

The Adventure Zone: Steeplechase - Episode 23

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Krystal: Private investigator no longer, Chief Davis says that she is devoting herself to cleaning up the streets of Guttter City once and for all. Lastly, Steepies, a heartwarming yet shocking moment today in Ephemera, as an attempted robbery of theme restaurant Bumbershoots was thwarted by none other than the beloved ogre, Shroog! One lucky customer who saw the unfortunate thief absolutely demolished by the usually mild-mannered Shroog said, "It was terrible. The ferocity, the speed of violence, I don't think I'll ever forget it." Who would have guessed it? Lovable Shroog, a martial arts master? I guess if you wanna fight the big guy for his chunk of the swamp, you better never know when to stop dreaming.

[Steeplechase theme song plays]

Weaver: Mostly... echoes... yet to be... I'm sorry, I know that doesn't... answer your question...

Justin: Hello, everybody and welcome to Steeplechase. A thrilling and exciting new adventure for me, the master of adventure.

Travis: Ooh?

Justin: Justin McElroy.

Travis: Ooh!

Justin: [chuckles] I thought somebody's got— you know like, Stephen King, a master of horror, how many books in was he before he decided to be a master of horror?

Travis: One.

Chris: Six.

Justin: This our 26th episode, right? Like I'm... I'm master of adventure. [chuckles]

Travis: Now, Justin, that was not off enough from the real number, which is 23. Like, you should've said like 63rd or something, 'cause now people are gonna be like, "Did I miss three episodes? Did they cut three episodes out of the lineup?" No, Justin just said the wrong number. This is episode 23.

Justin: Yeah, but I did a couple one-offs, so this is like my 26th.

Griffin: Sure, sure, sure.

Justin: And so, I'm like a master of adventure.

Travis: I mean, I guess.

Chris: And listen, I think you need to put some kind of audio effect on there? It should be [in silly voice] 'master of adventure!'

Travis: Why's he underwater?

Justin: Yeah, we're not underwater?

Chris: No, just kind of the through the fan blades kind of thing.

Travis: It didn't sound like that, dad.

Griffin: It sounded like he was in water.

Justin: So, here— what's gonna happen is you all are gonna steal a castle. And I've been thinking about it and thinking about how we could do it and set it up and explore more of the ideas of how to steal this fuck'n castle.

Travis: Oh, cool, how are we gonna do it?

Justin: Well, this is the problem. What I figured— what occurred to me— and this is sort of in-built into the rules of Blades in the Dark anyway, but this— and I know— so, I know this... But the scale of it has been scary to me. But I realized, after many thinking showers, which are different from stinking showers, which you have to take every morning. Thinking showers are the ones you take when you just need to think. After many thinking showers, I realized that I don't have a better way of doing it, we're just gonna have to do it—[chuckles]

Travis: Okay.

Justin: We're just gonna have to steal it, is the thing.

Travis: I love this.

Griffin: Cool.

Justin: We're just gonna have to do it.

Griffin: Great.

Justin: So, thank you for that.

Travis: You're welcome!

Justin: Dad, pick a number between one and three.

Chris: Five.

Travis: Now—

Chris: Two! Two.

Justin: Wow.

Chris: Two.

Justin: Wow, wow, wow-wow.

Griffin: Well, in dad's defense, there's really only one number that comes between one and three.

Justin: Wa-wa-wee-wa! [chuckles]

Griffin: Okay.

Justin: One is included in there, as is two, as is three.

Travis: You didn't say that! Between one and three, Justin?

Justin: I think one— pick a number between 1 and 10. No, no, shut up—

Travis: Like, if held up a sandwich— if you held up a peanut butter sandwich and said, “What’s between this bread?” And I said bread? I’d look like a fool!

Justin: If I said pick a number between 1 and 10, and you said 10, no— everyone would say, “Oh, yeah, that’s perfectly within the bounds of this exercise.”

Chris: Okay.

Justin: Right?

Chris: So, what are my bounds again?

Justin: Holy shit.

Griffin: He said two—

Travis: Between zero and four.

Griffin: Juice, why don’t you take one of the other options away and then see if he wants a switch?

Chris: Two. Two. Two. Two.

Justin: Okay. Okay. Travis, pick one or three.

Travis: I’m gonna pick one, Justin.

Griffin: [in silly voice] Three for me, please! I don’t get to pick!

Chris: [chuckles]

Justin: Okay, that’s Griffin.

Travis: That was Griffin?

Justin: Yeah.

Chris: I like the new character voice.

Griffin: I was stretching.

Justin: Mm-hm, yeah. [chuckles]

Griffin: I always stretch before a heist.

Justin: Griffin...

Griffin: Yeah?

Justin: McElroy— let me set us up a little bit. It is the night of the annual feast, which takes place every night. Annual Feast of the Seven. The— you know— the crowds have begun to gather for the feast and for the fireworks show, Dream it to Now. And this is the moment that—

Travis: [sings] A magical carpet ride!

Justin: Hey, listen, only I get to sing Dream it to Now, which I will, with very little provocation.

Chris: [chuckles]

Justin: [chuckles] The three of you have taken your places. Griffin.

Griffin: Yeah?

Justin: Where are you beginning this heist?

Griffin: I mean, I think—

Justin: Oh, wait, sorry, to continue my recap, there are three prisms— we know that there are three beachball-sized prisms that have to be taken... taken out, or stolen, or malfunctioned, or something, in order for this castle to be stolen.

Griffin: Right.

Justin: No one knows that the castle is being generated by Hard Light, and that's what these three Hard Light prisms are doing. We also know that

there is a sync issue of some sort, with the prisms, that is... that Emerich was hipped to, by the union, IBOST 26-26, in the last episode. And we also know there's a fireworks barge that Beef has been working at, with James DeBarge.

Travis: His new best friend.

Justin: His new best friend.

Travis: And just—

Justin: Griffin, where—

Travis: Justin, just to run it way, way back to when we were originally given the job. We were given the instruction, I know that we need to make the castle go away. The spire, the Gallspire. Was there further— 'cause I was a little bit confused about this last week. Regarding what happens to the prisms, is it like 'you bring 'em back whole and well, or no deal?'

Clint: I don't think so?

Justin: No.

Travis: Okay, great.

Justin: What they need is the... the show of it.

Travis: Great.

Clint: I think that's why Emerich has always maintained that he'd rather they steal 'em so that we can use them.

Travis: Oaky.

Clint: Rather than destroy them. If we can.

Griffin: Right.

Travis: Got it.

Justin: Yes. Griffin?

Griffin: I am going to— I mean, I think my first order of business is to reach the fairy shack. So, that might be a little bit too far in to choose as a starting point. But I do know that Deep Dark knew a way to sort of get me in there. So, I— that's my first goal. You tell me if I'm up in it, or if I need to do a little bit more.

Clint: Get all up in it.

Griffin: Get all up in it.

Justin: Okay. [chuckles] You go to the place that Deep Dark labeled for you as the entrance to the shack. And what you see, once you arrive there, is basically a thin tunnel, ascending into the sky. Probably a good 100 feet up into the air.

Griffin: Great. I love that. Straight up?

Justin: Straight up.

Griffin: Oh, perfect, great!

Justin: Yeah. Deep Dark was not super specific about this.

Griffin: Yeah, sure. Well, he never is about fuck all.

