

## The Adventure Zone: Steeplechase - Episode 24

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**Krystal:** And let me say, Steepies, I am loving the new fireworks added to Dream it to Now, which takes place every night at the annual Feast of the Seven. Last night, I was staring at it, just drinking it all in, and I was so focused. It was like everything melted away for a second. Even the Gallspire, seriously! We're not really religious, or whatever, over here at Steeple Watch, but it felt kind of like I bet it does for those people, but better, right? Because if those churchy types wanna wash down their epiphany with a Strawberry-tangerine Ring of Frost Super Slush, I hope they never know when to stop dreaming.

[Steeplechase theme song plays]

**Weaver:** A little bit more to the left... Under the— no... yeah... oh... yes... Yes, thank you, Shookles. The itch has been bothering me greatly.

**Justin:** Hello, everybody, and welcome to The Adventure Zone: Steeplechase, an adventure. You join us mid-heist, here, mid-score. As these three knuckle heads are trying to steal a castle, of all things.

**Travis:** Hey! I'm a chuckle head, sir.

**Justin:** All right.

**Clint:** And I'm a meathead, sir!

**Justin:** To recap our current situation, Beef has just—

**Travis:** What's for dinner?

**Griffin:** That's funny!

**Justin:** Yeah, that's good.

**Clint:** Yeah!

**Travis:** Thank you!

**Clint:** I can't believe we've waited this many episodes for that.

**Travis:** I have a lot of patience to make jokes, everyone knows that. I wait for the exact right time before I make the joke.

**Griffin:** True.

**Clint:** Timing!

**Justin:** Beef has set up some firework shenanigans, and is trucking it towards Gallspire. Montrose, you are...

**Griffin:** About to... take flight.

**Justin:** You have just hooked on to a wire and stepped off of the ledge, near Infinite Jesse's shack, hurdling towards Gallspire. And you, Emerich, are in the upper— sort of like the cooling area above the three prisms that are creating Gallspire castle. This is... we were mid— sort of mid-way through this. And we are picking back up. Do you three have any inkling of who would like to start?

**Clint:** I would like to start.

**Justin:** Okay, excellent.

**Clint:** 'Cause I have something very simple for Emerich to do.

**Justin:** Okay?

**Clint:** Emerich is going to tap into the sync system to gain control over it.

**Justin:** Okay. I will... hm, let me see... we'll see if that— the sync should be happening of its own accord. We will try, we'll see, though. We'll see how it goes. I'm gonna say that...

**Travis:** I certainly wish that there was a different word for it, because every time dad says like 'the sync system,' I picture like a drain and like plumbing and shit. And it's really throwing me off.

**Griffin:** Mm-hm.

**Justin:** Yeah, I understand. I'm gonna say that this is controlled, 'cause you have the advantage of being the first one to sort of like interact with this thing. So, I will say it is controlled, I will say that... you have limited effect, 'cause this is a very complex thing. And there's no way that you would've worked with something on this scale before. Like, there— you just would not— you would know about it, if something had existed. So, I will say controlled, limited effect.

**Clint:** All right.

[sound of dice thrown]

**Clint:** 1, 6, 4.

**Justin:** 6, okay. With a 6, to limited effect... here's what has happened. You have—[chuckles] you have made it worse. By which I mean that if the sync issue happens and something drops out of sync, you have the ability to hold that in place, rather than it being like a nano second or whatever, you have the ability to— you can't make it go in and out of sync, but you do have the ability to hold a sync loss, if one should occur.

**Clint:** Okay. [chuckles] Works for me!

**Justin:** Okay, good.

**Griffin:** I wanna take flight. I'm ready to go.

**Justin:** Okay, you are— I don't think you have to roll for this, this is gonna be pretty safe. But you are hurtling, I mean, really trucking towards the Gallspire. You have, of course, you know, heightened senses, being an all-round bad boy, with a lot of experience like this. This is what Blades in the Dark is all about. So, what are you doing on your flight?

**Clint:** Yeah, describe it! Paint a word picture!

**Griffin:** I mean, I'm trying to look majestic.

**Justin:** Obviously.

**Griffin:** That much is clear. I'm also trying to like sort of keep myself steady, to obscure the gigantic duffel bag I also am carrying with me.

