

The Adventure Zone: Steeplechase - Episode 20

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Krystal: Well, Steepies, the overhaul of Geltfrimpen's lair is complete! Even if you've claimed the Heart Scale a dozen times, you're in for an all-new adventure on your next journey through Ephemera. Unfortunately, the upgrade is getting mixed reviews from fans. Some of whom complain that it's just a bunch of challenges from Legends of the Hidden Temple. Remember that show? Now, I'm not saying that, of course! I don't even begin to see the resemblance. This is a bold, new direction from the Crationeers, and I for one hope they never know when to stop dreaming!

[Steeplechase theme song plays]

Weaver: Ever faster, ever closer, ever never slowing down. Ever nearer, ever clearer, ever nipping at the gown. Ever spinning, ever grinning, ever hearing what they please. Ever growing, ever knowing, that they are the disease.

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

Travis: What?

Griffin: I got it.

Justin: Steeplechase!

Travis: Hey, J-man?

Griffin: I understood every fuck'n word.

Travis: Did you make that up? Or is that a poem, is it a song, what is that?

Justin: What are you referring to?

Clint: It's all three.

Travis: Okay.

Griffin: We just started recording.

Clint: Nothing. Nothing.

Justin: We just started— Oh, the... the thing at the beginning, yeah. I don't know, man, I made it up. But where did it come from? I don't know.

Griffin: Wow.

Justin: I mean, I don't know.

Travis: The muse, baby.

Griffin: It's really good.

Justin: The muse, it's unchained!

Clint: Never admit your sources, pal.

Justin: Don't have any sources, just plug into the wherever Stephen King is getting all his books from.

Travis: Cocaine! Okay.

Justin: Wherever Paul McCartney's getting all the chord progressions.

Griffin: Oh, so it's cocaine then? Cool!

Travis: It's cocaine!

Griffin: I mean, not cool, but—

Travis: No, no, no, not cool, but I'm glad we finally pinpointed what's going on.

Griffin: Yeah, same.

Travis: Justin, if at some point you start to get really interested in like, "What if there was like an evil train?" Then I think we need to like talk.

Justin: Hey, bud? Here's when I got interested, the exact moment you just said, "What if there was an evil train?"

Travis: Oh, no...

Justin: Because it's fuck'n sick!

Travis: Oh no, now we got... Oh, we got some explaining to do...

Justin: We left you in Dave Baulista's... Baulista's and More. I didn't call it that last time, but that's what I'm gonna go with.

Dave: Yes, I just want you to steal the Heart Scale from Geltfrimpen the dragon.

Beef: Now, when you say steal...

Dave: Mm-hm?

Beef: Is this like part of the dragon's body? Where stealing it results in death? Or death is a precursor to stealing? Do we need to slay a dragon, I guess is what I'm asking.

Dave: What I... what I'm gonna say is this...

Griffin: [chuckles]

Dave: I mean, he's not gonna be wild about it, [chuckles] you taking the Heart Scale. But Geltfrimpen is a fearsome infinite dragon, who is both sort of like the protector and also the dominator of all of Ephemera. He's incredibly fearsome and powerful, as everyone knows. And I just need his Heart Scale to make like a whip-ass shield out of. Just a real whoop-tushy shield.

Beef: I'm sorry, but you just kind of casually threw out the term 'infinite dragon.' If you could please—

Dave: Yeah, he's been here a lot longer than any of us, if I can put it like that, you know what I mean?

Beef: Yeah, yeah, yeah, that makes a lot more sense.

Dave: He's been infinite as far as— Let me say this, he's as old as Ephemera.

Beef: Okay.

Dave: So, that's pretty old.

Beef: Hey, Montrose?

Montrose: Yes?

Beef: Is this... is this like a Hard Light dragon, an animatronic dragon? Is this somebody in a dragon suit? What are we talking about here?

Montrose: This is Geltfrimpen, the dragon dominator of Ephemera.

Beef: Yeah, no, hey—

Emerich: Yes, but I believe Beef—

Montrose: I'm confused by the— sorry, the question confused me.

Beef: It's not a real dragon, there's no such thing as dragons.

Montrose: He'll bite you? He'll bite you just like a real dragon?

Beef: Okay, but what's he made out of?

Montrose: Of fury, power, righteousness, justice?

Emerich: I know that this is ironic for me to be saying, but you seem to be a little caught up in this... this world that we're living in. Which is wonderful, because it has made you a wonderful guide.

Montrose: Sure?

Emerich: But we need to tap into... the real Montrose? Just a little... just a little... a little skoosh. Just a little skoosh.

Montrose: Here's what I will say, Montrose will be of no use to you in this mission. Artemisius Goodparty, hawk blade of the Emerald Covenant, he... he might be able to get this one across the finish line. I'm saying you two aren't leaning in enough!

Beef: No, I am— hey, I'm— Montrose— sorry, Artemisius, I'm just trying to gauge... let's just say difficult rating here, of like are we gonna—

Montrose: Sure—

Dave: I'll help with that, if I may step in? Bad! It's a dragon!

Beef: Oh my lord, okay—

Montrose: We won't be slaying a dragon, because if we could do that, then we could just climb to the top of Steeplechase and punch God in the face.

Dave: Yeah, you just gotta get the Heart Scale.

Beef: But it's not— guys. It's not a real dragon?

Dave: I mean, you're—

Montrose: He'll bite you just the same?

Dave: He is a dragon? I don't understand what you're saying. I'll tell you what, if it would cut down on the chatter, I'll kick in four suites.

Emerich: Plus some kind of god-killing weapon?

Dave: Well, I don't know about god killing, I need him up there looking out for me and my family. But you know—

Beef: Listen, we'll just unplug the dragon, or break its prism, or I don't know, it might be papier mâché at this point. Like... Okay, cool!

Dave: Yeah, you know what a great— Do me a favor, after you killed Geltfrimpen, could you set all the clocks to 11-deeble-glock, and make the sky green?

Montrose: [laughs]

Dave: Because I figure if you're infinitely powerful, you might as well...

Montrose: Yes. That's a good joke. And they would've laughed at it, if they were a little bit more, you know, in the know.

Justin: And he does a secret hand signal to you.

Griffin: I do it right back.

Dave: Yeah, right? [chuckles]

Montrose: Anyway... okay. Where is his hoard? Can you at least point us in the right direction?

Dave: Yeah, right— if you see—

Justin: And he points out the door, and you see a sign that says, "The Lair of Geltfrimpen."

Montrose: Ah, yes.

Justin: And with an arrow.

Beef: Is it next to like a Dippin' Dots?

Montrose: They have Dippin' Dots inside.

Dave: There's Dippin' Dots after. Dippin'— These cold spheres await the victorious! [chuckles]

Griffin: [chuckles]

Clint: [laughs]

Dave: Immerse yourself in tiny, cold spheres! Yeah, they have a pool of Dippin' Dots you can jump in.

Beef: Woah? No, that sounds terrible! Those things are so wicked cold!

Montrose: It burns!

Dave: Oh, you don't survive. It's our grand finale on your existence here in this planet.

Montrose: What a way to go!

Dave: What a way to go!

Emerich: But... before we—

Clint: We're outside, correct?

Justin: What?

Griffin: We can be?

Travis: Dad, I love your story telling nature of just like teleporting five seconds into the future.

Justin: [chuckles]

Dave: Get out of here!

Justin: No, listen, as a DM, I very much appreciate the ability to instantly move someone out of one thing that they're done with and into a new thing. [chuckles]

Travis: I just wish they did this more with editing in TV shows, where it doesn't jump to like the next scene, it just jumps ahead by a doorway.

