisms are gone, they gotta start anew. They already blew up the old castle, it's not like they got another one waiting in the wings.

Emerich: These... these prisms would, I would say, safely, it would have to at least be the size of a... of a human being? Each.

Kenchal: They're... they're soccer ball sized.

Emerich: Ah?

Kenchal: Yeah, they did a lot of like refraction— I don't— Honestly, I'm not gonna sit here and bullshit you. I don't really—

Emerich: No, no. Reflexology. Yes.

Kenchal: Yeah, reflexology. Sure, I don't really care that much what you guys think about me. So, I am not gonna sit here and justify my knowledge, or lack thereof about the prisms.

Beef: Okay, well then how—

Griffin: Was that a lie?

Justin: What?

Griffin: Was that a lie?

Justin: Which part?

Griffin: Him not caring what we think about him.

Justin: Yes. No, no, no, that's the truth.

Griffin: Oh, damn.

Justin: But he is lying about understanding how it works.

Griffin: Yeah, okay.

Clint: I love how Montrose has become Poker Face. [chuckles]

Griffin: Yeah, it's funny how that happened at the same time.

Justin: He came up with that before Poker Face did!

Clint: I know he did! I know.

Griffin: Well, Blades in the Dark came up with that before Poker Face.

Justin: Yeah, that's true I guess. Well, The Invention of Lying, the hilarious and timely—

Griffin: Sure, sure, sure.

Justin: Well, the film Liar Liar—

Clint: Mel Brooks'—

Travis: Starring the infallible Ricky Gervais.

Clint: [chuckles]

Griffin: [chuckles]

Travis: Mister—

Justin: We stand in unproblematic—

Travis: No, nothing wrong there.

Griffin: No, we fuck'n do not.

Travis: No notes.

Justin: No, we do not. Okay.

Beef: Mr. Denton, if you're not gonna justify that, how about then you justify it by talking about payment?

Kenchal: Oh... yeah, it'll be— it'll be good.

Beef: Okay?

Montrose: You have no idea what an amount of money four people of our stature—

Kenchal: I have no— I— Can I be honest with you? I have no idea.

Montrose: I say 1,000 suites.

Kenchal: What do you mean a suite? Like—

Montrose: Oh, dang, okay. You know—

Kenchal: 1,000? 1,000?

Montrose: Yeah, sure.

Kenchal: [thinks] No. Here's the problem, any big transaction like that is gonna be noticed. We have people who monitor our finances pretty closely, 'cause it's hard to separate the family and the people in it from the business when it's got your... got your name on it. So, that would be— that would be tough, to move that kind of money. And I— Like, if I— if I can be completely honest with you, I don't have a ton in a sort of liquid state, if that makes sense.

Montrose: I will be honest for the three of us, because I respect that in other people, and I hope they expect it from me, we do not understand what you just meant what you said there.

Kenchal: Okay—

Montrose: I think you were saying that your money is wet somehow, or not wet? And I did not—

Beef: Very dry? I think is it like arid kind of money?

Kenchal: Okay...

Montrose: We know stuff about other stuff, but this one particular thing, we are... just clueless about.

Kenchal: What's got for— what's like good for you? What... Hey, cat? Hey, cat! What does... What does like, a hamburger cost? Okay. Okay, I'll offer you 10 suites.

Montrose: I must clarify that I... I am not J. Wellington Wimpy from the Popeye comics. I do not request payment in hamburgers.

Clint: [chuckles]

Kenchal: Right, I just needed a barometer for like how— Like, I know what a hamburger would cost me. But you don't eat the kind of hamburgers I have access to. I need to know what you think a hamburger is worth. If I do that, I can run the math. I do that math every day.

Emerich: Go for wagyu. Try to get wagyu.

Kenchal: We actually made up wagyu to keep you guys busy.

Beef: I knew it!

Emerich: No!

Kenchal: Yeah.

Montrose: No, they're on some other shit.