**Justin:** Okay?

**Griffin:** Maybe I've got it sort of tucked into the... I don't know... cool fairy gown or something?

**Justin:** The cool fairy gown, yes, of course.

**Griffin:** And you know, I got the wand extended, and I'm... singing.

**Justin:** I love all these accoutrements— oh, you're singing?

**Griffin:** Yeah.

**Justin:** Sorry, what are you singing?

**Griffin:** The song?

**Justin:** How does it go?

**Griffin:** [sings] The dream... the dream is now.

**Justin:** Dream it to now, is the name— you would of course know that.

**Griffin:** [sings] Dream it to now... you gotta dream it to now. Can't wait for another day, you gotta dream it—

[comedically bad saxophone plays]

**Griffin:** [sings] Dream it to now!

[sax continues, Griffin slaps out frantic percussion on his knees]

**Griffin:** [sings] Dream it to now!

[sax and knee-slapping continues]

**Griffin:** [sings] Can not make it wait for another day, you gotta dream it to now!

[sax continues]

**Griffin:** [sings] Take your—

**Clint:** [scat sings]

**Griffin:** Surely, I have to have made it across the zipline at this point.

**Justin:** [chuckles] Yes.

**Griffin:** Almost certainly.

**Justin:** Were you trying to attract attention?

**Griffin:** No.

**Justin:** Okay, good. [chuckles] You didn't attract any—

**Travis:** Just singing for yourself?

**Clint:** [chuckles]

**Griffin:** I mean, if she went across the zipline and wasn't singing, it would've been weird. Right?

**Justin:** Yeah, I guess that makes— that makes a fair point, I'll give it to you, Griff. You are now in— you have made it to a window at the very top of the Gallspire. You are, structurally speaking, you are sort of directly above where Emerich is right now. Roughly 130 feet above Emerich, actually.

**Griffin:** When you say above, like, I can't see him, right? The Gallspire is in the way?

**Justin:** No, there's a floor where you have landed. You are in a room that has a floor access below you and a spiral staircase that goes down, down, down, down, down, down, down.

**Griffin:** Okay, I get on the radio and I say:

**Montrose:** The fairy has landed. How go things on the Hard Light system, Emerich?

**Emerich:** The slicer is ready to interrupt the payload.

**Montrose:** All right, would you... would you be a dear and start connecting the conduit to these cables I'm about to drop down?

**Emerich:** Absolutely, yes.

**Griffin:** Cool, I open up the duffle bag and pull out... some cables, that I'm gonna run down with like— it's got sort of like... like a harness or clamp on it, to attach to the conduit below.

**Justin:** Do you... we didn't do a couple of the like pre-score things that we normally would do.

**Griffin:** Sure.

**Justin:** We didn't talk about load.

**Griffin:** This would be important for this, I suppose. Yeah, so, it's... I'm gonna rock normal, 'cause I— I mean, I don't know, I have this big duffle bag with me.

**Justin:** Yeah.

**Griffin:** That feels right to me.

**Justin:** Okay. And I guess we're going stealth with the approach, we didn't really discuss that either. But I feel like that's—

**Griffin:** That was the suggested— yeah.

**Justin:** Yeah, that was what I got. And we didn't do an engagement roll to see how well it started. So, that's on us, I guess, you know?

**Griffin:** We didn't?

**Justin:** No, not for this one.

**Griffin:** You had us roll a— oh, you— okay, wait, you were asking us to— never mind. That was like a fortune roll.

**Justin:** Yeah, you live, you learn, though. You know what I mean?

**Griffin:** Yeah, sure. For sure, for sure.

**Justin:** Hey, hey, hey, no worries. Okay, so, you've dropped some cables down, some—

**Griffin:** I'm gonna say burglary gear, is essentially what we're talking about.

**Travis:** So, you opened an access hatch—

**Justin:** This is actually deception. I will actually say deception, right. You're all doing a little bit of tricking people. Trick or manipulate, I feel like it's sort of a blend. Okay... the cables have been dropped down. Wow, those are long cables you had, Griff.