Justin: Yeah. And you do see at the... just dangling out of reach, there is a harness attached to a cable, that ascends up into the shack. Which you realize now, at this point, is that Jesse the... Infinite Jesse, the Spectrafairy, is probably getting the rigs down here.

Griffin: Okay.

Justin: And then brought up into the shack.

Griffin: Oh, okay. Can I reach the harness?

Justin: I think the only thing that I said about it, is that it is just—

Griffin: Just out of reach.

Justin: Out of reach. [chuckles]

Griffin: Yeah.

Travis: So, maybe if you stood on your tiptoes or if you jumped slightly?

Justin: Can you try that?

Griffin: I'll do a... I'll do a Sam Fisher. I'll sort of— or a Ninja Warrior sort of, you know, spider crawl, up the... up just to where I can grab it.

Justin: Oh, you'll just do a Ninja Warrior spider crawl? Okay, yeah, I didn't— I would think you—

Travis: He'll roll for it, Justin?

Justin: I didn't think he'd solve my puzzle that easily. [chuckles] All right, Griff, Griffster, let's prowl.

Griffin: Yes.

Justin: I think this would be prowl.

Griffin: Yes. Which I have just juiced to two, after leveling up my prowess.

Justin: I think that it is risky, 'cause you could fall and hurt yourself.

Griffin: Sure!

Justin: But it is—

Travis: A real helicopter GM over here.

Justin: Yeah. [chuckles] I think that it is standard effect because this— I mean, I've seen Sam Fisher do it, and he's a regular guy.

Griffin: Yeah.

[sound of dice thrown]

Griffin: 5, 4!

Justin: 5, 4, okay!

Travis: Ooh! Sam Fisher's only 5'4"?

Griffin: Yeah, he's a little guy! [chuckles] Yeah, he's—

Clint: And he has long, orangutang arms.

Travis: Ooh!

Justin: Okay, Montrose, you leap up and manage to— there's like a bit of a foothold where the tunnel has come slightly out of alignment, and you're able to get one foothold up. And you manage to press your shoulder up so it's kind of creating tension between your shoulder and this like small foothold that you found.

Griffin: Yeah.

Justin: And with a 5, a mixed success, you find that you are now slightly stuck.

Griffin: Okay.

Travis: Nice!

Justin: Beef.

Travis: Yeah?

Justin: You are— you find yourself, Beef, on a... well, on the fireworks barge, is sort of what we had talked about. You're on the fireworks barge. What you see there, it's a long ship, there are rows of these like four foot by four foot encasements, made of metal. And each one of them has 9 or 16, three inch wide, like black tubes.

Travis: Yeah.

Justin: That are emanating out of them. There are series of wires that are running from each of these tubes, all back to a couple of— a central conduit. You know this, because you've been helping with this work all day. You've

been stuffing these pods full of powder and the different colorings, and wiring them back to the main area at the central booth, where all have these have been wired into.

Travis: Excellent. I continue to do a good job.

Griffin: [chuckles]

Justin: And you retire at the age of 70.

Travis: And I retire.

Clint: [chuckles]

Travis: And I'm careful, right, 'cause we're dealing with fireworks here. Justin, I would like to— so, if I'm picturing this correctly, right, is there a way to adjust the angle of these tubes? Or is it all fixed and welded and everything?

Justin: There is a way to adjust the angle of the tubes. Probably not manually.

Travis: Mm-hm.

Justin: I would say. But it is probably going to be... I mean, you could probably do one or two manually before someone's like, "Hey, those are computers!"

Travis: Yeah.

Justin: "Don't mess with it, it's done by computers!"

Travis: But I imagine the whole rig itself, like the base of it, is probably a fixed, right? I can't just lift it up?

Justin: Of the... like, these enclosures? Encasements?

Travis: Yeah, so, if it's like a line of tubes, right, in the encasement—

Justin: Sorry, I thought you meant the barge itself?

Travis: No, no, no, no. I mean, listen, I do have the ability to push myself to do a superhuman. But I imagine lifting an entire barge and pointing it somewhere might be beyond my capabilities.

Justin: I mean, it's floating? I mean... anyway—

Travis: That's a good point, Justin.

Justin: You... you could like change the direction of a few of them. But it is not meant to be manually controlled. This is all like very specific work.

Travis: I got it, okay. So, I'm gonna go over to James then, who I assume is like at the control board?

Justin: Yeah.

Beef: Ah.

James: Oh, hey, you've been doing a really good job. I just started messing around with the computer here.

Justin: Travis?

Travis: Yeah?

Justin: Let me show you... yes—

Travis: James is my asset, I'll remind you.

Justin: What?

Travis: James is my asset?

Justin: Yeah.

Travis: Can you make it a little bigger, please? Ah, I see. It was not a joystick like I was hoping.

Justin: So, here's what you see. It's a series of... [chuckles] there is a small computer readout, there are— that's like a digital display. There are several numbered building— numbered buttons that allow you to choose the

module. You're not sure what that means. And then there's a queue selection area, full of buttons. And then there's a big— there's a safety, there's a power switch and there is a key. And a few other like functions there. And that is what you're looking at. It is not especially digital— or, sorry, it's not especially technical. It looks like it's probably been put through its paces.

Griffin: Sort of analog?

Justin: Analogue, there we go. I mean, it's a computer— it's like— it's— there's analog buttons, does that makes sense?

Travis: Like a calculator. Like a calculator.

Justin: Yeah, think like a calculator or speak-n-spell, that kind of vibe.

Travis: Okay.

Justin: With some knobs and stuff.

Beef: Oh, James, did you build this?

James: Uh-huh. Yeah, this is an XL4. It's, you know, pretty much off the shelf. I did put some— look on the side.

Justin: And you look at the side of the box.

Beef: Ah, sick.

Justin: And you see like a robot wearing a wizard's cloak. And he like:

James: That's kind of how I see myself.

Beef: Like a techno-wizard?

James: Yeah.

Beef: Yeah, man. I see you that way too, now.

James: I went over to the face paint booth, and they said normally they don't paint on boxes, but they said that it was fine. So, they did it. I think it looks pretty fuck'n sick.

Beef: You are always pushing that envelope, bro! Like, developing new shit and painting on boxes and everything? I love this.

James: Yeah, I mean, I'm kind of a pioneer. I mean— that sounds stupid when I say it, but like—

Beef: No! Not stupid at all, man!

James: I'm trying to do stuff—

Beef: Hey!

James: I'm trying to do stuff different. Like, the DeBarges have been running this barge for a long time. And like, I wanna be the Debarge that sort of mixes it up a bit, and changes— you know.

Beef: Yeah, man!

James: I wanna be an innovator.

Beef: Listen, can I tell you something, buddy? And I mean this from the heart. I've been walking around—

James: Anything, I mean, I have one friend.

Beef: Yeah, man. I've been walking around Ephemera a little while now. And listen, yeah, castles are cool and there's like dragons and shit, you make fireworks explode?

James: Well, the computers actually trigger—

Beef: Oh, come on, man, I've been packing this shit all day. You know that we set it up, you program it, you can do whatever you want with this thing.

James: Yeah, I mean... yeah, it's not— yeah. I mean, within reason, sure. Like, I would need— yeah. I mean, yeah! Like, you're right, you know, you're right.