Justin: [chuckles]

Griffin: Yeah, all right, no establishing shots this season. And what is it, Dad?

Emerich: I feel like, Beef, perhaps Montrose has a point, we— Archimedes?

Travis: Artemisius, please.

Emerich: Artie. Perhaps Artie has a point? May haps in this instance to be able to use Artie's skill and experience with this, maybe we do need to lean in a bit more into the fantasy?

Beef: Up to this point, though— Okay, fellas, sorry. I don't mean to be a difficult Dan, but up to this point, it's been like, "Romance this guy, steal a diamond, get a pin," right? All very concrete, understandable goals. And now, you just introduce like, "And slay a dragon."

Montrose: Oh my God, how are you not getting this?! There will be no slaying of Geltfrimpen!

Beef: Okay, steal a Heart Scale from a dragon?

Montrose: It would take an army! It would take an entire— a platoon of soldiers armed to the teeth to even make a dent in his terrible hide!

Dave: Three platoons!

Montrose: Thank you, three platoons. We will not be slaying Geltfrimpen, but he is a big boy. And big boys have a hard time seeing little things.

Beef: I have—

Emerich: So, this is a score.

Beef: It's just that I have— I have no context for what you're talking about. And we're in this... I'm thrown because there's like a Bumbershoot's and there's signs everywhere, and it's just like concrete walkways. And then you're like, "Oh, and by the way, a dragon!" And I'm like, "Okay, what's the context of the dragon?" You know what I mean?

Dave: Oh, okay.

Justin: And then Dave Baulista runs out like he forgot his lunch. And he runs outside.

Dave: [panting] That wasn't that far. Ah, I don't know why I'm so winded! I just ran from the counter to the door?!

Beef: You focus too much on weights, you need to work on cardio.

Dave: God, you're so right, I've been— yeah. Swole Rick has been telling me that, and I don't listen to him. You're right.

Beef: Oh, yeah, yeah, yeah. Listen to me, Thikc Alyn!

Emerich: Do you lift, bro?

Dave: Yes, bro, I do! That's the sad part. Listen—

Beef: It's that he doesn't like jog.

Dave: Aretimenes, I don't know if you've been—

Beef: Artemisius.

Montrose: Artemis is fine.

Dave: Artemisius, I don't know if you've been through Geltfrimpen, but they got— in the last like 10 years or so, they've put up a new... it's sort of like series of challenges you gotta get through to even get to him. It's a little—

Montrose: Everything's gotta be gamified now, don't it?

Dave: I know, I know, it's... honestly, it's a little slap dash, it seems like. But you know, you have to brave his challenges. You may not wanna waste too much time.

Montrose: Yes, we'll be on our way, thank you. We're just— we're gonna be with him, so if you do think of something else, just sprint to Geltfrimpen's lair, find us there. Don't blow us up if like we being actually sneaky for a minute.

Dave: Sure.

Beef: And don't run all the way there, 'cause I think you heart might explode, Dave.

Dave: Yeah, it'd give out.

Montrose: All right. You've been a good friend, Dave Baulista.

Beef: [spoofing Dazed and Confused] All right, all right, all right.

Emerich: May I kick off this adventure? May I?

Montrose: Yes, someone has to.

Beef: I thought we were?

Montrose: Dave, you can go. Dave, you are excused.

Dave: This is my shop, you guys just walk away from it.

Beef: We're outside, Dave? You're out here?

Montrose: We're outside right now, Dave.

Dave: I'm in the door jamb, you guys didn't go very far.

Beef: Then close the door, Dave!

Dave: Okay...

Emerich: Get yelled at for as far as we did go!

Montrose: Sorry, Dave, you must understand, you are catching us at a weird, punchy time! We have not treated the customers— the employees of Ephemera particularly well thus far. And so, I do apologize. I don't know what's gotten into us.

Justin: He closed the door. He left.

Emerich: All right, are you ready? Because I think I have a great way to kick off this mini-adventure within our—

Justin: Well, after all this— but can we build up to it a bit more? So that way, it can really—

Travis: Everybody, shut up, shut up! Dad's got the greatest thing ever to say!

Griffin: Shush!

Justin: [chuckles] Here it comes!

Emerich: Yoinks! And away!

Griffin: Nah...

Justin: Yeah... Yeah, yeah, yeah. Okay so, what is going to be your approach for this score?

Griffin: I'm not going in the front.

Justin: We got assault, deception, stealth, occult, social, transport. You will have to brave a series of challenges to get to Geltfrimpen.

Travis: What's like the direct approach? What would that be called?

Justin: I guess assault? I mean like, if you're not gonna... gonna... try anything like sneaky, I think assault. But...

Travis: I think Beef wants to go full Shroog, and just like roll up and run in, grab the scale and get out.

Justin: Okay... So, assault is an option here. Keep in mind, also, if I can give a little bit more context— and this is the sort of context that you, Montrose, would have, this is like a thing... this is a thing people do in Ephemera.

Griffin: This is not a heist in the sense that it's a crime. This is a...

Travis: Quest.

Griffin: A role-play. A role-play within a role-play, it sounds like.

Justin: Sure, yes.

Griffin: Okay.

Justin: Or at least that is the—

Travis: Is the Heart Scale like a Crushbone Belt?

Justin: I mean, it's a really good one, but yeah.

Griffin: If we do this... I can't disrespect Ephemera to the point where I would betray that. Like, I'm going to fall— I'll be sneaking once I get in there, but I can't... I can't climb down a sewer pipe on this one, 'cause I feel I wouldn't be able to live with myself.

Clint: I say we— I say we go through the steps, just like a regular tourist would do. And then when we get to the actual dragon, then we do our heist thing.

Travis: Well, you know what? Here's what I'll say:

Beef: Montrose, you are clearly very well-versed in all this stuff. And so, what is Montrose— Artemisias, how does one approach Geltfrimpen, and set themselves up for a successful quest?

Montrose: Show him respect. Geltfrimpen's huge about respect and family. Which is weird for a dragon. I am a rogue, but rogues— there can be honor amongst thieves when one's dealing with Geltfrimpen, the infinite dragon. He's pretty slow. A lot of scrambling away. A lot of kids just running up, kicking Geltfrimpen and running away before he can eat 'em.

Beef: Disrespectful.

Justin: So, I think this is the... You're right, in that you could go through the rest of it like regular, probably. But I think what I'd like you to choose is what your plan is for once you get to Geltfrimpen, assault, deception. stealth, occult, social or transport.

Clint: Well, what do we usually do? Usually, don't we—

Justin: [chuckles]

Clint: No, no, I mean seriously, our usual MO is Montrose doing a con of some kind, Emerich working behind the scenes to try and you know, rig the technology, and Beef...

Griffin: Punching things.

Clint: Punching things.

Travis: Muscling it, please.

Clint: Muscling.

Justin: Okay, so, when you get to the dragon, you have assault, deception, stealth, occult, social or transport?

Travis: Okay, so, I think—

Griffin: What's social?

Travis: Woah. [chuckles] So, I was about to say, I don't know if social workers were talking him into giving us his Heart Scale?

Griffin: The Heart Scale. I mean, if we prove ourselves as noble and worthy adventurers? I don't see any issue with that.

Travis: Okay, all right. Listen, I asked Montrose how to do it, he said social, I'm for it.

Griffin: And you know, if it has to change, turn into a different one, 'cause the first one doesn't go good, we'll just change it, man.

Travis: Okay! Let's do it.

Justin: It happens. Now, quickly, your character's load, item loadouts. We've been slacking on these things and I'm not gonna let it happen anymore.

Griffin: Good for you, man.