**Griffin:** Yeah, sure.

**Justin:** Are you connecting to something in the peak? Or what are you doing with your end?

**Griffin:** It's connected to something in the duffel bag.

**Justin:** Ooh? Exciting, okay. That's fun. The cables... it's a long drop, Griff. Give me a finesse roll to see how well we can get those cables down.

**Griffin:** Okay. Posish, controlled?

**Justin:** Controlled, yeah, 'cause you could pull it back up. And it's standard, it's not a tough one, but I do wanna introduce some skill.

[sound of dice thrown]

**Griffin:** 4, 4, 2, not great, not my best work.

**Justin:** A 4. With a 4... a 4 is a mixed success. So, how about this, Griff, the cables actually get caught— imagine a big spiral staircase with like a central hole around, right?

**Griffin:** Yeah.

**Justin:** And you make it about 60 feet down and they get stuck. And you have to walk down like a bunch of stairs.

**Griffin:** What a pain in the ass.

**Justin:** I know, it's annoying. And you have to walk down and un-stuck them, and then they end up falling all the way to the ground.

**Griffin:** Cool.

**Montrose:** They're down there, connected. Oh boy, connected tight! Please make sure it is fastened as securely as it can be. Please.

**Travis:** While he's connecting, I wanna say that Beef has reached the kind of pavilion, the like outside area of the Gallspire. And I wanna—

**Justin:** It is very crowded. What you notice is there's a lot of people that looks like they've been set up here for quite some time. They're not super amenable to you pushing through them, but you are making it, through your just general physique, and also a little bit of name recognition, I think is buying you a little bit of space.

**Travis:** Okay, I want to use my bodyguard thing. It talks about when you gather info to anticipate possible threats in the current situation, you get plus one effect. So, I guess even though I have zero in it, I'm gonna do a survey of the area to see if I can spot like security or staff. Like, the people where it's just like, okay, great, they're gonna be coming from this direction when this all goes down.

**Justin:** Okay, yeah.

**Travis:** I have zero in it, so, I don't know how it's gonna go. But, what's my posish?

**Justin:** You're adding effect? So, I mean—

**Travis:** Well, that's just for future. I just have to do it... that I spent time looking for possible threats. And then in the future—



**Justin:** Oh, okay, got it. Yes, I understand, I understand. Yeah, you spend it later, I dig it. Okay, go ahead and— so, you're gonna roll two— I mean, you can probably just click it and it'll to the roll automagically, I'm pretty sure.

**Travis:** Yeah, what's my posish?

**Justin:** We're gonna say that this is controlled, you're just standing in a crowd, no problem. And the effect is—

**Travis:** What's the effect?

**Justin:** Unfortunately, Trav, I'm gonna say you have limited effect, because it—

**Travis:** Yeah, it makes sense.

**Justin:** Yeah, there's a lot of people here. And we know that the people who are on security are trying to stay... a little bit more incognito.

[sound of dice thrown]

**Travis:** Oh, okay. Well, I got a 6 and a 4. But because it was the lowest dice, I take the lowest— or, I don't have— so, a 4. Mixed success.

**Griffin:** Hey, we'll take a mixed success on a zero dice roll, man.

**Travis:** Yeah.

**Justin:** Yeah, that still tracks. Okay, you are in the pavilion. What you notice with another roll, with that particular roll, is that there is— obviously, the access path— there's the one big bridge that everybody uses to get into the pavilion, right, around Gallspire. You also notice that there is a— just to the opposite side of where you are, where you come in from the east, on the opposite side, to the west, you notice that there is a small draw bridge that is not themed, particularly, it's not to draw your eyes or anything. But there is a sort of like quick access bridge that looks like they could drop on the west side of Gallspire, to let them get over there. So, it could come from that larger path, but it looks like there's security or some sort of other staff access there as well.