Beef: Yeah. Like, if you wanted to, I mean... could you do like patterns and stuff where they explode— like, you point `em in different directions and make like a smiley face or something?

Justin: I know that James is your asset...

Travis: Uh-huh?

Justin: But I do need you— I want you to do a sway roll that's more about himself. Like...

Travis: Oh, I like that. Okay, yeah, I'm inspiring him.

Justin: Inspiring, yeah. It's like an inspirational sway.

Travis: An inspirational sway.

Justin: [chuckles] An inspirational sway!

Travis: I begin—

Justin: Much like Sway—

Travis: Yeah.

Griffin: [chuckles] Oh, yeah.

Justin: [chuckles] Much like Sway, the DJ.

Griffin: I had a very inspirational—

Justin: Who inspires me to be a better reporter every day.

Griffin: I had a very inspirational lunch with Sway one time.

Travis: What's the... what's the... what are we looking at here? Risky, controlled, desperate?

Justin: No, this is like— no, this is... this is controlled. And I'm just gonna say it's like... great effect. How about that? 'Cause you guys are friends, right?

Travis: Yeah. Yeah, yeah, yeah. I'm gonna push myself.

Justin: Okay?

Travis: On this. Because I want James to believe in himself, this is very important to me.

Griffin: You're gonna talk the hell out of James.

[sound of dice thrown]

Griffin: Hell yeah!

Travis: What'd I get? I got a 6 and a 3, yes!

Justin: Wow!

Clint: Yeah!

Justin: Wow!

James: Yeah, you know what? You're right! I can do fuck'n anything!

Justin: [chuckles]

Griffin: [laughs]

Beef: Yeah, man!

James: I can do anything. It's like the... it's like the song says, [sings] 'Dream it to now! Never know the limits of the dream that you're wishing tonight!' Do you— do you know that song— do you know that song?

Beef: Yeah, bud.

James: I hear it every night, so it's kind of stuck in my head.

Beef: Yeah! Hey, man...

James: But you're right, I should dream it to now. Yeah, I can do anything I want.

Beef: How surgical are you with this thing, you know what I mean? Like, how good is your aim?

James: Pff... probably like better than anybody's aim has ever been with any of this stuff—

Beef: Fuck yeah, dude!

James: Except maybe my dad, but—

Beef: Hey, no, man. You got young, nimble fingers. He's old. And I love your dad, you know that. He's like my own dad. But you're better at this, man.

James: He's dead.

Beef: Yeah. And I love him for that. Now—

Griffin: [laughs]

Justin: [laughs]

Clint: Not around to complicate things!

Travis: Yeah!

Clint: Yeah, I get your subtle meaning.

Justin: [laughs]

Beef: Now, do you think you could— 'cause I'm looking at the Gallspire there, right. And I can see two windows lined up on either side. Could you shoot like through the windows?

James: I mean, if I wanna get fired, probably, yeah.

Beef: Oh, come on, man. You know what? Hey, I'm your bud. You do it, you blame it on me. But like, you'll know, man.

James: Hold on, let me fiddle with it a little bit...

Justin: Okay, Dad... We had talked about— so, you have been working in the Gaulspire, trying to figure out this sync issue that's happening.

Clint: Mm-hm.

Justin: I am going to start you out in the... tunnels. Now, the tunnels are a layer— as far as like how the Butter Cream got started, because other— there were supposed to be other similar layers that were disused.

Clint: Right.

Justin: So, quick background on this. Disney World has something called the Utilidoors. And the Utilidoors is an underground layer to the park, these tunnels, that make it so that— the archaic legend is that Walt Disney was at Disney Land, and he saw someone walking from like Frontier Land to Tomorrow Land, in their Frontier Land suit, across Main Street and into Tomorrow Land. And it broke the immersion. So—

Clint: Yeah, and he had him killed, right?

Justin: He had them assassinated, yes.

Griffin: [chuckles]

Justin: Walt Disney World has a layer beneath the castle. Everything you're in, in the Magic Kingdom, is actually the second story. 'Cause the first story is the Utilidoors, which has breakrooms, it has all kinds of different—

Travis: The catacombs filled with bodies.

Justin: Yeah, right, exactly. So, modeled similarly to that. I wanted to give a concept to people who weren't aware, so that this is a thing, and it is a... and it is similar to where you find yourself now. It also contains within it, like I said, break rooms, changing areas, some restaurants. There's the Hard Light Animation Control System, or the HACS, which is sort of the nerve center for a lot of the Hard Light that is within the park. And in addition to

the Hard Light, it's also where the... the older animatronics and things like that are also controlled from. And you are starting your way out in these tunnels. Dad, you've just finished a filling dinner of hotdogs and ice cream.

Clint: Mm-hm!

Justin: From the snack cart. And you have made your way— with your dinner break completed, you've made your way into the tunnels.

Clint: And my body just humming with nitrates, yeah!

Justin: Yeah, you've got all the— yeah, you didn't go for the uncured stuff, you went hard.

Travis: Nice!

Clint: Okay... The one thing that I think Emerich would want to establish as soon as he possibly can, is what kind of framework are the prisms suspended from? There has to be some kind of actual physical, you know, presence to hold these prisms...

Justin: Uh-huh?

Clint: And I think he's going to try to use the access tunnel to try and make his way, physically, to those prisms.

Travis: It's paper-mâché and chicken wire. You know like a kid's volcano?

Griffin: Super easily destroyable, no matter what.

Travis: Yeah, man, very flammable.

Justin: Dad, you activate... you flip as switch in the— one of the guys gave you is sort of like a testing thing, but rather than searching for traces of electricity, like an electrician would use to test voltage in a wall, this is searching for Hard Light conduits, the sort of power needed to get Hard Light going, which is considerable.

Travis: Mm-hm.

Justin: The power comes from underneath. But you're able to follow the conduits, you follow them until you find yourself at what appears to be an access hatch that you can raise or lower. And there's a small, wooden staircase going up to this access hatch. And then there's a hatch that where the trail kind heads to.

Clint: Emerich opens that hatch, wants to see if the prism is inside it.

Justin: Okay. Emerich opens the hatch, and there's a slight resistance as you seem to be pushing open something like Velcro. And as you push it all the way open, you find yourself in a side hallway of the Gallspire castle lobby. It is incredibly, phenomenally gorgeous.

Travis: Ooh!

Clint: Wow!

Justin: There are couches and chairs and tables, lining the floor. There's marble flooring that's in the center of the room.

Griffin: Is this The Grand Floridian?

Justin: No, this is— actually, the picture that I'm showing you guys is a... it's a hotel in China, that I like the look of. There are two staircases emanating from the center of the room, up to the sides, then back up to the center, taking you to the second story. There are three stories here from ground to ceiling. Huge, blindingly white tiles that are stunningly gorgeous, like everything else in here.

Travis: Like a Motel 6.

Justin: It's like a Motel 6,000.

Travis: Woah!

Griffin: [chuckles]

Justin: [chuckles] The scalloped ceiling stretches so high, it makes you a little dizzy to look at. And there, at the center of this scalloped ceiling...

Clint: Is Tom Bodett-thousand.

Griffin: [chuckles]

Justin: No, it is actually—

Griffin: “When you’re here, you’re 1,000 families.”

Travis: [laughs]

Justin: [chuckles] Hanging from the ceiling is—

Travis: Is Tom Bodett. [laughs] It’s terrible!