Travis: Yeah. Hey, way to stand up to us.

Griffin: Standing up for yourself, yeah.

Justin: Yeah.

Travis: You're not afraid anymore and I respect that.

Justin: Why don't you tell me your load?

Travis: My load is... normal.

Griffin: Yeah, I'm gonna go normal on this one too.

Justin: Okay, dad?

Griffin: I don't give a shit.

Clint: Yes, I think normal.

Justin: Okay. Okay, the engagement roll, is it bold or daring? No, it's just regular. "Does the plans detail, expose a vulnerability—"

Travis: You don't think it's daring to steal the Heart Scale from a dragon?

Justin: No, I don't necessarily think it's daring to take on this like...

Travis: An infinite dragon?

Justin: This theme park attraction. [chuckles] No, I don't think it's daring.

Griffin: [chuckles]

Justin: "Do the plans detail expose a vulnerability to the target, or hit them where they're weakest?"

Griffin: I do know where the scale is?

Justin: I mean, you do know where the scale is. I'll give you one D for that. "Friends or contact provide aid or insight for this operation?"

Griffin: I have friends here.

Justin: Yeah have friends here, yeah.

Travis: And he did the secret symbol sign thing with Dave Baulista.

Justin: Yeah, you've got a network of people, so you can take one D for that. So, we're up to two D. Okay, so... let's— we'll start with one D for sheer luck. So, that's three D6.

Griffin: Cool.

Travis: Roll it, Montrose.

Griffin: Three D6, you got it. Da-da-da-da-da-boop. 5, 3, 5.

Justin: Okay... You're in a risky position when the action starts. Perfect.

Griffin: Of course. When in the lair of Geltfrimpen, one is always in a risky position.

Justin: You are standing in front— So, you've made your way to Geltfrimpen's... the lair of Geltfrimpen. And you are standing in front of a large, stone face that has been etched into an archway. And attached sort of clumsily to the chin of this large, stone face— by large, I mean like eight feet tall. This large, stone face has a name tag that says 'Suzanne.'

Suzanne: As I have already told you, your names are not on the reservation!

Montrose: Check again? Check again.

Suzanne: One moment... No!

Beef: It might be under a different name, try Steve—

Suzanne: What name?

Beef: Steve Johnson?

Suzanne: No! I'm sorry—

Emerich: Try John Stevenson.

Suzanne: No! I'm sorry, adventurers, but you are not on the reservation! You cannot challenge Geltfrimpen today!

Montrose: I did not realize that adventure could be told to wait its turn? It waits on nobody, I thought that was the Ephemeral way?

Suzanne: Indeed, it is! If you have a reservation! But without one, you're just kind of out of luck.

Montrose: I actually did Thunder Zoom? I did a Thunder Zoom. The application doesn't work particularly well, but I did book a Thunder Zoom for—

Suzanne: You have booked a Thunder Zoom?

Montrose: Yes, here.

Griffin: And I reach in my pocket, and I pull out... I pull out documents, my Thunder Zoom pass. It's a digital Thunder Zoom pass, but it's like kind of... it's kind of fucked up. I'd like to flashback, please.

Travis: [mouths flashback sound effect]

Clint: [mouths flashback sound effect]

Griffin: We're walking to Geltfrimpen's lair.

Montrose: I've just remembered you need a reservation, and you gotta make those things at least 60 days in advance. [sighs] Damn it.

Emerich: Perhaps a flashback within a flashback?

Griffin: [laughs]

Clint: [laughs]

Montrose: You gotta be careful, we'll end up in limbo if we go too deep!

Justin: [laughs]

Beef: Yeah, you go too deep, and you're on a beach—

Justin: You're gonna need a big kick just to get you out of that! [chuckles]

Travis: Yeah, you're gonna need something big to get— "Save me, Joseph Gordon-Levitt!"

Beef: Why don't we just say we have a reservation?

Montrose: Well, the issue is they used to do this thing called Thunder Zoom. And you would just sort of pick your thing on the app, and then you could just go right through it when your time came up. But now, there's this new sort of sorcerer service where they book that shit for you and it doesn't work as good. I miss Thunder Zoom, it was very straight-forward.

Beef: What do they... How do they like keep track of it and stuff? Is it something that Emerich could program, or... we could fake our way through or something?

Montrose: Hm... I don't think any of us are phone hackers?

Emerich: Is the Thunder Zoom an actual visible item? I mean, is the reservation... if we—

Montrose: No, it's in the— Thunder Zoom doesn't exist— You know what? I'm just gonna go full fuck'n Karen on it.

Griffin: Can we flash back to the present?

Justin: Yeah.

Clint: Flash forward.

Griffin: Flash forward?

Justin: Flash forward. So, the flashback that you did was the decision to go full Karen?

Griffin: Yeah.

Justin: You had a flashback to remind yourself that you were gonna turn into a Karen?

Griffin: Yeah, here I go.

Montrose: I had a Thunder Zoom! I had a Thunder Zoom!

Suzanne: I'm sorry—

Montrose: I booked the Thunder Zoom— No, you listen to me! I booked the Thunder Zoom on my phone. I did it 60 days— No, you listen to me, I did it 60 days ago. And I brought these two grown men with me, they are so excited to take audience with Geltfrimpen!

Beef: That's true.

Montrose: Do you realize how far we came to be here?! It's his birthday!

Beef: It is. It's my birthday.

Emerich: It is.

Beef: And listen—

Suzanne: Did you say birthday?

Montrose: That's exactly what I said.

Emerich: Yes, it's my birthday.

Justin: Suzanne opens their mouth and a— the mouth of the mask opens and a pin that says, "I'm having a dreamy birthday," falls out of its mouth and clatters to the ground in front of you. [chuckles]

Suzanne: For you! Complimentary!

Travis: I pick up the pin and I pin it on to Emerich's jacket.

Suzanne: Happy birthday!

Emerich: [chuckles] Thank you!

Beef: And also, Suzanne, he's dying.

Suzanne: Oh no...

Emerich: Oh my god, I am?

Beef: Yeah.

Suzanne: Oh no!

Beef: We didn't wanna tell him, but his last wish was to meet Geltfrimpen.

Emerich: It was?

Montrose: And let me just say, this seems like it's in very poor taste. So, you tell me, Suzanne, right now, if it's gonna work or not, so we can cut it off at the pass.

Justin: Why don't you roll a sway, Travis?

Travis: What, Griffin was swaying? I was helping?

Justin: Nah, you decided— you started—

Griffin: You're the one who took it to a big place, pal!

Justin: Yeah, you started spinning tales. [chuckles]

Travis: I was helping! He was lying too?!

Griffin: Yeah, but mine was like a thing that a human could say and not be gross about it.

Justin: [laughs] No, Trav, you've gotta roll.

Travis: Okay.

Clint: All right, Emerich's gonna help too, by coughing and looking—

Griffin: No, Jesus Christ!

Justin: That's good. [laughs]

Travis: Is it risky?

Justin: Is it risky, karmically? Absolutely! [chuckles]

Travis: Nice.

Clint: [laughs]

Griffin: Yeah, I would say it's risky. Obviously, it's fuck'n—

Travis: And what's the effect? Standard?

Justin: You'd like that, wouldn't you? Yeah, no, no, no, I think it's... I think it's... risky, standard, yeah.

Travis: And I get a bonus dice from Emerich hamming it up.

[sound of dice thrown]

Travis: I got a 6! A 1 and a 6.

Clint: Hey!

Montrose: This sets a terrible precedent! This sets a horrible precedent!

Suzanne: Well, hm...

Emerich: Please?