**Travis:** Okay, and it's currently up?

**Justin:** Correct.

**Travis:** Is it up, split in the middle? Or is it like up, raised on the Gallspire side, or on the opposite side?

**Justin:** It's up, raised on the non-Gallspire side.

**Travis:** Got it.

**Justin:** It's basically like a... it's looks like a bridge they could drop... you know, at a moment's notice.

**Travis:** So, if it gets crowded, as the crowd is using the main bridge, the staff still has a way to access—

**Justin:** Exactly.

**Travis:** Got it, okay.

**Justin:** Correct.

**Travis:** Okay. I relay that information as well, so—

**Justin:** Okay. We're all equally equipped. Now, here is my question, y'all. What is the next thing that happens?

**Griffin:** Are we getting close?

**Justin:** Actually, let me ask one thing of you, Beef. Beef, what is— what are you doing after you do that? Are you staying put or are you moving somewhere?

**Travis:** I'm still gonna push my way, I'm trying to rejoin... now that I've got stuff set up and I've scouted, I wanna rejoin Emerich and Montrose in the Gallspire proper.

**Justin:** Okay.

**Travis:** Because I think when it goes down, we all three need to be together, we get three different prisms, and I think like the three of us

together just makes more sense. I don't think... I don't wanna be spread out from them when it all starts. So, I think I'm going to scout a little bit and then try to push my way through the crowd, to the Gallspire proper.

**Justin:** Okay. It's... six... what did I say, when did it start, eight o'clock? It's 7:59.

**Travis:** Oh? Okay.

**Beef:** Okay. I am in. I'm making my way to the chandelier, it's... I think it's about time to set it off, to light this candle, thump this melon.

**Emerich:** So, you are making your way to a position on the floor, under the chandelier?

**Beef:** Yes.

**Emerich:** Okay. I have attached the cables. I have attached them safely. They're on either side of the conduit, on either side of the middle prism.

**Justin:** Ooh! Actually, now that you think about it, you did not attach the cables without rolling any die. You actually were just about to, to see how it went. [chuckles]

**Clint:** Really, you're gonna make me roll to attach cables?

**Travis:** Yeah, Dad.

**Justin:** Yeah, man.

**Griffin:** That seems like a good use for it.

**Clint:** Okay. It's the game, yeah.

**Justin:** It's a tinker roll.

**Clint:** Okay.

**Travis:** Let's just hope it's not a stinker roll.

**Justin:** If you can tell me with a straight face that you, Clint McElroy, have never almost accidentally killed yourself with electricity, I won't make you roll.

**Clint:** Eh, I don't mind rolling, I'll try!

**Justin:** Okay, all right, yeah! [chuckles]

**Griffin:** I should make it clear, I'm not talking about like power cables. I'm talking about like wench cables.

**Clint:** Right, yeah.

**Griffin:** Yeah, okay.

**Clint:** So, I'm gonna— but the only way I can imagine this working is if they are attached on both sides of the metal prism— of the central prism.

**Griffin:** I don't know, man.

**Justin:** It's not that— one cable should do it. Like, if you're talking about the center, like, it's a beach ball sized thing, it's a gigantic prism.

**Clint:** Okay. He's gonna wrap the cable around the prism in the center.

**Justin:** Okay. Somehow, you have fixed it. I will grant you that.

**Clint:** Well, I'm a genius.

**Justin:** Yeah, it's magnetic, how about that? Let's say it's magnetic.

**Griffin:** Great.

**Clint:** Well, I don't think magnetism will work on a prism, but okay. Let's see... I need a tinker roll.

**Justin:** Yeah.

**Clint:** And I'm gonna push myself.

**Justin:** Wow, okay, to connect a cable.

**Clint:** To connect a cable. This is important!

**Justin:** You don't wanna hear position or anything? Okay, it's controlled, standard.

**Griffin:** You don't have to push yourself on a controlled roll.

**Justin:** I wouldn't push yourself on a controlled, standard. You absolutely will get a do-over if it doesn't work.

**Clint:** All right, I won't push myself.

**Travis:** Oh, good.

[sound of dice thrown]

**Clint:** 4, 2, 5.

**Justin:** Okay, that's fine. That's a mixed— it takes you a little bit longer than you'd hoped.

**Clint:** Okay!

**Justin:** But it's just 6:59 when you finish. You thought you'd get it done by 6:58. But it's 6:59 and—

**Clint:** And I'm sweating. I mean—

**Travis:** Seven.

**Clint:** We've already stripped to the waist, so he's just covered in sweat.

**Justin:** And Beef has just said what he said, and then you said what you said. [chuckles] And then we're back—

**Emerich:** I'm covered in sweat. I'm absolutely covered in sweat.

**Griffin:** Cool.

**Travis:** Oh, gross.

**Justin:** Gross.

**Beef:** Okay, are we ready? Yeah? All right—

**Montrose:** I just wanna say, if we look sort of at the chore wheel for today's heist, one of us is assuming, I would say, a little bit more mortal risk than the other two.