Beef: Counter pitch, Mr. Denton. Six—

Kenchal: I love this. You... You have very accurately judged the extent to which this is a negotiation. Please go right ahead.

Beef: Six suites.

Montrose: That's lower.

Beef: And maybe— and you connect us with somebody who maybe we can sell some of the more fancy items that we might purloin during our adventures?

Kenchal: Well listen, you need somebody to buy and sell, the cat is surprisingly adept at it. I think that he's gonna be your best bet on that front.

Clint: Okay, and along those same lines, I think Emerich would really like to keep the giant prisms.

Travis: Yeah, well obviously, dad.

Clint: In addition to the fee. Because he—

Justin: Okay?

Clint: I think there's a way to use that towards our... our goals.

Justin: Yeah...

Clint: But that's something else we can figure out.

Justin: Yeah, we can negotiate.

Kenchal: Honestly, guys, I don't care about the prisms. I don't care about the castle. I don't care about the money. I don't care. It's just gotta be big, it's gotta be splashy and it can't come back to me.

Montrose: Two amendments to the proposal. We prefer to be paid in numbers divisible by three, just to keep it tidy.

Kenchal: Okay, 9.

Beef: 12.

Montrose: 12.

Clint: [laughs]

Montrose: 12 is more the number I was considering for this job, since you're asking us—

Kenchal: But the sheet on the internet says that 10 is the most I can give you.

Montrose: Then 10—

Kenchal: 12. 12?

Montrose: 12.

Kenchal: Okay?

Montrose: And three of your rich guy hamburgers. Because since you have said you invented wagyu to distract us, I know that you all are on some next level shit up there. I know what I said about not wanting to be paid in hamburgers like Wimpy from the Popeye comics. But now I am requesting specifically that. So bodacious—

Beef: Like, one of those hamburgers that's kind of... you know, it's okay. But then you add like some gold leaf to the bun and there's like gold cheese or whatever?

Montrose: Do not insult this man by saying you understand what is on these bodacious burgers.

Beef: I watch a lot of videos about it.

Montrose: If your mind can conceive of what goes on bodacious, rich guy hamburgers, you would be making them, you would be a rich guy.

Beef: Just assuming that I have access to rich guy resources simply because I have the desire to create a rich guy hamburger is... a large leap?

Montrose: Please, Mr. Denton, those are our terms.

Kenchal: This is... This is... a waste of my time. I will send— I will send you your burgers, that's not a problem.

Montrose: Then we have ourselves a deal.

Kenchal: You need anything else? I mean, getting comfortable in Ephemera can be... a little bit tricky. But any other questions?

Beef: Any... Do you know... Is there any like— Who's like the lead person? Like, who's the person that we can say, "Such and such sent us to like do stuff."

Kenchal: I mean...

Beef: Like, is there any cover we can do that way? Of like—

Justin: There... The... You know this, but Elder Garrick the Day-shaper is the main authority figure in Ephemera. Elder Garrick the Day-shaper is as close as they got to a boss. He's the one in charge, he settles like disputes. The Viscount Milo Rumbleshadow and his twin sister Mila Rumbleshadow...

Beef: Yeah?

Griffin: [chuckles]

Kenchal: They are kind of the real power in at least—

Travis: And their mischievous cats who are always stealing jewels from the master's house!

Kenchal: At least in that faction, I think they are currently—

Beef: Is there a railway leader who does some tapdancing we should know about?

Kenchal: No, you're doing a Cats run. It's very funny. And now that I've acknowledged, I guess you can move on.

Griffin: [laughs]

Beef: Hey, thank you very much.

Griffin: Is that something we can do in our podcasts?

Clint: [chuckles]

Travis: Oh, did you guys not know about this?

Griffin: No!

Travis: Yeah, Justin... Justin's been doing this for years.

Justin: Yeah.

Beef: I do have one last thing. So, up until now—

Kenchal: Is it about the lore? Because I could actually talk about that all day.

Beef: No, no, no, no.

Kenchal: Okay.