Suzanne: Here's the problem, we have not had time— I would love to accommodate you, adventurers! But we have not had time to set back up properly. You're going to need to come back tomorrow and then I will accommodate you.

Montrose: Hey, in for a penny, in for a pound. This dude's going to Beef City like tonight. And when I say that, I mean death, not that he's gonna like have some sort of—

Beef: Not the restaurant, Beef City.

Emerich: It's getting dark!

Suzanne: All right, you can—

Emerich: Everything's getting dark!

Suzanne: I will let you through. But you must hold us legally unaccountable for what occurs in there, because we have not had time to set back up properly. You will not get the full magical experience!

Beef: Okay.

Montrose: Well, hold on, 'cause this does change it for me a little bit.

Beef: So, agreed.

Montrose: Okay, fine.

Suzanne: It will still be cool!

Montrose: All right, all right, let's do it!

Clint: [chuckles]

Suzanne: But it might be dangerous!

Beef: Okay!

Montrose: Perfect!

Emerich: Danger means nothing to me at this point.

Beef: Oh boy.

Montrose: I love to hear that.

Justin: All right, Suzanne, with a ca-thunk, starts sliding to the side.

Suzanne: I hope you have an enjoyable time!

Montrose: Was this the first test?

Suzanne: What do you mean?

Beef: Oh, okay!

Montrose: Oh, okay.

Beef: Yeah, yeah, yeah, yeah.

[music plays]

[ad break]

[music plays]

Justin: You walk inside, and you no longer see Suzanne, but you can hear Suzanne coming through the speakers.

Suzanne: Welcome to the King's Storeroom! In front of you, there are three clay pots on three pedestals. And only you can discover how to escape the King's Storeroom!

Beef: Okay... We look in the pots?

Montrose: Be careful, there could be an asp in one of them.

Justin: You look— sorry, Travis, you are gonna need to be infinitely more specific.

Travis: No, there was a question mark. There was a question mark there, I was asking Montrose that question.

Justin: Let's assume that Montrose— because this is going to get complicated for Griffin if he has to feign more knowledge about this than he has.

Griffin: It's so exhausting!

Travis: Mm-hm?

Justin: This is a new addition. Like, that's why I clarified.

Travis: Okay.

Justin: This is a new addition. So, he would not be able to... I don't mind him being able to, but it's just gonna be complicated for Griffin, a human, to do.

Montrose: Okay, traditional party roles, then. You take the lead and sort of act as the meat shield.

Beef: Okay.

Montrose: As is I think only appropriate, given the name. You can be the weird sort of reclusive spellcaster. I'll be honest, you're giving me

necromancer or warlock vibes on the daily. I would lean into that. And I shall be Artemisius Goodparty, spell blade of the Emerald Covenant.

Travis: Okay, I, Thikc Alyn... Justin, do we see anything— I mean, is it just three pedestals and three pots?

Justin: Three pedestals, three pots. There is a... a place... it looks like cobblestone walls... Not cobblestone, you know, like big stones. You know what I mean?

Travis: Yeah, yeah, flagstones.

Justin: Flagstones, sure. Flagstone walls. There is a place on the wall you are facing when you enter that looks clearly like it could move, you know what I mean?

Griffin: Sure.

Justin: But that is all that you see. There's also some theatrical lighting above you that is making this look dramatic. But you can see one is sort of like flickering, probably because they didn't have time to set it all back up properly.

Clint: Emerich's gonna do a study of the pots.

Justin: Okay.

Clint: On the pedestals.

Justin: You pick up the pots, they are sealed—

Clint: Do I not need to roll for it?

Justin: No, no, no, you can just pick 'em up.

Clint: Okay.

Justin: Let's see... actually, that's a good point, dad. Here's what you can see, they are sealed. If you wanna do like a closer examination, feel free to do a study roll. And I'll tell you what you can discern about them.

Clint: Okay. So, this is not risky, this is controlled. And it's a standard?

Justin: Mm-hm.

[sound of dice thrown]

Clint: 1 and a 6!

Justin: 6, okay.

Griffin: Wild.

Justin: Okay, when you pick up the pots, you feel a like... When you start to jiggle them, you feel like a slight shift on the pedestal they're under. This happens for all of them. That is the first thing you discover. I wanna give you that information before you do anything else. But you do notice that when you pick up the pots, when you start to jostle them.

Travis: Oh, so before you've picked them up off the—

Justin: Before you've pick them up, like just in the— Because with a 6, you can tell that there's some sort of trigger that all three pots are attached to, but you can't necessarily discern more than that, without fully lifting them up.

Clint: Are they all identical? All three pots and all three pedestals are identical?

Justin: Yes, they seem to be, from what you can discern. And you know what? With a 6, I will say that picking up the— when you jostle the left one, you can hear a slight clink noise.

Clint: From inside the jar?

Justin: Yeah.

Emerich: You heard that, right?

Montrose: Yes.

Beef: The kind of slight clink noise?

Emerich: Yes, exactly.

Griffin: What are the jars made out of?

Justin: I don't know, clay stuff.

Travis: Clay, that's what you said.

Griffin: Are they clay?

Justin: Clay, clay, clay.

Griffin: Okay. I take a few steps back and I throw a rock at the first jar.

Clint: The one on the left?

Griffin: Yeah.

Justin: Okay, roll finesse.

Griffin: Yeah, maybe I will.

Travis: Yeah, that'll show 'em.

Justin: That would have to be a really bad roll. That would be so funny.

Griffin: That would be funny. Position? It seems controlled.

Justin: Standard. Yeah, controlled, standard.

Griffin: Controlled, standard, go!

[sound of dice thrown]

Griffin: 5, 2, 1.

Justin: Okay, how can I make that a mixed success... You chuck the rock, and it plinks into the jar, and it wobbles and then falls down to the ground. And you can see a switch like pops up, but nothing... but nothing happens. You can also see a small... what appears to be a keyhole on the base that has been revealed.

Griffin: Okay. Did the jar break when it fell?

Justin: No.

Griffin: Okay, cool.

Justin: That's the 5. [chuckles]

Griffin: [laughs]

Travis: Okay, I'm gonna kick the jar against the wall!

Griffin: Fuck yeah. Fuck it up.

Justin: Okay, roll.

Travis: Okay, this seems like a...

Griffin: It's a wreck, right?

Travis: Wreck, yeah! I'm gonna wreck.

Justin: Yeah, this is clear wreck.

Travis: And what's my position, Justin?

Justin: Standard, controlled.

Travis: Okay, baby.

Justin: No, wait— Yes, controlled, standard.

[sound of dice thrown]

Travis: 6!

Griffin: Wow, wow, wow.

Justin: Oh my God, Travis, you chuck it and it disintegrates against the wall. And a key clatters to the ground, clatter-clatter-clatter.

Travis: Okay, I put the key in the keyhole.

Justin: Doesn't fit.

Travis: Damn! Okay.

Justin: Damn!

Travis: Damn, Daniel!

Griffin: Damn, Daniel.

Travis: I smash the next one.

Justin: Oh no! [chuckles] Really?

Travis: No, the right— the one on the right.

Justin: Okay, so, no, you already said! You smash that one, you notice from above, a gas starts emanating into the room. You also do see another keyhole in this one. And the gas is slowly heading down towards where you are at.

Travis: I turn— I put the key in that hole.

Justin: Wait, hold on, give me one second, I have to make a clock.

Griffin: [chants] Gas clock, gas clock, gas clock!

Travis: [chants] Gas clock, gas clock, gas clock!

Griffin: Man, a gas-powered clock would be fucking bad ass.

Travis: “This is my steam clock.”

Griffin: Not steam.

Travis: Steam’s a gas, man? I don’t know what to tell you.