**Travis:** So, just so I'm clear, Montrose is still connected to the zipline?

**Justin:** Yeah.

**Travis:** I was asking Griffin

**Justin:** Oh. Well, yeah, actually it's up to you. But I mean, he— as far— he's not missing—

**Griffin:** The fairy shack zipline?

**Justin:** Yes. You have not mentioned disconnecting, but you—

**Griffin:** If this tower disappears, what happens to the zipline?

**Justin:** Fucking such a good question, Griffin. [chuckles] There is... there is the thinnest sort of architectural, structural supports that would be revealed. Where, you know— that would've been used for like initial construction or repairs, or whatever. But you will not just like— it would not blink out of existence and you would plummet to your doom. There will be some sort of like structural reinforcement. Not a lot!

**Travis:** But that makes complete sense, 'cause they're hooking a person up to it, right? So, if there was, as they've described, a syncing issue, right—

**Justin:** Exactly.

**Travis:** ... You wouldn't have been able to be like, 'Yeah, we were watching the fireworks go, and then Infinite Jesse just kind of plummeted.'

**Griffin:** Person falls to their death, yeah. [chuckles]

**Justin:** Yes, exactly, it's a security measure for—

**Clint:** So, like a tower. Like a tower of scaffolding kind of thing. Is that what you were thinking?

**Justin:** Not— dad, that— I would— sort— like, not even that much, right. It's just like a base. A base skeleton. But yeah. Yeah, yeah, yeah.

**Clint:** Okay.

**Travis:** Okay!

**Justin:** Scaffolding is a fine way of thinking about it.

**Beef:** James? James, do you read me?

**James:** Yeah, man. What's going on?

**Beef:** We're ready, bro. So, it's time to do your magic, robot wizard.

**James:** All right. Abraca-watch this shit.

**Griffin:** [chuckles]

**Justin:** [chuckles] James does whatever you told him to, Trav! [sings] 'Dream it to now! With the heart of the wish that the dream is in your heart of the dream!'

**Griffin:** [laughs]

**Clint:** [laughs]

**Justin:** [sings] 'Dream it to now! The hopes and the fears of the following years—'

**Travis:** As the music plays, what you're seeing is fireworks blasting, not straight up into the sky, but rather, he's like surgically pinpointing it between— like, through windows in the thing. But he's also buzzing the crowd with like fireworks that are in the shape of dragons.

**Clint:** [chuckles]

**Travis:** Like Geltfrimpen. And it's like— and everybody's like freaking out, but like in a, "Woah, what, huh?" Right? And there's a lot going on. But it's also like the most fireworks that have been fired off during a show. And I'm going to say like if there's a sync issue caused by fireworks, we're getting a double dose of fireworks.

**Justin:** '[sings] Dream it to now!' While the fuck'n— while these things are exploding, these fireworks are exploding, you're seeing— Montrose, from your position, you're feeling the floor ripple under your fuck'n feet. Like, as these are coming. Almost as— imagine if you had been standing on water, and a dinosaur had clomped near the water. The ripple that you would feel is now happening to the light that makes the floor underneath you, with every one of these explosive fireworks. And one of the big showpieces that James had was an incredible, giant— what appears to be some sort of jellyfish, sweeping through. And when this jellyfish passes through the tower, the tower disintegrates around you. You are, for a terrifying instant, Montrose, falling. But the gravity of your zipline that you had connected has wrapped around the scaffolding. And you are, at the last minute, suspended in the mid-air, next to this cabling that you have in your hand.