Beef: Up until now, our heists have kind of corresponded with events that were kind of infiltrating and using as cover.

Kenchal: Oh, yeah?

Beef: Is there any— is this just like an average day in Ephemera? Or is there—

Kenchal: Oh! But there's no such thing as an average— Yeah, it's an average day in Ephemera. Like I said, the other layers need those events. The other layers need to put the effort in. Ephemera just is Ephemera. I mean, they... it is pretty short. A lot of the Hard Light stuff is a little sketchy, it's a little bit busted down there. Gallspire's nice, that's one of the new... the newer generations, but— or Failspire, as people are— did you hear that?

Montrose: So funny.

Kenchal: People are on it. [laughs] Everybody hates it. But yeah, that's the... it's just a regular time there. Have you guys ever run it before? Have you run any of the different— the different arcs or different story lines?

Montrose: My friend.

Griffin: I open up the fuck'n— one of my sides of my jacket that I'm wearing. And I've got pins from the Emerald Covenant.

Clint: [chuckles]

Griffin: I got fuck'n... Rainbow Knights one, two and three.

Kenchal: Oh, nice, I love the— is this— oh, this is the Marchioness Isabela Monastel, that has the typo in it, yeah.

Montrose: [chuckles] You have a discerning eye, my friend!

Kenchal: This is nice. This is nice.

Montrose: This is my retirement.

Kenchal: Do you have all of the regency set? From the... the Goodhope regency?

Montrose: I am missing the Viscount Chalbis Goodhope's bronze pin.

Kenchal: Oh yeah, that was— those were— Can I tell you something? We didn't actually make any of those.

Montrose: I suspected as much.

Kenchal: It was a printing error.

Montrose: Yes.

Kenchal: Yeah. Pretty good. Pretty good stuff. So, I'm going to make it a little bit easier for you. I'm going to set you up as legitimate guests. You're not gonna have to sneak, you're not gonna have to pretend to be anybody else other than who you are. You know, if anybody asks, it'll be a, "Thank you for your help in rescuing Paul Pantry from the hoodlums that tried to defraud him." But no cover, you're just gonna be yourselves.

Beef: Is anybody— I'm a little bit identifiable, and I... I think I've been spotted at a couple of these jobs.

Kenchal: Yeah...

Beef: Is there heat on me? Should I wear like a knight's helmet or something?

Kenchal: I mean... Are you asking if we notice?

Beef: No, I mean like am I gonna walk in and people are like, "Oh yeah, you're arrested."

Kenchal: Have we noticed you? Is that what you're asking?

Beef: Yeah?

Montrose: We should just assume that this man knows our mother's maiden names at this point, regardless of what kind of disguise we could possibly don.

Kenchal: We see all of it. I mean, we see all of it. It... [sighs] Here's the problem... The level you're operating at, we consider it...

Beef: Shrinkage.

Kenchal: Thank you. I didn't wanna say it, but yes. I mean, it's cost of doing business.

Beef: Yeah.

Kenchal: I mean, there's... story covers we have to pop out once in a while, that sort of thing. And honestly, a lot of it has been my mess to clean up, which is how I saw some of the original tapes and started following your progress. There's real talent there... So, that's how I started following you. The problem is it's not that hard to clean up, they can spin almost anything into a narrative. What we... what you... what I? No. What we all need is something big enough that they can't deny it. When that happens, when the... the façade of complete control starts to disintegrate a little bit, that's... those are the cracks. That's when the daylight's gonna start to show through.

Montrose: I would like to propose first and foremost that we name our group the Shrinkage Bandits.

Beef: I love that.

Clint: [chuckles]

Montrose: We're gonna work— we're gonna work that around in the mouth for a little bit and see if... see how we like how it feels. We will attempt to continue remaining on this clandestine level throughout this job, but you are asking us to steal... the trademark of Ephemera. I do not know we will be able to stay such low profile, should this job succeed.