Griffin: [chuckles]

Justin: No. Hanging from the ceiling is large, crystal chandelier that you realize, with your device in hand, houses one of the prisms.

Clint: Chandelier, hm...

[music plays]

[ad break]

[music plays]

Justin: Griffin.

Griffin: Yeah?

Justin: Dad.

Griffin: Woah, that was quick?

Clint: Yeah?

Justin: Travis.

Travis: Yeah?

Justin: I just wanna keep everybody on their toes. Dad, let's see, so, everybody knows where everybody is at right now, right? We've established a beginning location and maybe even a beginning arc. Who wants to go next?

Travis: Um...

Griffin: Um...

Justin: Wow, that was beautiful, guys. That was some Blood Harmony umming right there.

Griffin: Thank you.

Clint: Try it again. Ready?

Griffin: [sings] Um.

Clint: Three, two, one.

[chorus of ums]

Travis: I think Beef's part is a little bit contingent on Emerich part.

Griffin: Yeah.

Travis: So, I need to wait.

Justin: Okay?

Griffin: Emerich's part or my part?

Justin: All the parts.

Travis: All the parts.

Griffin: They're all connected.

Justin: All rocking in concert.

Griffin: I would just like to sort of get— just for my own headspace, unstuck from this big tunnel.

Justin: Okay. You manage to shimmy up just a little bit more. You are no longer stuck, and you are now, I guess, grasping onto the harness. Correct?

Griffin: Yeah.

Justin: Yeah.

Griffin: I mean, can I get myself into it? That would probably be... I mean, I can sort of Sam Fisher, sort of...

Justin: Yeah. Yeah, you can get yourself into, no problem.

Griffin: Okay.

Justin: Okay, now you're in it. And you're hanging into— you're— it's pretty tight on the sort of crotch area. I think it's probably meant for someone of a different carriage. But you do manage to squeeze... squeeze yourself into this harness.

Griffin: Okay. And then I...

Travis: Wait, slow down. Justin, could you, just for the audience, talk more about Griffin squeezing his crotch?

Griffin: My character's private place?

Travis: Yeah.

Griffin: My character's privates?

Travis: His crotch area?

Justin: It's all usual and normal.

Griffin: Cool.

Travis: Okay.

Justin: And regular, and not interesting. [chuckles]

Griffin: And I go zip! Up to the ceiling.

Justin: Do— what? Hold on, let me—

Travis: Woah, he did!

Justin: [chuckles] No, he didn't!

Travis: But he said he did?

Clint: He zipped a crotch?

Travis: He zipped his crotch up to the ceiling!

Griffin: I mean, I don't see any kind of... you know, there's not like a cool button? Like a remote with an up button on it?

Justin: Okay, this— all right, now, guys... I'm gonna stop right here, okay, and leave this in, and double it. This is the kind of thing that I'm saying to you, this is the situation— you have— remember that you were ready for this.

Griffin: You're right.

Justin: Remember that you prepared for this. You know this stuff. You've been getting the low-down from between Deep Dark and Emerich's work, and what has been happening on the barge, to a lesser extent, but still what's been happening on the barge. You have all the information you need. Like, you have this information. You knew this would happen.

Griffin: You're right.

Justin: So, Griff, what happens next?

Griffin: I say:

Montrose: I do not know the weight differential between myself and...

Griffin: What's the infinite fairy's name?

Justin: Infinite Jesse, the Spectra fairy.

Montrose: I do not know the weight differential between myself and Infinite Jesse, the Spectra fairy. But here's hoping I'm not about to break both my legs.

Griffin: And I unpin myself from the wall, and hope that the sort of pulling downforce then rips it back up, sort of like how you drop blinds, you know what I'm saying?

Justin: Oh, you're trying to give it a tug?

Griffin: I'm giving it a tug to activate the reel.

Justin: You're giving it a cheeky tug.

Griffin: Yes.

Justin: Huh—

Travis: He squeezed his crotch and gave it a tug. Go!

Griffin: I don't know why there would be a harness attached to a cable going up into the room I'm trying to get to, without it having some sort of retracting force.

Justin: There is... I'll tell you. Okay, you give it a cheeky tug, and you're right, the system is not meant for your... it is well-balanced for Jesse, the Spectra fairy. But of course, people do use this to get up and down. So, there is an emergency failsafe. And in this case, it is an emergency failsafe that lowers you, gently, to the ground.

Montrose: Okay. So, not a cheeky tug system, then.

Justin: I don't know. Now, you're on the ground, but you tried another cheeky tug?

Griffin: Yeah, I'm just gonna try cheeky tugging for the next 15 minutes or so, and you let me know if it ever does zip me back up.

Justin: On the third... [chuckles]

Clint: [chuckles]

Justin: On the third cheeky tug, you hear a noise from above.

Gilt: Excuse me, is everything okay down there? Hello? Carla, is that you? What happened? How did it get deployed so quickly? It's earlier, I saw some movement coming through on the computers. Carla, are you down there, are you okay?

Montrose: [trying to sound like Carla] Ah... I— hi...

Gilt: Holy shit! It sounds bad!

Montrose: [spoofing Carla] [garbles and groans] Ah...

Gilt: Oh, god!

Montrose: [spoofing Carla] Can you be a dear and pull me—

Gilt: Oh my god, Carla, you sound so different from how you've always sounded!

Montrose: [spoofing Carla] [groans] Ah, cold... Can you be a dear and pull me up?

Clint: [chuckles]

Gilt: Holy shit!

Justin: You know what, Griff? I want you to do a—[chuckles] I want you to do a... I guess sway, right?

Griffin: Yeah.

Justin: A sway roll? Yeah.

Griffin: I'll give you a sway roll.

Justin: A sway roll, I'm gonna say that it is... controlled. And it is standard, 'cause this guy already feels pretty bought in.

Griffin: Here we go.

[sound of dice thrown]

Griffin: 6, 2, 4.

Justin: Woah!

Clint: Nice!

Gilt: Okay, hold— Carla, hold on one second!

Justin: And you hear a slap, like he's slapping a button, up at the top. And you are suddenly catapulted, at horrifying speeds, up through this tunnel. And you zip up through, and you see a man standing in front of you. He's about five feet tall, and he's got a comb-over. And he's got what appears to be the like, lowest effort fantasy outfit possible. It still has like buttons on it, and he's got a name tag. But if you saw him at 100 yards, he might look like a peasant or something like that. And his eyes— he sees your mask, and he takes three steps back.

Gilt: Oh, God! Who are you?!

Montrose: Ah...

Justin: You're just dangling, baby.

Griffin: What's his nametag say?

Justin: Gilt—

Clint: Justin.

Griffin: No, Guilt? Like G-U-I-L-T?

Justin: [chuckles]

Griffin: That's fuck'n kick ass, dude!

Travis: Yeah, very religious parents.

Justin: G-I-L-T. [chuckles]

Griffin: Gilt, okay.

Justin: [chuckles] Fuck! Gilt Fuck— no, just Gilt. His name is Gilt. It's always been Gilt!

Griffin: Okay—

Justin: Wait, let me check my sheet and make sure I have it right. [papers rustling] Yeah, it says Gilt!

Travis: Yeah! What are you gonna do?

Justin: I don't know why I wrote Gilt! I've never—

Clint: 'Cause he's covered with gold!