**Griffin:** Cool— oh, it's not in my hand, it's... I would say, as the tower disappears, the duffel bag falls away. Revealing that the cables are indeed attached to a winch, sort of attached to my fairy harness here. But as the bag falls away, the fireworks gleam off of the shiny chrome plating on the gigantic bazooka I'm holding.

**Clint:** [chuckles]

**Justin:** [laughs] Okay, all right.

**Clint:** [laughs]

**Travis:** When the tower falls away, what happens to Emerich?

**Justin:** That's a great question, Trav. The tower disappears, what does Emerich do?

**Clint:** Well, for one thing, he uses his device to extend the sync duration to as long as possible.



**Justin:** Okay?

**Clint:** So, it doesn't just flicker, it's out, it's gone.

**Justin:** It's out, okay. The moment that you do that, I think you start to feel the chill of the temperature dropping around you. I should also mention, Emerich, that you are... yeah, okay, I'm gonna give you— I'll say the chandelier was also— like, this is part of the structural framework. But you are now balancing on an I-beam that's about six inches wide.

**Beef:** Okay, I got you, Emerich! Drop!

**Emerich:** I know you do, my friend!

**Clint:** And he does a swan dive off the chandelier, towards Beef.

**Justin:** Holy fuck'n shit, really? Okay!

**Travis:** Man, there's way easier ways to drop to be caught, but let's do this.

**Justin:** Okay, Beef, he's falling—[chuckles] he's falling towards you.

**Emerich:** Catch me! Catch me! Catch me!

**Justin:** He's falling towards you.

**Travis:** Okay, I assume finesse roll?

**Justin:** Yeah, let's call it a finesse roll.

**Travis:** What's my position here, Justin?

**Justin:** Well, bud, it's desperate.

**Travis:** Yeah, yeah, yeah?

**Justin:** But it's a standard effect. You could definitely catch him.

**Travis:** Okay. All right.

**Justin:** But you ain't gonna get another shot at it, let's put it that way!

**Griffin:** No, this is about as textbook desperate—

**Travis:** I'm gonna push myself—

**Clint:** And I am giving you, with my— my foresight—

**Griffin:** Is that your first of two bonus dice? Cool.

**Clint:** Uh-huh, it's my of two, where I can assist a teammate without paying stress. I have to tell you how I prepared for this. I prepared for this by showing you old home movies of me at a pool, diving, so you know exactly what my form is.

**Travis:** I love this.

**Justin:** [chuckles]

**Griffin:** Weird day. Weird day Beef had.

**Travis:** I love this.

**Griffin:** Beef had a weird day, didn't he?

**Travis:** Beef had a weird day. Made a best friend and learned a lot about Emerich's past, that I'll reveal later. Okay, two bonus dice to catch my dad.

[sound of dice thrown]

**Travis:** That's a critical!

**Clint:** Whoow!

**Travis:** A 6, a 4, a 6 and a 2!

**Clint:** Whoow!

**Travis:** A critical catch!

**Justin:** Holy shit...

**Travis:** I catch him and it fixes his elbow!

**Clint:** [laughs]

**Justin:** You know what, Trav? I actually love that. You catch him—

**Griffin:** [laughs]

**Justin:** You catch him in a weird way that knocks his elbow back into place.

**Griffin:** [laughs]

**Emerich:** Oh! Oh! Oh my! Oh, Beef, you're a genius! You're a magician!

**Beef:** I got you, buddy. Yeah!

**Emerich:** Oh! And he caught me even though I'm bathed in sweat!

**Justin:** Ugh, God!

**Beef:** Yup! You and me both, buddy. Now, we need to run!

**Emerich:** I have a bad leg. You're gonna have to carry me.

**Beef:** Oh boy.

**Justin:** Oh god, okay.

**Beef:** I should've fixed that too! Damn it! [chuckles]

**Clint:** [chuckles]

[music plays]

[ad break]

[music plays]

**Justin:** You see— okay, as you look around, this— things are still moving very quickly, but as you look around, here's what you all see. You see, first of all, Montrose, dangling from the scaffolding, roughly 180 feet above you.