Beef: I'm new to like heisting and stuff, but I think this maneuver is called the Full Copperfield?

Montrose: Yes.

Beef: And it's... it gets noticed.

Kenchal: Oh... I should've been more clear, I mean... this is— this one's gonna be a kind of... You're gonna have to be done with these... these guys I think maybe. These that you are. These people that you are? I think you're gonna need to be done with it, 'cause they are not gonna rest. I mean, when they identify you, they will not let up.

Montrose: Yes.

Beef: I see.

Montrose: I mean, I have several ready to go.

Kenchal: Sure. I mean, I would hope so.

Beef: Well...

Kenchal: But isn't it— wouldn't it be a relief at this point?

Montrose: A mild inconvenience, but not an unfamiliar one, I would say is what I would call it.

Kenchal: What about you, weirdo? You haven't talked much. Are you in for this?

Travis: [chuckles]

Emerich: I cherish the idea.

Kenchal: You knew exactly who I was talking to.

Beef: Yup.

Emerich: I knew exactly who you were talking to. And I for one have already anticipated the opportunity to cease to exist.

Travis: I— So, this is just Travis talking. Just for the record, I, Travis, am super on board with this heist. But old, soft Beef, it makes him real nervous. Real scared.

Justin: Good. Good. That's all good and fun.

Kenchal: Ready to go?

Montrose: Right now? I think it's been like four hours since our last heist. So, I would love a—

Kenchal: Well, why don't you go get some sleep, then, I guess. All right? Yeah. We... pff, obvious, we never had this conversation. Stimpson can get in touch with me if I want him to. But I have no idea how you're gonna do it. I'm looking forward to it, though. I am, really.

Emerich: Are we gonna rest?

Kenchal: Yeah, that's what I—

Montrose: No, he's talking about the— he means the heist.

Emerich: Oh, I have a definite idea.

Montrose: We will not let you down. We may let you down. We may let you down, but we will accomplish the goal.

Emerich: Quite possibly, we could—

Kenchal: Yeah, I... you are... [chuckles] You won't be my only call, okay?

Montrose: Oh, we'll have competition in this heist?

Kenchal: No, I just— I have— I have other options. You are just one of the—

Montrose: I appreciate the opportunity, sir.

Justin: So, you go to sleep...

Clint: [laughs]

Travis: Right there. Right there in that moment, just—

Griffin: Right where we stand.

Travis: We have no choice but to stand, and sleep.

Justin: [chuckles]

[music plays]

[ad break]

[theme music]

Clint: I have a procedural question—

Travis: We're still asleep!

Clint: Oh, okay.

Griffin: Let me sleep, Dad.

Travis: Now we're awake. Okay, go ahead.

Emerich: Oh my god! You guys slept forever.

Clint: I know that this game leans towards doing the action without any real planning.

Griffin: I assume we'll do some investigation.

Travis: Yeah, we're not just gonna—

Clint: Okay?

Griffin: There is a—

Justin: You guys are gonna need to come up with a plan.

Griffin: Right.

Clint: Okay, I have an idea, but I'm just trying to ask you, procedurally, how we proceed.

Justin: I think you— it would be weird for you to have an idea at this point, considering you have no idea about any of it. I think any... I think if you have something, I'd sit on it.

Clint: Okay?

Justin: And just try to get your legs underneath you there first.

Griffin: Yeah.

Clint: Gotcha.

Justin: And then let me know how you want to proceed.

Griffin: I know what you're saying about how we've just kind of hopped into stuff in the past. But this one, it feels like we will need to use those... that top tier of skills of survey and...

Justin: Yes, exactly.

Travis: Yeah, yeah.

Clint: Yeah.

Emerich: So, is it— Have we reached the reconnoiter—

Poppy: Good morning! Rise and shine. Good morning, boys! It's me, Poppy.

Emerich: Hi, Pop.

Beef: Ugh.

Emerich: Hello.

Poppy: I got your crescents.

Emerich: Oh—

Beef: Our what?