Griffin: Fossil fuels.

Travis: Man, you...

Clint: It’s technically more of a vapor?

Travis: It’s a gaseous form?

Griffin: [chants] Vape clock, vape clock!

Travis: [chants] Vape clock, vape clock!

Justin: That’s it.

Griffin: Fuck’n vape clock, good. Wow, it’s a big clock.

Clint: What ever happened to Piss Boy?

Justin: Piss Boy is—

Travis: He’s there, he’s Pee Boy.

Griffin: He's still there.

Justin: Pee Boy, he's still there.

Griffin: Wow, make the vape clock as big as you can.

Clint: [laughs]

Griffin: A huge vape clock.

Justin: Well, yeah, okay, the fuck'n vape clock has one wedge on it.

Griffin: Does that represent the amount of danger posed by the clock?

Justin: Yeah, at full, it's gonna make you dead. [chuckles]

Griffin: Okay.

Travis: Okay, I turn the key in that keyhole.

Justin: Doesn't work.

Travis: Fuck! Smash the next one.

Justin: Or wait, so you're sure—

Griffin: You're sure, pal?

Justin: ... That you're smashing the next one? Perfect, okay.

Travis: I smashed the first one and it worked out so good!

Justin: Yeah, man, yeah. You hear more gas emanating from the ceiling. It is very close to you right now. On the last one, though, there is another keyhole.

Travis: Turn the key in there, baby.

Justin: You turn the key and you hear a quick pop, as the door in front of you unhinges, the place in the wall slides away, giving you one egress to get out of here.

Travis: Let's go!

Griffin: Let's fucking go.

Justin: Goodbye, vape clock.

Clint: What a ride.

Justin: What a ride, what a ride.

Griffin: [sings] Like a candle in the wind!

Justin: [chuckles] I'll miss you, fuck'n vape clock.

Travis: Listen, sometimes, as a warrior, you just gotta brute force a trap.

Griffin: Yeah, you did it.

Justin: Okay, you go into the next room. You see a large body of water. This looks identical to the one before. Each of these rooms are maybe 10 by 20, they're not massive. And they're definitely just in a row, like one after the other. You step into this one—

Beef: Ah, a shotgun dungeon!

Clint: [chuckles]

Justin: There's about a 4 foot ledge on each side of the room. And separating them is a 10 foot moat, that you can see has been lit up. And that reveals the presence of what appears to be electric eels, swimming through the water. And in front of you there is a raft with a rope above it that is stretched across to the other side. And into the side of the raft, you see a staff. The rope, it should be mentioned, has loops tied into it, throughout.

Suzanne: Behold, the Moat Crossing! There, you'll find the ancient staff of King Tut! Which you can use to fjord this incredibly dangerous body of water! And then strike the gong on the other side.

Beef: Okay.

Montrose: A lot of sort of confusing cultural mish-mashing going on here?

Beef: Yeah... I hope no like Aztec guards show up or something, that would be weird.

Montrose: That could be... yes.

Travis: J-man, Justin, describe to me... So, there's a raft?

Justin: Yeah.

Travis: Is the raft tied to the rope, or is the rope a separate piece?

Justin: The ropes a separate piece that stretches from your... let's call it a shore, to the other shore.

Travis: Okay. So, what you wanna do, as it's laid out now, is to like cross the rope and get the staff. And then return and use the staff to pilot the raft?

Montrose: Easy.

Justin: You can do it any way you want, I guess.

Travis: But is that how it's laid out, right, to look like that's the play?

Justin: To use the staff to hook into the rope, and then use that to pull yourself across. That's what it looks— I mean, that is the design of this.

Travis: Okay. But the rope leads to where the staff is?

Justin: No, the staff is with you, on your side.

Travis: Oh, okay, got it. Okay, well—

Justin: And there's a large gong on the other side.

Beef: Listen, I... So far, I'm one for one on solving these rooms. But it's looks like to me, we get on the raft, we pull ourselves across with the staff, right?

Montrose: Sorry, last time I did this, the raft was there. But there was also a chicken and a fox, and some corn.

Beef: Classic. So, you eat the chicken and the fox... you sell the corn?

Montrose: Sure. I mean, are you... We may not all wanna get on that raft, is all I'll say.

Beef: Okay?

Montrose: 'Cause it's... I don't know that it's gonna hold up all of us. It seems like there's a trap somewhere in here, and my guess is the raft gon' go down.

Beef: Okay... Well, we could do two at a time, right? So, you two go, and then leave Emerich over there. And you come back and then you and I go, and then we'll... all over?

Montrose: I feel like we're getting hung up a little bit on the sort of chicken-fox theme.

Beef: You introduced it!

Montrose: I did, I did, I did. Why don't I just slack line across the rope, and get over there and you know, hit the gong. And then you guys can just walk across?

Emerich: I think that's an excellent suggestion.

Montrose: Cool.

Beef: Okay.

Justin: So, what's the plan?

Griffin: I'm gonna take the staff.

Justin: Okay?

Griffin: And just kind of walk with slack line across the rope. I don't trust that raft as far as I can throw it.

Justin: You're gonna do like a tight-rope walk?

Griffin: Yeah, sure.

Justin: Yeah, that made it— you made it, yeah, perfect— yeah, that's exactly what I thought you would do.

Travis: Way easier.

Justin: Yeah, way easier, way safer, that's exactly what I thought you'd do.

Griffin: The raft is... You're telling me, Justin, that if I had just got on that raft and after across, and then got on the other end and rang the thing—

Justin: Let's see a— what would you call it, finesse, I guess?

Griffin: Fuck yeah.

Travis: Can you reach the rope with your like hands, from the raft?

Griffin: I can reach it with my feet from the raft?

Travis: No, I'm saying like of someone was standing on the raft, could they reach up and grab the rope? Or is it too high for that?

Justin: No, it's too high for that. You'd need the staff, that's the whole point.

Griffin: So, that's gonna be a finesse roll.

Justin: Yeah, and we're gonna call this one... risky.

Griffin: Oh, this is not desperate, slacking lining over a pool of electric eels?

Justin: Okay, yeah, it's desperate. Desperate, standard.

Griffin: I'm gonna use my Dare Devil ability, then.

Justin: Okay?

Griffin: Take plus one to the roll, if I also take minus one to any resistance rolls against consequences.

Travis: And you also said, just to clarify, there's four foot wide ledge on either side?

Justin: Yeah.

Travis: Okay, I'm just gonna walk across that.

Justin: No, no, no, wait, what? No.

Travis: You said there's— No?

Justin: There's a four foot wide—

Travis: Oh, we're all standing on the ledge?

Justin: Yeah, yeah, yeah, yeah.

Travis: Ah.

Justin: And there's another one on the other side. Think of it as like shores.

Travis: Now I understand.

[sound of dice thrown]

Griffin: Fuck me, fuck, shit, fuck. 5, 3, 2, 2.

Justin: 2, okay. Let's see, let me think... [chuckles]

Griffin: Oh, I just leveled up.

Justin: Hey, good job, Griff. Okay, so you are... It's actually pretty impressive. Like, you kind of like leap up to the top and you're slowly making your way across. You are on the last step, about to cross over. You have crossed over successfully, but as you are dismounting from the rope, you lose your grip on the staff. And it plunges into the pit of electric eels.

Griffin: Ah, shit.

Justin: But you have made it safely to the other side.

Griffin: Cool, good news, bad news!

Beef: Okay, I have an idea. Emerich, hop on my back.

Emerich: Mm-hm?

Beef: Wow, you just really accepted the hell out of that? And then I'm just—

Emerich: No, I'm listening. I'm listening!