You see a bunch of people sitting at tables that were enjoying a delicious meal, that are looking around now, extremely confused, over in Derfeastenhäusen. There was— luckily, nobody was in the upper levels of the castle, because everybody was—

**Travis:** Oh, we should've checked that, yeah.

**Justin:** Well, you should have. But luckily, no one was, because no one would've missed the show. So, everybody was out, there was no collateral damage on that end. The people who were performing for Derfeastenhäusen, the band, has tumbled to the floor. But it was only a few inches, the stage is not that prominent. So, you're fine there.

**Travis:** Oh, thank goodness.

**Justin:** And then you look at that alcove that was closed off, and what you see is a larger conduit that was— basically, they were using that part of the castle to hide the power— the amount of power they needed to pump into those three prisms, to keep this going. And then you see the prism themselves, hanging, dangling in the same way Montrose is. Except they're about 30 feet above you, they're where that chandelier was.

**Griffin:** All right. Are people— so, people are looking up?

**Justin:** People are looking up, but they're looking still at the fireworks.

**Griffin:** Great, great, great, great.

**Justin:** This is all happening like simultaneously, they're watching the fireworks. They haven't noticed this yet, they're extremely bright and wild. I also think that like, almost instantly, someone has— another member of the DeBarge family has come over and they've started investigating James, as to this— as to what's going on. I was about to do a clock, but I don't think we quite need a clock. But it is... you know, you're gonna have a couple of beats before this distraction stops.

**Griffin:** Well, this is perfect. I am my bazooka down, downward. Toward the... what I could only describe as the connective tissue between I guess the three... the three prisms, the three chandeliers, the three ball rooms or whatever, where they are floating.

**Justin:** What are you trying to achieve? Let's start there.

**Griffin:** I... tug on the cable that's going down, toward the prism, just make sure that's still taut and connected, or else the rest of the stuff isn't gonna matter. And I aim my bazooka at the big conduit and—

**Travis:** Oh, while Montrose is doing this, just— I'm gonna say, as we're running, we're gonna run through like Derfeastenhause, yelling like, "The whole thing's about to come down! It's— ah! We gotta get out of here!"

**Justin:** Good work, good work. Travis, or rather— let's resolve this real quick, 'cause this would've been in the seconds before he fired. Beef, let me get a command roll from you.

**Travis:** You got it, bud. You got it! Commanding Beef! What's the posish, Justin?

**Justin:** It's risky, 'cause you could keep yelling.

**Travis:** And the effect?

**Justin:** I mean, they see that something's fucked up, I say it's standard.

**Travis:** Okay. Great.

[sound of dice thrown]

**Travis:** That's a 2 and a 3, baby! I'm gonna yell again, louder.

**Beef:** Get the fuck out!

**Justin:** I said it was risky, though, Trav?

**Travis:** You said I could keep yelling?!

**Justin:** Yeah, yeah, it should've actually been controlled, 'cause you— I think I misspoke. Controlled—

**Travis:** I said—

**Justin:** Yes, okay, yell again. Yell again, now it's risky, though. You fuck it up again, you're done!

**Beef:** I said, get out!

**Travis:** Risky...

**Griffin:** Please roll a 2 and a 3 again.

[sound of dice thrown]

**Travis:** 6 and a 6!

**Griffin:** Oh my god!

**Justin:** Holy shit! [laughs]

**Griffin:** Holy shit!

**Travis:** This is Andre the Giant:

**Beef:** Everybody move!

**Justin:** Okay, these motherfuckers—

**Clint:** [in silly voice] Do you want a peanut?

**Justin:** These mother fuckers flee! They flee! They are gone, they're jumping into the moat, they're out of here! And you know what, Trav, with a— here's what I'm gonna do. With a 6, with a double, with a critical, the people that ran past you, out to the middle, they are screaming and causing such a commotion that now people are watching them as well. This is like another distraction that you have now in-built here, and is a fucking mess.

**Griffin:** Fuck yes.

**Justin:** And Trav, okay, because of this, the double 6, the charge of people across the bridge has now cut off the security that was charging across the bridge. They're now having to run around the moat to access that rear pass.