Poppy: I brought you your favorite— your crescents.

Emerich: How long have you been standing there watching us sleep, Poppy?

Poppy: I wake you all up every morning at 7:30—

Beef: That's not what he asked, Poppy, and you know it.

Justin: [laughs]

Poppy: Your crescents and jam.

Griffin: I take a crescent roll and I say:

Montrose: Oh, thanks Poppy.

Griffin: And I just throw it in the trash can right next to me.

Montrose: Yummy.

Poppy: [chuckles] Everyday it's the same with you—

Montrose: Can I have another— Can I have another one?

Poppy: Oh, no.

Montrose: Mm-hm, still hungry.

Poppy: I get it, you don't have time for old Poppy. What are you all doing in here?

Beef: We were sleeping, you know that. You came in God knows how long ago.

Poppy: Okay, all right. You wanna watch your... watch your... watch your videos. [chuckles] And read your magazines, I understand. I'll get out of your hair.

Beef: We were sleeping? We were laying in bed. You came in and we were asleep, and you woke us up at 7:30AM with crescent rolls?

Poppy: You boys know I love you, right?

Montrose: Poppy, if you come in this room one more time without knocking...

Beef: Ah, Jesus Christ...

Poppy: My favorite boys.

Montrose: Poppy, if you—

Emerich: This is even freaking me out.

Beef: We went to bed at 4AM. You let us sleep for three and a half god damn hours?

Montrose: I'm still very sleepy. Poppy, if you come in this room without knocking one more time, I will end your life.

Poppy: [chuckles] Oh...

Beef: We're gonna set up traps next time.

Montrose: We'll set up a trap. And Poppy—

Poppy: Yeah, a series of complex traps. I'd love— that sounds like you all— All right, well, I'm gonna get out of here.

Beef: Jesus Christ. Get out!

Poppy: I'm going.

Emerich: Was he wearing a kimono?

Beef: He's still standing there.

Poppy: I'm down the hall!

Beef: You're not, you just covered over your mouth with your hand!

Montrose: You're watching us from 10 feet away.

Justin: [chuckles]

Beef: You put your hands over your eyes, that doesn't make you not there.

Montrose: Hey, Poppy? Hey, Pop? Hey, Poppy? Hey, Poppy? This— You remember the question you asked me last week? This is why. This is why.

Beef: Now go make me some biscuits.

Montrose: No, don't.

Justin: He's gone. [chuckles] And you could hear— you thought you heard sniffing, but like you can't be sure.

Clint: [chuckles]

Beef: He might be snorting coke again.

Montrose: He might be getting all fuck'n jazzed.

Beef: He's getting tooted in there!

Montrose: He's tooted.

Emerich: Poppy's doing poppers.

Beef: That's how he got the name.

Montrose: He's actually 29 years old, that's why they call him Poppy.

Clint: [laughs]

Griffin: [laughs]

Clint: Oh God, you've just added to canon.

Griffin: I love it.

Clint: [chuckles]

Justin: You all for once get to take the bi-rail, like fine, upstanding adults. Real visitors. And you pull in to... It's not... it's not a completely non-descript DMV type place, but it... it looks basically like that. Except for there's some paintings of like trees, some like you know, medieval type sconces on the walls. But it's pretty drab. There's a counter, and someone is standing at it. They're wearing a robe with a large... it's like a brown, almost like monastic

sort of look. But they got a name tag on the front. And it says, "D'Angel."
And D'Angel looks up and says:

D'Angel: Hello, welcome to the kingdom of Ephemera.

Beef: Hail and well met!

Montrose: Don't do that. We're not inside yet, don't do that.

Beef: Okay, sorry.

Montrose: This is a businessman. We are not— Wait. Just wait.

Clint: Does D'Angel's name tag have it's— have their hometown underneath their name?

Justin: No.

Clint: Oh...

Justin: [laughs]

Griffin: Damn, that would've been funny.

Travis: Asked and answered.