Beef: And then I'll just go hand over hand, across the rope, hanging from it?

Justin: Hm!

Emerich: Hm... That would not be a bad idea.

Beef: Thanks.

Emerich: I do not know how well I can hold on with one injured elbow.

Griffin: Justin just made a mystery roll, and it was a 2. So like—

Justin: [chuckles] Just a little fortune roll over here for my own edification.

Griffin: Sure. How hungry are these eels?

Justin: I don't think that eels eat people, I think that shocking is what you have to be worried about with these guys. [chuckles] And they say you don't have to worry about identity theft, but electric eels?

Griffin: Right. [laughs]

Justin: [laughs] You just focus on the electric part.

Emerich: Beef, how good a swimmer are you?

Beef: I'm not gonna swim in the pit with the electric eels? Is that what you mean?

Montrose: Well, nobody plans to swim in the pit!

Emerich: What if I were able to... distract the eels?

Beef: Hey, you know what? We're being silly here. Shoot out some of your lightning stuff, your Tempest Lightning, and just kill them.

Emerich: Thank you, yes.

Montrose: Hey, no!

Emerich: Electricity isn't going to kill an electric eel, but it might lure them over to one side—

Travis: Now, hold on.

Clint: Listen! Wait a minute! Wait, wait, wait—

Justin: [laughs] Like Steve Irwin? I'm sure that's exactly right.

Travis: I'm sure that there is a level— the dose makes the poison.

Griffin: An amount of electricity—[laughs]

Justin: No, I like this! I like this! [laughs]

Travis: They're not immune to electricity?

Justin: You don't know that!

Travis: Like, there's still a level—

Justin: Right now, there is no one on— Can I say, there is no one on this call that could say with 100% confidence if Dad is either right or wrong.

Griffin: [laughs]

Justin: We're all having a lot of fun here!

Travis: Yeah, that's true. I'm, at best, 95% confident.

Justin: Right, it's like 95. [chuckles] There is a little bit in there where I feel like it could pop up—

Travis: The lightning could strike an electric eel and it'd be like, "Well, huh? Fuck me, I'm fine! Hey!"

Griffin: It says here it makes 'em horny and strong?

Justin: [chuckles]

Travis: Wow, okay!

Justin: Pop, what are you doing, man?

Clint: I was going to use the lightning hook to stand in like one corner of the pool and pulse electricity in there to lure the eels away from where the staff is.

Griffin: Good. Make the pulse feel like a sexy lady electric eel.

Travis: Yeah, yeah. Now, I don't see why that— How about I hand over hand to where— Do we need the staff?

Griffin: Yes, we have to hit the gong with the staff.

Travis: Okay. I'll hand over hand over, and then get the staff. I'm not gonna swim all the way?

Clint: Okay, yeah. I just meant that once you got over there—

Justin: That's perfect.

Clint: You could dive— 'Cause it was close to the edge.

Justin: I like this.

Griffin: Cool.

Justin: Okay. What would—

Clint: I'd say that's a sway.

Justin: Yeah, I'll grant you sway, sure. Trav—

Clint: Unless they're Hard Light eels, and then I would use attune.

Justin: Trav, for you hand over hand, what are we gonna— what skill would we say that is? Is it just like a pure...

Griffin: It's gotta be finesse, right?

Justin: Strength? I mean, it's hard, though. 'Cause you're really not finessing, it's like you're using your physical strength?

Travis: I mean, I think it's either finesse or skirmish, right?

Griffin: Why would it be skirmish?

Travis: Well—

Justin: I mean, nothing's like a good fit, but...

Travis: Well, 'cause just it includes like hold a position and like wrestle, and physical stuff?

Griffin: Oh, you know what? It's prowl. "Prowl about unseen and traverse obstacles."

Travis: Oh? Yeah.

Griffin: "Climb, swim, run, jump and tumble."

Justin: Okay, prowl.

Travis: Yeah, gonna prowl, and I'm gonna push myself. 'Cause I only have one. Now, this seems... risky or desperate, Justin? Where are we at here?

Justin: Yeah, this is desperate, bud.

Travis: Okay. And the effect?

Justin: Standard.

Travis: Okay. And I'm gonna push myself. Now, does Dad's roll— No, Dad's roll just helps with the outcome, doesn't it? Not with the action.

Griffin: No, Dad can assist you for free, twice per heist.

Clint: Yup!

Travis: Okay, are you doing that?

Clint: Oh, yeah, yeah, I think this is important. I think this is—

[sound of dice thrown]

Griffin: Did you take—

Clint: I'll use one of my free assists.

Justin: Wow.

Travis: I got me a mixed success.

Justin: That's a 4. Trav, you—

Travis: A 4, a 1 and a 1, just to—

Justin: A 4, a 1 and a 1, yeah.

Travis: For those keeping track.

Justin: You are doing your... you are doing your little hand over hand thing, and it does seem to be going pretty well. But as you again are reaching about two thirds of the way through, an eel slithers out of the water and—

Travis: It's gross.

Justin: It's really gross. And it wraps around your leg and shocks you for a level one harm, let's say.

Travis: Okay... Okay. All right.

Justin: You have now successfully made it over. Dad assisted you, Dad is still on the other side, the beginning side. The staff is floating in the water, near the edge where you're at.

Griffin: Oh, it's floating?

Justin: Yeah, it floats.

Griffin: Oh, great.

Travis: Okay. Well, so, is it something that... I need to jump into the water to get? Or can I reach it from the edge?

Justin: You can reach it, yeah. You could probably reach it.

Travis: Okay. I'm gonna reach out and grab it.

Beef: Hey, distract them! Now is a good time!

Clint: All right. So, I'm gonna do my sway roll?

Travis: Oh, and to clarify here, I'm going to try to get it out with... what would I have? 'Cause I'm not gonna reach into water where's he's shocking the water.

Justin: Smart, smart!

Travis: Yeah. So, I'm going to say... I mean, I have tools and stuff, right? I'm gonna—

Justin: You have a load, so you can— if you can come up with something— Actually, Travis, you were handed a stick! If you remember, at the beginning of your adventure?

Travis: Oh, right! Yeah, I'm gonna use my... my rod. My, what would it be, a bo staff? Is it a staff or a stick?

Justin: It's a stick. You take it out and you notice that like towards the handle it's got like Dentonic branding on it. It's been well-worn, you can see a lot of people have used it over the years. And probably discarded it. But it

is just like a regular stick. It's maybe three feet long, very stick-like. It's a little sticky. But use the stick.

Travis: I'm gonna use it to like get in the hook of the staff and get it out.

Justin: Smart. You... Here's what is gonna happen, because you can't see into the water. You are going to take this action regardless. Dad, you are going to make your sway roll, and the effect of your sway roll will determine the effect of Beef's action and how well it goes.

Clint: Okay!

Justin: Beef, I'm just gonna say that you can get a stick out of the water with a stick.

Travis: Hey, thanks, bud!

Justin: Yeah, man.

Travis: I appreciate that kind of faith in me.

Justin: Yeah.

Clint: Eels, why did it have to be eels? All right, I'm pushing—

Travis: 'Cause electric frogs don't exist!

Griffin: They might, actually.

[sound of dice thrown]

Clint: 4, 2, 5!

Justin: 5. Okay, you fire up the lightning hook and you start pulsing it in a way that you imagine would be sexy to eels. And—

Emerich: Oh, yeah! Oh!

Griffin: Don't! We don't actually have to role-play it every time.

Justin: No, no, no, no, no, no.

Griffin: We don't have to role-play it every time.

Justin: They slither—

Emerich: Yeah! Oh, eels! Yeah, eels!