Justin: No, that's— no—[chuckles] His name's Gilt. That's what it says. Weird!

Travis: And he's only partially covered with gold, Dad. It's unrelated!

Griffin: I say:

Montrose: Well, my name is Ezra Goodparty. And unfortunately, Gilt, you have just made a fire-able offense.

Griffin: Can I unhook myself from this thing?

Justin: No. [laughs]

Griffin: [chuckles] Okay?

Justin: You can't. [laughs]

Griffin: It seems like I should maybe be able to try?

Justin: Okay, I— Griffin? I will let you try, and I will let you live with the consequences of a failure.

Griffin: Okay!

Justin: Just a big hole, right below you.

Griffin: Is this a desperate?

Justin: No, it is risky.

Griffin: Okay.

Justin: And standard. But—[chuckles] if it goes bad, it'll break so bad.

Griffin: You're right. No, I don't wanna do this. I'll use my silver tongue instead.

Justin: What does that do?

Griffin: Oh, it's not a power, it's just like... the truth.

Travis: The thing that people say sometimes, Justin?

Justin: Oh, you mean—

Travis: Where it means like, you're really convincing and charming.

Griffin: There is a power called Silver Tongues, actually, in the game.

Justin: Okay, so, everybody can shut up.

Griffin: Yeah.

Justin: [chuckles]

Clint: [chuckles]

Justin: Perfect, very good to hear. [chuckles]

Griffin: I say:

Montrose: I work for Deltonic Security, and I do believe we have just found—

Gilt: Sorry, did you say Deltonic?

Montrose: Dentonic Security. [chuckles] Sorry, I was... I was listening to The Deltonics earlier, and it...

Gilt: Oh, yeah, I love them.

Montrose: Yeah, so great. No, but I am Dentonic security, and we knew there has been some failures in protocol lately. And I do believe I have just found the source of it as well. I'll need your badge and your nametag, and you'll need to come with me to the security office, to be... Well, your judgement will be decided from there. But I do not think it will be pretty.

Gilt: Oh, please! I can't lose this job! Please, you don't understand, it was just... you just sounded exactly like Carla!

Montrose: I think you and I both know that's not true.

Gilt: Pretty close to Carla?

Montrose: Okay... Well, let's go down. I'll lower you down first. Can you let me out of this, please?

Gilt: I guess, yeah.

Montrose: Thank you.

Justin: And he unhooks you, and lowers you down, 'cause he's pretty scared—

Griffin: Does he have a radio or anything?

Justin: Yeah. Yeah, he's got a radio.

Griffin: I'm gonna try and steal that off of him as he walks by me— or as I'm like strapping him into the harness, just—

Justin: You're putting him into the harness?

Griffin: Yeah, so we can go down?

Justin: [chuckles] Okay, if you wanna get him in the harness— I was gonna let you not have to roll to get out of the harness. But if you're getting him into the harness, that is gonna— I am gonna need to see a roll on that.

Griffin: Yeah, I mean, I'm explaining—

Justin: That seems so unsafe!

Griffin: I'm taking him to security, and we have to go down to security together. And the harness is the fastest way.

Justin: [chuckles]

Travis: And listen, you don't want—

Justin: Who are you trying to sway, me or him? [chuckles]

Griffin: [chuckles]

Travis: You don't want patrons to see a member of Deltonic security escorting—

Griffin: [laughs]

Justin: Den!

Travis: It would really disrupt the whole illusion?

Justin: Yeah, okay, yeah. We're gonna have to— we're gonna need to roll, Griff.

Griffin: Okay. What's this one? [chuckles]

Justin: This one is controlled...

Griffin: Good?

Justin: Limited effect.

Griffin: Limited? Can I trade? Can I trade position for effect?

Justin: [chuckles] Yeah, yeah, yes. Yes, you can.

Griffin: Cool. Sway... so, this would be a risky sway roll, standard?

Justin: Yeah, standard. Yeah.

Griffin: Okay. God, do I really wanna start pushing it? It feels like this is a pretty big potential failure point. So, I am gonna push it by one. And take two stress... Okay, please.

[sound of dice thrown]

Griffin: Yes! 5, 6, 1, 5!

Justin: Wow, 6.

Gilt: So, I should get into the... the harness. I'll be honest, I've always wanted to— yeah, you know, I've always wanted to try it. So, if you're sure it'll be safe?

Montrose: Yeah.

Gilt: So, you'll lower me down first and then—

Montrose: Yes, I'll—

Gilt: Just, I'll tell you what, if I do this, will you take it easy on me? Tell 'em that you were extremely convincing?

Montrose: I will do what is in my limited power to protect you. Here, let me get you all strapped in.

Griffin: And I wanna take his radio.

Justin: Oh, oh? Okay... Finesse.

Griffin: Sure.

Justin: I'm gonna say finesse, it's controlled. And standard, because he is in the harness now. So, he's just kind of dangling around. [chuckles]

[sound of dice thrown]

Griffin: 2, 6, 4. God, I'm hot tonight!

Travis: Take his keycard too, while you're at it!

Clint: [impressed whistle]

Justin: You snatch his radio.

Gilt: Hey, wait!

Travis: And his keycard!

Gilt: Come on— come on...

Justin: He didn't say his keycard—

Griffin: I didn't say his keycard. And we're not gonna need keycards, where we're going. Or maybe we already have them? Wink. And I say:

Gilt: Hey, wait. Oh, this is so— okay, no. You know what? That makes sense. 'Cause you wouldn't want— like, I could be volatile right now.

Montrose: That's exactly right.

Justin: [chuckles]

Gilt: You don't want me just calling whoever.

Montrose: Okay. And you... have a... arrivederci.

Griffin: And I press the button to start lowering him down.

Gilt: [fading] Vederici to you too!

Griffin: And then when he's like halfway, I'm gonna stop it.

Gilt: Ah, my mouse!

Travis: [laughs]

Griffin: [chuckles]

Travis: My golden eggs!

Gilt: My kettles and bells!

Griffin: And then I'll throw on the sort of like brake that the... that the repair crew uses to sort of turn off that tug system? 'Cause I don't want him having a slow tug down. [chuckles] I just want him to stay put right there, without his radio, for the next like hour or so.

Justin: Okay!

Griffin: And... I am gonna start suiting up!

Justin: You're... sorry, what does suiting up mean for you?

Griffin: Well, I need to get on the Gallspire, and the only way that's gonna seem normal is if I do look like Infinite Jesse, the Spectra fairy.

Justin: All right, you get dressed. I'm gonna pivot over to Emerich. Emerich, you are in... Where did we leave you, bud? You're...

Clint: I'm looking at the chandelier.

Justin: Yeah. Okay, yes.

Clint: I think, first of all, he needs to get on the chandelier.

Justin: He's gonna get on the chandelier? Okay.

Griffin: This is just one of the prisms, right?

Justin: This is just one of the prisms. That is the other thing I wanna remind you guys. Whatever needs to happen, needs to happen simultaneously.

Griffin: Yes.

Clint: Right.

Justin: Okay.

Clint: How's he going to get... Okay... Is he— he's overlooking this lobby, right?

Justin: You know what, dad?

Clint: There has to be some access to the chandelier, because somebody has to like work on it, repair it. There has to be a way to get to the chandelier here.