Justin: No, but— no, but it says, "7 years," underneath. So, you know how long D'Angel's been with the company.

D'Angel: Hey, and welcome to the kingdom of Ephemera. Are you— are you ready to get whisked away to another incredible... adventure?

Beef: Ooh... Slow down, you're painting too broad of a picture! It's beautiful in there.

Montrose: These are some first timers. I assume— Actually, Emerich, have you been?

Emerich: No, I've never been. I've always found it fascinating—

Beef: What lands did you work on, Emerich? 'Cause I know you did a lot of stuff, but you don't seem to be like, well-versed with any of them?

Emerich: Oh, I—

D'Angel: Well, Ephemera would've predated Emerich by about 150 years.

Beef: Oh, okay.

Emerich: Yeah, I worked at Lugelandia, the... the snow sports layer.

Beef: Oh? Okay.

D'Angel: Okay. Yes, you did.

Griffin: [laughs]

D'Angel: Fine.

Montrose: You worked in the layer where the whole thing was a simulation of being inside Matthew Fox's body?

Beef: Yeah, yeah, yeah.

Justin: [laughs]

Montrose: Foxberg?

Emerich: No, I'm saving that.

Beef: The island that was just full of adult clubs, that only lasted for about five years.

Emerich: By the way, do we all have—

D'Angel: Paradise Lost, yeah.

Beef: Paradise Lost, yeah.

Clint: Are we all wearing matching shirts?

Justin: You are wearing T-shirts and cargo shorts.

Clint: Okay, yeah.

Justin: I don't know, you're wearing whatever you were wearing before.

Griffin: Not that.

Justin: [chuckles] Yeah, certainly not that.

Griffin: Not that.

Montrose: We have a couple first-timers here. I was wondering, do you still charge for the magic map? So that they can have their bearings a little bit better. I'd be willing to dish out for that if...

D'Angel: I can tell you have an eye for fine bargains, but that will be provided to you digitally. We don't—

Montrose: Oh my? How generous.

D'Angel: Yeah, we don't do the— Well, you have to pay for it, but it's just—

Montrose: Oh, I see.

D'Angel: We don't have paper anymore. You, mask, name and class?

Montrose: Oh, sorry, give me a moment.

Griffin: I reach into my wallet and pull out my— pull out my card for my locker, that has my number on it.

Montrose: I already have a character, if...

D'Angel: Oh, okay? What's their name and class? I can look it up for you.

Montrose: He is a hawk blade.

D'Angel: Oh, cool?

Montrose: And...

D'Angel: Wow, really?

Montrose: Eh...

D'Angel: You've been here... That's a tri-class, you've been here a lot, huh?

Montrose: I've had a few spins... at the loom, so to speak.

D'Angel: Yeah, yeah, another turning of the Weaver's tale. Yeah, for sure. Cool. Well, blessing of the Seven to you.

Montrose: And also to you.

D'Angel: What about you, thick guy?

Beef: My character's name is Thikcalyn.

D'Angel: Thikcalyn?

Beef: Yeah.

D'Angel: Is that with—

Beef: One word.

D'Angel: How many Ks?

Beef: Only one. T-H-I-K-C-A-L...

Montrose: Why on Christ's Earth would you spell it that way?

D'Angel: No, it's cool. A lot of the stuff here is like—

Beef: 'Cause it's fantasy, it's Thikcalyn.

D'Angel: ... Is like weird fantasy stuff. And class?

Beef: A-L— I wasn't done.

D'Angel: Sure, yeah, yeah.

Beef: A-L-Y-N.

D'Angel: Okay...

Beef: Thikcalyn.

D'Angel: I got you in here, Beef. Next up—

Beef: No, but hey, but his class?

D'Angel: Oh, yeah, yeah, yeah, what do you wanna— what do you wanna start as?

Beef: Can you list off like all the options?

Clint: [laughs]

D'Angel: Paladin, warrior, dwarf, servant—

Beef: Dwarf is a class?