Justin: They—[chuckles] They slither towards you in a very scintillating way.

Emerich: Come on, slither, baby!

Justin: You, Beef, are able to grab the staff out. Emerich, you get a little too hot and sexy, and you get shocked for a level one harm.

Griffin: This room is chewing us up.

Justin: Yeah, it's a dangerous one. Okay, this is the situation, I have two on the far shore with the staff, Montrose and Beef. Emerich, you are still on the near shore. And that is your current situation.

Travis: I'm gonna bang the gong.

Beef: Right, Montrose? Bang the gong?

Montrose: Yeah.

Justin: Okay, perfect.

Clint: Get it on. Bang the gong, get it on!

Justin: You bang the gong and the door behind you, a wall panel slides across, and you're able to exit.

Griffin: Oh, we still have to get—

Beef: Okay, bye, Emerich!

Montrose: No, come on, we never split the party. Emerich can—

Clint: I jump up, throw the lightning hook over, and really cool, just like slide all the way there.

Justin: Fuck'n— hey, man, really?

Travis: Hey, dad, it's a flat plane?

Justin: No, no, no, no, it's—

Clint: Oh, I pushed off?

Justin: He pushed— if he wants to try to do the thing...

Griffin: Yeah.

Justin: The thing... I think that I'm gonna let him try to do the thing. But man, you better hope you roll your nuts off.

Travis: [chuckles]

Justin: I will make it sound so cool if you pull it off, but you really are gonna have to nail it.

Griffin: He's also gonna make you sound like a fuck'n dingus if you do not pull it off.

Travis: Yeah, what's your prowl? What's your prowl score?

Justin: What's your prowl score, dad?

Clint: I only got one prowl!

Justin: Okay, well that's more than zero, man. I don't know. See how it goes?

Clint: All right. So, I'm gonna push it again.

Justin: Wow, okay.

Clint: So, prowl, and it's risky?

Griffin: Yeah.

Travis: Ooh, bold.

Clint: And it is—

Travis: How about you ask Justin what it is?

Justin: Hm, no, it's... it's risky. Risky and—

Griffin: How was mine and Travis' desperate? But Dad's—

Justin: Okay, you're right, desperate. Desperate, standard. How's that? Desperate, standard.

Clint: So, desperate, standard, right?

Travis: Yeah.

Clint: And I'm pushing—

Travis: Which is also my favorite kind of music from the '50s, I love those desperate standards.

Justin: I hate when you get water out of the wrong sink in your house. There's like one sink that always makes the water taste bad?

Travis: Yeah, man.

Griffin: Hit it!

Clint: Okay, here I go!

[sound of dice thrown]

Griffin: Fuck.

Clint: 4 and a 4!

Justin: That's a mixed success, though.

Travis: Could've been worse?

Justin: Could've been better...

Travis: Okay.

Justin: Could've been worse...

Griffin: There are less embarrassing things to have a mixed success on, is what I'll say.

Justin: Okay. [laughs loudly] Okay, so—

Clint: I don't like—[sings] I'm not happy.

Justin: So, you, Emerich, are sliding across. And it's actually working! You push off and it's like looking cool. And then one of the eels manages to slither up your leg as it dips into the water. And it sort of wraps its way up you, and they are still really, really loving that hook that you got there. They're still pretty—

Travis: They're so horny.

Justin: Still pretty horny for it. So, another one slithers up that first eel, and they start to slow you down. So, you're just slowly sliding across as these

eels are just repeatedly shocking you. I'm gonna have you take a level— no, a level two harm. It's severe. Yeah.

Griffin: Ooh. He could try and resist though, right?

Justin: Yeah, you can try and resist if you would like.

Clint: I would like to try to resist?

Justin: That's smart. That is smart.

Clint: And how do I do that?

Justin: Well, sir, you're going to choose the stat that you're gonna make a resistance roll with, insight, prowess or resolve. I'm gonna say it's resolve—

Griffin: Well, this would be prowess, right?

Justin: Prowess, this would be prowess, you're right.

Griffin: Prowess is consequences from physical strain or injury.

Justin: Yeah. Consequences— yeah. So, you can try to resist this for prowess... You suffer six stress to resist it, but you can reduce that if you roll... a die for your resistance roll. So, how many points do you have in prowess?

Travis: So, look at— yeah, on the left of the line, down from below it, how many of those four dots are—

Clint: I only have two.

Travis: Okay. So, you only have two in prowess.

Justin: That's not terrible. Roll—

Clint: Yeah, but I only have two available in stress.

Travis: Well...

Justin: Yeah, it's wild, man.

Travis: Yeah, man.

Griffin: That's a rough choice.

Justin: Rough choice.

Travis: So, now you have to decide if you take the harm or resist. Now, if you roll... you would have to roll a 5 or better— so, a 5 or a 6, to not be so stressed out as to be traumatized. Or you can take the injury.

Griffin: How many fuck'n free injury slots— you didn't heal last time?

Clint: I know...

Griffin: God almighty, man.

Travis: Do you already have a level two?

Clint: I have one level three, the broken elbow. I have... the first shock was level one, wasn't it?

Travis: Yeah.

Griffin: Yeah.

Clint: And this would be level two?

Justin: Yeah.

Clint: Right?

Travis: Well, I don't think you can just— Hey, J-man?

Justin: Yeah?

Travis: Can he just have a level three?

Griffin: No.

Justin: No.

Travis: I thought having a level three— so, I mean, that had to be reduced down to a level one or a level two.

Griffin: No, no, no, you can have a level three. You can have a level three.

Justin: He just needs help getting around.

Clint: I broke an elbow, remember?

Griffin: Yeah.

Justin: Yeah, but he put it in a cast. So like, we're not— I'm not super, super stressed about it. But I do need— but this is gonna be another level— So, the first shock was level one.

Clint: Mm-hm.

Justin: That was a— so, that— I'm looking at your sheet here now, Dad. So, that's a level one.

Clint: Okay.

Justin: This shock would be a level two, which you could sustain it. But that would be about it for you, injury-wise. You would have to get help.

Travis: Or you risk being traumatized again.

Justin: Or you risk being traumatized, that's it.

Clint: I can't waste the stress, 'cause if I fill up the stress—

Travis: For what it's worth, Dad, I agree with you.

Griffin: Yeah.

Clint: Yeah, I can't risk it. I just gotta take the... my lumps.

Justin: Okay. All right, so, you have been shocked pretty thoroughly. Oofa-doofa.

Griffin: And he's still— but he's still— is he across?

Justin: He made it.

Griffin: Okay.

Justin: He made it, it's a mixed— yeah, yeah. Okay, so—

Travis: All right, we did great!

Justin: Yeah, that was great. The sentient raft is like, "Why didn't you guys use me?" But the door—

Clint: [laughs]

Justin: The door slides across. He was a great character, actually. The door slides across and you enter the next room. And in front of you, you see—

Clint: Wait, wait, wait, I have to do something, in canon, in canon!

Justin: Okay, great. Yeah, canonically do something.

Clint: Yeah. Emerich's hair is now completely frizzed out.

Justin: Cool.

Griffin: Cool.

Clint: Like it's like sticking out from the side of his head like... Anthony Geary in UHF.

Justin: Oh, classic. Classic reference. What was his— Milo was his character's name?

Travis: Yeah.

Justin: Yeah. You see in front of you a series of four steps. And then you hear a voice begin speaking.

Suzanne: Welcome, adventurers, to the Steps of Knowledge!

Montrose: Now... What's the game here?