Travis: Well, I—

Justin: They invited— it's technology that was invited at the parks over 100 years ago. It's called a ladder.

Griffin: [chuckles]

Travis: [chuckles]

Clint: Okay.

Griffin: Big ladder. [chuckles]

Justin: Big ladder.

Travis: And you'll never believe this, two Ds in the middle.

Griffin: Yeah, it's proprietary— it's the Deltonic big ladder.

Justin: Stop saying Deltonic! It's Dentonic!

Travis: [chuckles]

Clint: Dentonic!

Justin: Dentonic!

Griffin: No, no, no, guys, Deltonic is a ladder company.

Travis: Yeah.

Clint: [laughs]

Justin: [chuckles] Oh, shit. Okay, fine.

Griffin: This is a genuine, stainless-steel A-frame Deltonic!

Travis: Ooh!

Griffin: This thing will get you up and down safe!

Clint: Okay—

Justin: Dad, you are— Dad, here's what I'll grant— here's what I'll give you... The access panel that you found takes you to the— you are on the third story. But there's a good, I mean... 10 yards between you and the chandelier. But so, you're— you're not like— you can't reach it or anything, but you are on the same level as where you have begun.

Clint: Okay. Well, he's— there's no need for secrecy? He's there on a sanctioned job, right? He's supposed to be there?

Travis: Yeah.

Clint: And supposed to be working on the sync issue.

Justin: I'll tell you what, Dad, you have a good— a really good excuse, how's that? Like, you—

Clint: Yeah.

Justin: I'm not saying nobody's gonna bat an eye. But you definitely do have— 'cause you got a double 6, if memory serves, in the last one.

Clint: Yeah.

Justin: So, I'm really inclined to sort of give you the preverbal keys to the kingdom.

Clint: All right. Is there anybody— is this lobby, I mean, populated? I mean, is this open to the public? Are there people down there?

Justin: There are. It's a little thin, because... So, here's the way it works; there is a main path that takes you directly through the castle, okay? There are... there's like an entrance across a moat, the moat that we know of. And then to the— there's an exit out, that you can— sorry, the entrance and exit is that same path. There is a west and an east exit out of this main lobby area, two large archways to the left and the right, as you're facing it.

And it is thin— the crowds are thin because the show is gonna start, and this is not the optimal place to view Dream it to Now. You do see a... the only sort of stream of people that you see are heading into the west alcove. The east alcove, you see actually has some— you can see a door, it is very faint, as though they don't necessarily want you to look over here. It is door that is just for maintenance people, that you probably wouldn't have even noticed, except it was pointed out to you during your shift. But that is the crowd situation.

Clint: Will that hidden door take me to the chandelier? I mean, will it take me up closer to the chandelier?

Justin: No. It is... sort of mirrors the large exit to the left, that goes into— you can... Let's see, you can smell food coming from it. You hear some music coming from that way. You get the sense that's where— or you don't get the sense, you know. That is... what do I call it... it's pretty good... Derfeastenhausen.

Travis: That's really good.

Justin: That's Derfeastenhaus, where the actual people who pay to do the feast, where that takes place.

Travis: Dad, may I ask just out of my own curiosity, what are you hoping to do with the chandelier? Like, why are you trying to get to it?

Clint: Well, I think Emerich is still wrestling with trying to save the prisms for them. But I think he's slowly coming around to the fact that they're not gonna come out of this with the prisms intact.

Griffin: Sure, we are.

Clint: Oh, we are?

Griffin: We should try.

Justin: Griffin thinks that you should try.

Clint: Oh?

Justin: That's what Montrose thinks.

Griffin: Can we have a flashback?

Justin: Yes, whose?

Griffin: All of us. Just to decide this.

Justin: Yeah. Flashback.

Clint: Okay.

Griffin: I want a full-blown like Danny Ocean looking over a map of what we know about the Gallspire, while we have this talk.

Justin: Yeah, you're— over a large table, you have spread out the map of the Gallspire, the one you see below you. And you're all leaning over it.

Clint: If we do this... if we do this, I have to insist that Griffin come up with some kind [mouths tune] some kind of, you know, music in the background.

Griffin: Sure.

Justin: Groovy music? Okay.

Clint: Some groovy music.

Griffin: I'll do my best.

Justin: Oh, dad, I can take care of it?

Griffin: Yeah. Fuck'n good job, Dad. You know what's about to happen?

Clint: No?

Travis: You did this. You summoned this.

Griffin: You're about to be— just, you're— the punishment that is happening will be—

Clint: No. No. No, no, no.

Justin: Guys, start your meeting, start your meeting!

Clint: Okay.

Montrose: Seems like we—

Clint: Now, you fellas—

Montrose: Go ahead.

Clint: You fellas know that I really want to save the prisms—

[comedically bad saxophone plays]

Beef: Ah, sorry guys. That was me. Excuse me. [chuckles]

Montrose: Please, this is a small—

[sax continues]

Montrose: Please, do not—

Emerich: Somebody's strangling a goose?

Montrose: Don't jazz in here right now, Magnus. [chuckles]

Beef: Beef, please!

Emerich: But if you fellas think that we better just to destroy them, I'll understand.

Montrose: This is a—

Beef: We're not saying better. Not better. It just might be... simpler?

Montrose: This crime will be something of a statement piece for us. I'm thinking of this as a... well, we must be discrete in the eyes of the law. But at the same time, we... we have an opportunity here to... to make... to build our brand, let's say. Anybody can go up and blow up a building.

Emerich: Right. Right.

Montrose: That's not dramatic. What is dramatic is a building suddenly disappearing, as its prisms are stolen away by three gentlemen thieves.

Emerich: I think I can do the part about them, quote-unquote, disappearing. Mostly because of the sync issue. If I can adjust the sync to the point where they are in any way, shape or form synced. Or synced to the point where they will only activate once a year. [chuckles] Or something ridiculous like that. It will give the impression that they have disappeared. But then how do we get the prisms out of the Gallspire?

Montrose: We'll cross that bridge when we come to it!

Griffin: End of flashback. [chuckles]

Justin: End flash—[chuckles] end flashback.

Clint: [chuckles]

Justin: This is not— again— okay, so, end flashback.

Clint: Okay. All right, I assume there's some kind of communication between Emerich and the person giving the assignment?

Justin: Always.

Clint: Who gave him the assignment?

Justin: Oh, between Emerich and... Justin.

Clint: Yeah. He gets on the radio and tells Justin:

Emerich: Testing... hello?

Beefy Justin: Hey, it's Justin. It's Beefy Justin.

Emerich: Hello, BJ. I... I was...

Beefy Justin: Ouch. Walked right into that.

Justin: [chuckles]

Emerich: I am... I'm right on the brink of fixing the... the sync issue.

Beefy Justin: Oh, what a relief.

Emerich: What I'm gonna need to do is I'm going to need to reinforce... I have to run some cables between the three prisms.

Beefy Justin: Oh, okay, yeah.

Emerich: In order to, you know, perfectly analyze what is the issue with the sync. So, I need to connect them. Is there a way where I can have some kind of access to... to all three— I assume there's already some kind of... of connector between the three prisms. Is that correct?

Beefy Justin: Yeah, I mean, the syncing... this... yeah, they're all plugged into the same net. So yeah, I mean, that's why the sync thing is so puzzling. 'Cause there are conduits that are connecting all three of the prisms.