D'Angel: Servant of the Seven. What?

Beef: Nevermind, keep going.

D'Angel: Servant of the seven, infrastructure expert and gloom sayer.

Beef: Okay, I'm gonna go with just like fighter.

D'Angel: Yeah, fighter? Cool.

Beef: Okay.

D'Angel: Yeah. Nice. Nice, nice, nice. Here's your stick.

Justin: And he picks up a well-worn— what looks to be about half of a pool cue in length and size. And he hands you a well-worn stick. That is weirdly a little sticky. Which you're not wild about, I'm assuming.

Travis: Well, it's stickish.

Justin: It's— no, it's stickly.

Travis: Stick stickly?

Justin: Okay, Dad?

Montrose: [chuckles] That was weird.

D'Angel: Sir, Emerich? Whatever. Come on over.

Travis: Daddy?

Clint: Yes, son?

Justin: Okay. You don't have to make a weird thing out of it.

Emerich: I am... Syzygy...

D'Angel: No.

Emerich: Yes. I am.

D'Angel: I'm not spelling that.

Emerich: S-Y-Z-Y-G-Y.

D'Angel: Okay, a lot of—

Emerich: Syzygy.

D'Angel: A lot of Ys in there.

Emerich: Yeah.

D'Angel: I haven't had—

Emerich: Syzygy.

D'Angel: I haven't had— I haven't seen— I haven't been— heard that many Ys since my last divorce. [chuckles]

Beef: Oh, man, D'Angel, I'm sorry.

Emerich: Oh, I was going with a wise, as in wise person. Syzygy Craig, and I am—

Montrose: Wow, you just bowled right over my man's confession of a deep and dark, longing sadness.

Beef: Yeah, he's... he went through a rough time and you didn't—

D'Angel: I forgot what I was saying anyway. Sygigy... Sygigy?

Emerich: Syzygy Craig.

D'Angel: Ciggy... Sygygy?

Montrose: Syzygy.

Emerich: S-Y-Z-Y-G-Y, Syzygy.

D'Angel: Can it be Dave?

Emerich: Syzygy Craig.

D'Angel: Syzygy Craig.

Emerich: Syzygy Craig.

D'Angel: Okay...

Beef: Well, we call him Craig.

Emerich: And I am a spelling bee, a magical insect.

D'Angel: You actually— yeah, we only allow human skill classes anymore. We can't account for like inspect people of insect scale having a great experience.

Emerich: Well, then I'll just be a speller.

Montrose: Oh, I mean, he could also be a— just a man-sized bee?

Beef: Good call.

Emerich: True.

D'Angel: Yeah, I guess. I guess so.

Emerich: Like Aunt Bee on The Andy Griffith Show.

D'Angel: It's gonna mess up the— I mean, if you didn't— I'm not gonna do the prosthetics and stuff.

Beef: He can— but he can say he's a bee. Maybe he's a bee who got turned into a man?

D'Angel: Okay.

Montrose: I mean, we just— we throw a sort of yellow and brown tunic on him.

Beef: Like a polymorph.

Emerich: I'll just stay— I'll just stay with speller, since it was my joke to begin with.

Griffin: [laughs]

D'Angel: Yeah, it was, yeah.

Beef: Oh, it was a joke?

D'Angel: It was a joke.

Beef: Oh, okay.

D'Angel: Yeah, okay, that's perfect. Okay, so... perfect, yeah.

Justin: And you see D'Angel typing on a keyboard where the keys have been made to look like wood. But some of that has like scraped off. So, it's pretty ratty. And he's typing.

Beef: No, sorry, it's Thikcalyn, it's got a thorn at the beginning. There's— it's not— it's a thorn I-K-C.

D'Angel: Thorn I-K-C, okay, got it. Perfect.

Beef: I-K-C-A-L-Y-N. Thikcalyn, yes, thank you.

D'Angel: Okay. Okay, it looks like your room isn't quite ready yet. [belches]

Beef: Jesus, D'Angel. Is this—

D'Angel: Jesus, excuse me. That's rough.