Suzanne: In the Old West, gunfighters used to say speed is fine, but accuracy is final. And nobody knew this better than the Prince of Pistoleers, Wild Bill Hickok! He was tall and handsome, with long hair and a mustache, and was quote a lady's man! By the time he became marshal of Abilene, Kansas, he was said to have killed more than 100 men. Wild Bill made everyone check their guns at the edge of town, and asked law breakers to move along peaceably. But if they refused, he wasn't afraid of a shootout.

After serving as marshal of Abilene, he joined Buffalo Bill's Wild West Show! One day, playing poker in Deadwood, South Dakota, he was shot from behind by an angry gambler. His poker hand at the time was a full house, three aces and two eights. To this day, it's called the Dead Man's Hand! Someone grabbed the cards off the table and found their way here!

Travis: Okay. So, do we walk up the steps—

Suzanne: Was Wild Bill—

Travis: Oh.

Suzanne: Where was Wild Bill Hickok the marshal of?

Beef: Abilene.

Montrose: Abilene, Kansas.

Justin: I'm gonna choose one of you from now on. But I will— you have said that. For this one it's a gimme. Emerich, what's your name here?

Griffin: Syzygy?

Clint: Syzygy.

Justin: Syzygy.

Travis: And I'm Thikc Alyn.

Suzanne: Syzygy, answer the question, where was Wild Bill Hickock of the marshal of?

Emerich: Abilene.

Suzanne: Correct! Ascend!

Emerich: Thank you.

Justin: And the lights pan up on the first step.

Emerich: Thank you.

Justin: Do you guys step on to the step?

Griffin: Of course.

Travis: Yeah.

Justin: Okay, great.

Clint: Mm-hm.

Suzanne: What was Wild Bill also known as?

Emerich: Who are you asking?

Suzanne: Syzygy!

Emerich: The marshal of Abilene?

Suzanne: You have two choices! Prince of the Pistoleers or King of the Gunmen?

Beef: [under breath] It's the pistoleers one.

Justin: No, no, wait, now, Travis...

Emerich: It's the pistoleers.

Travis: What? We're on a team?

Justin: There's no point in asking each of you individually if you're gonna help each other?

Travis: Oh, sorry, sorry, I thought we were on a team.

Suzanna: New question! Disqualified! In which of these card games could you have a Dead Man's Hand? Solitaire or poker?

Emerich: Poker. Thank you.

Suzanna: Ascend!

Justin: A light comes up on you, Montrose.

Suzanna: The Dead Man's Hand is which of these types of hands of poker?

Montrose: The full house?

Suzanna: Correct! Ascend!

Montrose: Oh, all right.

Justin: So, you and Emerich are on step two. Beef is on step one.

Suzanna: You!

Justin: The light comes up on Beef.

Beef: Yes?

Suzanna: Is Abilene in Nevada or Kansas?

Beef: It's Kansas.

Suzanna: Ascend!

Beef: Okay.

Suzanna: Now, all of you must answer together. Later in life, did Wild Bill work with P. T. Barnum's Wild West Show, or Buffalo Bill's Wild West Show?

Beef: [under breath] I think it was Buffalo Bill's.

Montrose: Buffalo Bill's Wild West Show.

Beef: Buffalo Bill.

Montrose: Buffalo Bill.

Suzanna: Ascend!

Justin: Now you're all on step three.

Suzanna: Which of these outfits would Wild Bill have worn as a scout in his early days? Buckboards, doeskins, or buckskins?

Justin: The light comes up on you, Syzygy.

Emerich: Buckskins.

Suzanna: Ascend!

Justin: You ascend to the fourth step.

Montrose: That wasn't in your story!

Suzanna: Which of these was a famous frontier woman who was buried next to Wild Bill Hickok? Disastrous Denise, Delta Dawn or Calamity Jane?

Justin: Beef.

Beef: Calamity Jane.

Suzanna: Ascend!

Montrose: I knew that one.

Suzanna: This all comes down to you.

Justin: Lights up on you, Montrose.

Suzanna: Which of these men was a friend of Wild Bill, and later fought a battle at Little Bighorn? General Grant, General Custer or Colonel Sanders?

Emerich: Now, think!

Montrose: Hm... Why wasn't it in the story? I thought—

Suzanna: General Grant, General Custer or Colonel Sanders?

Montrose: General Grant?

Clint: [groans]

Montrose: Custer? I mean, General Grant Custer. His first name was Grant. Did you know that? His name was Grant Custer!

Suzanna: Incorrect.

Justin: And as soon as you said the words 'General Grant,' a door to the side came out... passed open. And you see a man come out and he's wearing sort of a... a sort of makeshift armor, but it's kind of hard to tell 'cause he's like boxers and T-shirt. Like, he definitely was not expecting to have to be doing this right now.

Clint: [laughs]

Justin: And he comes out like:

Guard: Wait, what? What's going— who messed up?

Montrose: Yeah, I have a hard time keeping my old civil war generals straight, so...

Guard: Okay, I didn't know we were on. I thought we had a little— Okay, I thought we were on break. But yeah, this is— okay, fine.

Justin: And he raises his arms to come grab you.

Montrose: This is for... this is for the test audience.

Guard: Sorry, what?

Montrose: This is for the test audience?

Guard: I gotta grab you and drag you away, this is a thing— it's not—

Montrose: Right, right, normally, you would—

Guard: You won't get hurt or anything, I just have to drag you away.

Montrose: Yeah, normally— yes. This is for— we're testing out the new questions. I thought that last one was pretty unfair. So, this is just for the test.

Guard: Oh?

Montrose: Yeah, don't worry. Honestly, I thought you— I didn't know anybody else was here. We should—

Guard: I was actually eating a hot pocket. So, I would be jazzed to not have to—

Montrose: Yeah, please—

Guard: I'll tell you what.

Montrose: Yeah?

Justin: Why don't you roll, Griffin, and see how it goes. This is desperate— no, that's too much. We'll call it risky, standard.

Griffin: Sway?

Justin: It's a good lie. Yeah.

[sound of dice thrown]

Griffin: Whoop! 4, 2, 5, another mixed success.

Justin: Okay.

Guard: Tell you what, I'll go back and run that up management and let 'em know. But yeah, I won't grab you.

Montrose: For sure. Yeah, yeah, yeah.

Guard: I won't grab you right now, but I'll—

Montrose: Okay.

Guard: Yeah, I'll see—

Montrose: Run it up the flagpole.

Guard: Run it up the flagpole, sure.

Montrose: Sure, okay. All right.

Guard: You guys good? You're good? Okay.

Beef: Yeah, enjoy your hot pocket!

Montrose: Yeah, is it meatball? What are you working with?

Guard: It's actually... it's actually a lean pocket. I don't— you know. It's Italian meatballs.

Montrose: They taste just the same.

Guard: I like the flavor of the Italian meatball.

Montrose: I genuinely cannot tell the difference between the two, blind taste test.

Guard: Meatballs and mozzarella— No, I really don't tell the differences, yeah, for sure.

Montrose: Pretzel bun, regular? What are you working with?

Justin: The door blows open, again.

Griffin: [chuckles]

Justin: And there is silence. Except for a drip, drip, drip.

Travis: The door in front of us?

Justin: The door in front of you. You see nothing but pitch black, with a single beam of what you assume is supposed to be moonlight coming down from the sky. But you of course know that it's daytime and this is some sort of effect. And then into the light beam steps Geltfrimpen, the dragon, who looks at you and says:

Geltfrimpen: [in the same voice as Weaver] I'm so pleased that you've finally made it.

Griffin: You gotta be kidding me.

Justin: And that's where we'll stop!

Clint: [laughs] Oh-ho-ho-ho!

Griffin: [laughs]

[Steeplechase theme music plays]

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