Emerich: Then I think I need to check that conduit. So, I would... I would like someone to bring out a big ladder, so I can at least check the first chandelier— the prism in the chandelier. And then I will need some kind of easy access to the other two prisms. Just to make sure that connecting conduit is in good shape. I may have to run some— another cable between them. You know how it is.

Beefy Justin: Yeah. Ooh... ooh... you know, this— can this happen after the close— after the feast or—

Emerich: No, no, no, no— well, that depends. Do you want the sync issue to continue during tonight's performance and run the possibility of it flickering in and out?

Beefy Justin: No, no, no, I'm really supposed to have it cleared up tonight.

Emerich: Well then, I need some kind of easier access to all three prisms. And I need it now.

Beefy Justin: Yeah, okay. Okay, you just gotta be really careful.

Emerich: Oh, I'm always very careful.

Beefy Justin: Okay, 'cause we're gonna have people—

Emerich: See, you can tell from my limp and my bad arm that I'm always very careful!

Beefy Justin: Okay. Yeah, so, if you... Okay, look at the column second from the front. You see?

Emerich: Yes.

Beefy Justin: That one is actually hollow. It's... yeah. It's an access thing. It's all blended into the environment, very impressive. Wait until no one is watching, and then you can use your keycard to just swipe in. And you can climb up to the conduits, no problem.

Emerich: Excellent, thank you very much.

Clint: So, there are still some people in that lobby though, right?

Justin: Uh-huh, yeah.

Clint: He uses the Give a Ghost Projector, and projects Scott at some point farthest away—

Travis: His favorite summons.

Clint: My favorite summons. Well, he's been working so far—

Griffin: He's got Ifrit, he's got Shiva, he's got— he just only uses Scott.

Clint: I know. Scott—

Travis: You know what, dad, this time, summon Muhamed!

Griffin: Summon Mohamud!

Clint: No! No!

Griffin: Okay.

Clint: Summon the Knights of the Round, dad.

Travis: Mm-hm.

Griffin: Yeah.

Justin: Fuck'n go hard.

Griffin: Do it eight times.

Clint: I'm sending— I'm beaming Scott into the farthest point away from that column, to have him draw the attention of everybody, because he is a well-known personality. And...

Justin: He is a well-known personality.

Clint: And he says something along the lines of—

Justin: Passion's Cove— okay, go ahead.

Scott: Everybody who wants—

Clint: Well, you would actually do this—

Justin: No, you do it, go for it.

Clint: Okay.

Scott: Hey, everybody! Hi, it's me, Scott Boldflex. I've never been to this event, would somebody like to go with me to watch the fantastic show?

Justin: Okay, I like this energy. This reminds me of when like Full House would—[laughs] go to Disney World.

Griffin: [chuckles]

Travis: Hell yeah, dude.

Clint: It did sound a little like Joey.

Justin: Or like the Brady Bunch at... Brady Bunch at King's Island, yeah. I love it.

Clint: Yeah. And... and which would draw people away, at least draw their attention away so Emerich can climb up the column.

Justin: Okay, yeah. That's— that— you know what? I'm not gonna make you roll for that. It makes perfect sense, it would be quite a... quite a thing to see Scott Boldflex there, in the lobby of Gallspire Castle. Or the Gallspire. So, yeah, that's worked out perfectly. And you have made your way into the column. There are hand rungs that are cut into the column, which appears to just be made of plaster, but you're able to climb up to the top. And you find yourself in— I'm assuming you wanna climb up, yes?

Clint: Yes.

Justin: Okay. You find yourself in a— frankly, it's kind of disconcerting how big it is, because there's not a lot up here in this like cavernous area. What you do feel is heat, an incredible amount of heat being generated by— when he said conduits, he wasn't fucking kidding. They're in sort of a V pattern. So, you look in front of you and you can feel like heat emanating from this central column. And these are— lying parallel to the floor, are these like big, thick, conduits. There's one coming from the center, which you can understand when I say center, that is definitely the one that is the chandelier. You can feel heat emanating from a conduit connected there.

There's two conduits that emanate out of it... probably about 100 feet, I would say— no, no, it's gotta be farther than that. Yeah, no, probably about a... half a football field. That's something us sportos can appreciate. In either direction. You can't see what they're connected to or anything else, but that is where you find yourself. And there is a slight glow, and you can tell the glow is literally just the heat being generated by these. There is also, above you, large fans that are cooling this area— which is extremely warm— which are cooling this area, which are hidden by sort of the artifice of the castle, and the angles. So where it wouldn't necessarily be extremely obvious it is a fan. But they are cranked up so high, you can barely hear yourself think.

Clint: [loudly] Okay. I'm thinking to myself, do I see the prism?

Justin: The prism's inside the chandelier.

Clint: Yes, I know.

Justin: Which is in the room below you. So, no. You could... there's probably another access panel where you can see it closer too, though.

Clint: Well, with my Ghost Mind, where I can detect Hard Light...

Justin: I mean, yeah, you know where it is. I mean, you just... You know where it is, it's where the chandelier was. It's in the chandelier, Mac.

Clint: I know it's in the chandelier. I'm trying to figure out how it is suspended within the chandelier. I need to go check that out.

Justin: It doesn't need to be suspended because it's all create— remember? This is all the prism, right? Everything you're doing is Hard Light. This is all Hard Light, it's a Hard Light castle. So, it doesn't have to be suspended by anything.

Travis: It just is there.

Justin: It is there. Because it is creating the castle.

Clint: Okay. The prism is connected by the conduit to the other prisms?

Griffin: Yes.

Justin: Yes.

Clint: And I'm at the lowest prism, or I am at the—

Justin: You're at the central prism. If you imagine a V shape, which you should, because it is, [chuckles] then you're at the bottom of the V.

Clint: So, there is a conduit running up—

Justin: To your left, which is going towards Derfeastenhause. There is a conduit to your right— that is headed across the floor to your right, that is going to that closed alcove.

Clint: Okay.

Justin: So, dad, just to clear up the geography for you, right.

Clint: Right.

Justin: There is... the spot where the chandelier is, from where that is, there are two large, hot conduits that are— one to the west, where the feast— Derfeastenhause is. And one to the east, to the closed alcove. And there are large fans above you, in this like big, cavernous room, that are blowing away the access heat.

Clint: Okay.

Justin: So, a central prism, west prism, east prim.

Clint: Okay. And I am— Emerich is at the central prism.

Justin: Correct.

Clint: Correct?

Justin: Correct.

Clint: Okay. He makes his way to the... to where he can actually physically access the prism, and whatever kind of... devices are connected to it.

Justin: Okay. The... the prism... yeah, this makes sense. The prism is in the fixture of the chandelier, sort of where the chandelier connects to the ceiling. And you could reach the prism, where you understand the prism to be, without much trouble, actually. I mean, you could... you could access the prism. You have access to this prism.

Clint: Okay. I think Emerich makes his way over there— and I think it's so stiflingly hot, he... unzips his... coveralls to the waist, 'cause he's just burning up with heat.

Justin: Great, I love that, sexy.

Clint: And makes his way to the chandelier, to the prism.

Justin: Okay?

Clint: And...

Justin: Okay.

Clint: So, he can see the prism.

Justin: Uh-huh!

Clint: Correct?