Montrose: Are you ill?

Emerich: What... what did you have for lunch, D'Angel?

D'Angel: Mutton, same as every other day, pal.

Emerich: Oh.

D'Angel: You wanna... Okay, your room's not quite ready, you wanna... If you would like to wait at our café, Bumpershoots? It's just across the way over there.

Beef: Bumpershoots? That's not a very—

Griffin: I fuck'n take off at a dead sprint.

Travis: Okay?

Montrose: Bumpershoots!

Clint: [chuckles]

Beef: Yeah, I guess we'll—

D'Angel: [chuckles] What about you two?

Beef: ... Wait at Bumpershoots.

D'Angel: Okay.

Emerich: Montrose is really excited, isn't he? Isn't it pleasant to see him engaging?

Montrose: Do not call me Montrose, for my name is—

Emerich: Oh, I thought you were—

Montrose: Artemisius Goodparty.

Emerich: Oh?

Beef: Geez, okay.

Justin: [chuckles]

Montrose: Hawk blade of the Emerald Covenant.

Justin: When you emerge out the other door, it is... I mean, it is transportive. I mean, it is. You... the scale of it is what surprises you, because you aren't walking into what you thought would be sort of a... a very large entrance for all the crowds coming in. But somehow, they funnel people in, so each arrival feels a little bit more personal. You're not just part of the herd.

You walk out to see a fountain depicting one of the Seven, doing battle with what looks to be some sort of orc-type creature, on top of Mount Gloom. You see water emanating from their eyes, in kind of a weird, weird choice. And then across from you, you see Bumbershoots, which looks like nothing so much as a TGI Friday's. There's a large— in large, illuminated letters, that one or two have gone out, it just says, "Bumbershoots, a fine place for a fine meal." And you see some advertisements of specials in the window. And that is Bumbershoots.

Travis: It's so weird, I mean, just thinking... I think like Beef having come from Ustaben, right, and Gutter City and Paradise Cove, very, very heavily themed. I think this is off-putting, right? Like if you went to someone's house and they just had like a Starbucks in their dining room, right?

Justin: Yeah.

Travis: Of just like, "What the... okay?" Just fuck'n weird!

Justin: There's advertisements in the— like in the window, for a new root beer levitation potion. Which is just a root beer float. And they seem to be really excited about it, it's got a reasonable price. Considering the price of hamburgers, it's got a reasonable price to it.

Griffin: Well, super rich super rich churbo burgers are—

Justin: No, no. No super rich churbo burgers at Bumbershoots. It's a straight down the middle family affair.

Griffin: Oh, okay.

Travis: Okay?

Justin: So... you gonna head over?

Griffin: Yes, of course.

Justin: [chuckles]

Travis: Yeah, I guess we go to Bumbershoots—

Griffin: I'm already— sorry, I'm already inside.

Justin: You're already inside. The three of you make your way inside. And you throw open the door. It's a slow time of day, so there's only one other person sitting there. It looks to be a bored man who's poring over a map. He, like you, was issued sort of standard... standard issue peasant wear. Except for you, Montrose. I'm assuming you have some accoutrement that you saved from your previous visits.

Griffin: [chuckles] Yeah, you could say that.

Justin: You open the door to Bumbershoots and look inside. There's the one man there in his peasant wear. And then behind the counter, you don't see anybody. And then there is a poof, a poof of purple smoke. And then someone who had been crouched behind the counter, very obviously, stands up from behind the counter. And you see in front of you a wizard, holding an umbrella over his shoulder. And he says:

Taako: Hello, I'm Taako from television. Welcome to Bumbershoots. Are you ready to do battle with the Hunger?

Griffin: Holy fuck'n shit. [gasps]

Travis: Hang on a moment?

Justin: No, it's the end of the episode.

Travis: Oh, okay.

Griffin: [laughs]

Clint: [laughs]

[Steeplechase theme song plays]

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