Justin: Yes.

Clint: And then—

Justin: Let's leave you here. Okay? You have access to the—

Clint: Okay. And well, yeah, and I think he gets on the radio to the other two, the earpiece, and says:

Emerich: I am in position at the central prism. So, just want you to know I'm okay. I'm a little warm. It's a little close, as my grandmother used to say. But I am fine, I don't want you two to worry about me.

Justin: Beef, over to you. Or sorry, did you have something to talk to?

Griffin: I was just saying:

Montrose: Copy that, Casper.

Justin: Okay.

Montrose: That our codename that we decided for you on this one.

Justin: Oh, cool.

Emerich: Casper?

Montrose: Yeah, like a ghost.

Emerich: Oh, right.

Justin: Yeah. Beef, you're still chatting with James, who has said:

James: Okay, listen, I gotta get ready for the show. Once that music starts, I gotta flip the switch and get it cranking, okay?

Travis: So, I've had some time, Justin, to think. And you know what I've remember about Beef?

Justin: What?

Travis: He's soft. Soft Beef. And this is friend, James.

Beef: James... stop, wait. You're my best friend.

James: Yeah, you're my best friend, you know that. We don't even need to say it. It's nice to hear it, don't get me wrong.

Beef: Yeah. I can't... I am here to do a job.

James: Me too, man. Me too.

Beef: I'm... James, the Gallspire has been replaced with Hard Light, it's not real. They got rid of the original, actual real Gallspire.

James: [chuckles] Yeah, right.

Beef: James—

James: Look, it's exact— like I wouldn't notice. I look at that thing every dang day that I work.

Beef: Really... James, really look at it. And this is your best friend, Beef, telling you this. I'm not lying to you.

Justin: Trav, why don't you give me a controlled... controlled... great effect roll. Like, an easiest possible roll.

Travis: For command? 'Cause I'm telling him to really look at it.

Justin: I bet you'd want it to be command. Yeah, sure.

Travis: I do.

Justin: Yeah, sure, its command, fine.

Travis: Controlled, with great effect.

[sound of dice thrown]

Travis: Mixed success, I got a 5 and a 3.

James: Okay, you know what? Maybe.

Justin: [chuckles]

Beef: Yeah, great. Yeah.

James: Maybe. Okay! Maybe. I'm not like completely sold, but I can see— they're doing a lot of crazy stuff with Hard Light now. So yeah, like maybe. Maybe.

Beef: Okay.

James: Maybe.

Beef: James, I'm here to show the truth to people that it is Hard Light. I got friends working with me, and pretty soon, the job's gonna get rolling, and we're gonna deactivate the Hard Light, and this whole tower's gonna disappear. And I'm telling you this because—

Justin: [chuckles]

James: Why are you telling me this?

Beef: Because I was gonna set up some stuff with the fireworks as a distraction, but I'm not gonna do that to you. You're my best friend. Here's what I'm gonna do. I'm gonna offer you the opportunity to get out of this humdrum life, the same DeBarge life that you could be stuck in doing this for the rest of your life, until the next generation of DeBarge takes over, and so on and so forth. Or you could use...

James: Well—

Griffin: [laughs]

Beef: What?

James: That sounds so good. I mean, just to hear you say it, that kind of security? Like, whew, when I think about my kids on this DeBarge, I think about the childhood I had on the DeBarge with the other DeBarges and yeah.

Griffin: [laughs]

James: I mean, it sounds incredible. But yeah, what was the other thing you were gonna say?

Beef: You could use those—

James: What's the other—

Beef: You could use those skills, and make some real money, have some fun.

James: Yeah?

Beef: And let me remind your conscience that you're already my asset and best friend.

James: I mean, yeah, for sure. But like, as my best friend, you should know that the DeBarge life is all I've ever dreamed.

Justin: [chuckles]

James: DeBarge life is all I've ever dreamed of, man. I love it here. I live for this shit.

Griffin: [chuckles]

James: Do you understand? This is my family's barge. This is the DeBarge DeBarge. Like, we've been running this for... for years. Like, my grandpa's grandpa was on DeBarge.

Clint: [chuckles]

James: But you think— what can I— what else can I do?

Beef: James, listen, you're an artist. Right? You said it yourself, you could do— you're surgical with this, right?

James: Yeah...

Beef: Be better than this.

James: It is hard 'cause the computer does... like, it's all computerized, right. But like... I could freestyle it?

Beef: Yeah, man!

James: I've been telling everybody else. Like, I could like do a freestyle one.

Beef: You're a techno-wizard, bro! Like, you're better than this, you don't need to just... do it. Man, you could make a name for yourself tonight, you can have people begging to work with you.

James: Yeah... shit... yeah... [sighs]... I mean, it could be— it could be kind of cool. Just to do one like... freestyle, right. And you said that the... Gallspire's not even real, right?

Beef: Yeah.

James: So, what's the...

Beef: And listen, I got you back. You know that. If you need me to take a fall for you, I will. If you wanna come with me and... you know, have more adventure in your life and have some fun, I got you there too, bud.

James: Hey...

Beef: Yeah?

Justin: You've rolled enough with James. You had a lot of successful rolls, I don't think I'm gonna make you roll for this one. You make a good— you make a really compelling case.

James: Yeah, you know what? Tonight... tonight is James DeBarge's chance to shine. I'm gonna get... I'm gonna freestyle it tonight.

Beef: Hell yeah.

James: I'm gonna get loose, I'm gonna get freestyle. You saw— telling me some tricks you wanna see? I could do pretty much— I'm like a—

Justin: And he holds up the box, and he points at the wizard, and the wizard coat wearing robot.

James: This is me.

Beef: Yeah, man.

James: You get it?

Griffin: [chuckles]

James: All right.

Justin: Let's go over to Griffin. Montrose.

Griffin: I'm ready to— I'm ready to rip. I'm fuck'n ready to let it rip.

Justin: What are you— okay, knowing the placement of where everybody is, do you have a thing that you— like, you have an idea for what you wanna do?

Griffin: Yeah, sure.

Justin: Okay.

Griffin: I hook into the wire connecting the fairy shack into the middle of the Gallspire. Is it dark? What time is it? How are we doing, timewise?

Justin: It's... 7:55.

Griffin: Great.

Justin: You have five minutes until the show starts.

Griffin: Okay... I'm gonna go, now.

Justin: You're gonna go now? Okay. You hook in and you... [chuckles] You hook into the line that connects your— Infinite Jesse's shack to the castle.

Griffin: Okay.

Justin: And in your incredible, brilliant wings— I'm assuming you put on the wings? Yes?

Griffin: Oh, I'm fully decked. I'm fully decked out.

Justin: You're fully decked out.

Griffin: And my mask is also— I want it to be sort of projecting something... you know, fantastical and fairy-like.

Travis: Justin, I have something I wanna say. After James and I talked through like the tricks and stuff, I'm hoofing it to the castle. I'm on my way.

Justin: Smart, smart, that's what I'm talking about. Okay, you go to the edge of this— there's like a small platform that's sort of emanating out, maybe like four feet. Just below the wire that connects the shack to the castle.

Griffin: Okay.

Justin: Like a zipline, right?

Griffin: Right.

Justin: And you hook into the zipline and... you wanna jump off?

Griffin: Yes.

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

[Steeplechase theme song plays]

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