**Travis:** Excellent.

**Justin:** Wow, that came through clutch right when you needed it.

**Griffin:** That was a big one.

**Justin:** Holy shit. Now, Griffin, up to Montrose, very precarious.

**Griffin:** Yeah, maybe even a little reckless. [chuckles] I aim—

**Justin:** That's you though now, right?

**Griffin:** That's me to the T.

**Clint:** Yeah!

**Griffin:** I aim my trust bazooka at the—

**Travis:** It's never let you down before.

**Justin:** This is from— this is— I'm assuming this is from Dave Baulista.

**Griffin:** Flashback to Dave Baulista's.

**Montrose:** You know what? I think a bazooka will do it.

**Dave:** All right, I got one in stock.

**Montrose:** Great! Maybe also a pretty powerful winch, like a personal winch system?

**Dave:** Yeah, you seem like an okay guy.

**Griffin:** [chuckles] Okay—

**Travis:** Ah, a good guy winch, I love that.

**Griffin:** I point it at the big conduit and I say—

**Justin:** So, this is the power conduit going up through the east alcove that was hidden. The big power conduit that's connected, that's powering all three of the—

**Griffin:** My hope is if I blow this thing up, I can just sort of rip `em up like... like so many... ticks... I don't know that's where I went...

**Travis:** You ripping up a lot of ticks in your life, Griffin?

**Griffin:** I look up at the thing, I aim it, and I say:

**Montrose:** Sorry about this, Carmine.

**Griffin:** And I fire.

**Clint:** Is he gonna have to roll for this?

**Justin:** Fuck yeah, he his!

**Clint:** Okay.

**Justin:** I wanna say finesse, probably, right? Aiming a bazooka at the perfect spot?

**Griffin:** I would love for that to be true.

**Justin:** [chuckles]

**Griffin:** Don't get me wrong, I would love for that to be true.

**Clint:** All right, I'm gonna use my second—

**Justin:** Wait, wait, wait. Griffin, is there rest to that thought? Or would you just love for that to be true? [chuckles]

**Griffin:** I would absolutely love for that to be true. But that this is— there is— I'm pretty sure this is hunt. "Hunt a target, gather information about its location and movements. Attack with precision shooting from a distance."

**Justin:** Well, that's textbook, isn't it.

**Travis:** Yeah, there it is, yeah.

**Justin:** Go ahead, Griff, give me that hunt roll, bud!



**Griffin:** I'm going to put—

**Clint:** All right, wait, wait, wait, wait. I'm using foresight, the rest of my foresight. And—

**Justin:** Okay. Tell me how you help Griffin with the bazooka?

**Clint:** I am... Montrose and Emerich are back in Montrose's workshop. And he holds up schematics for different powering systems for prisms. They don't know exactly, 'cause they've never seen the powering system. But he's just showing him some examples of similar—

**Griffin:** Okay, let's stay in that flashback.

**Montrose:** So, you're saying, when I aim the bazooka at the big machine, I should—

**Emerich:** If you have a bazooka.

**Montrose:** I'll have a bazooka. You're saying to aim it at the big machine and make it blow up?

**Emerich:** This spot right here, on the machine, yes.

**Montrose:** Yes, when I aim the bazooka at it, you want me to hit this one very specific flange.

**Emerich:** Well, I mean, you have a lot of discrepancy, a lot of room for error.

**Montrose:** Sure, sure.

**Emerich:** But if you hit this general area here—

**Montrose:** Great, alrighty! Helpful as always!

**Emerich:** There's less shielding here, gook.

**Montrose:** Yes.

**Justin:** Griffin, I don't wanna freak you out, but this is probably the most consequential roll that you guys have done in 24 episodes.

**Griffin:** [chuckles] Okay, then we're gonna do this... It's gotta be desperate, yes?

**Justin:** Oh, yeah, man!

**Griffin:** Okay, good.

**Justin:** And it is desperate, and can I say, great effect!

**Griffin:** Great!

**Justin:** [chuckles] The effect will be great!

**Travis:** Yeah, man!

**Griffin:** Okay. So, that's one bonus dice from Emerich. I'm gonna push myself, take it to two. With Dare Devil, when you roll a desperate action, you get plus one D to your roll, if you take minus one D to any resistance rolls against consequences from your action.

**Travis:** Okay?

**Griffin:** That's three bonus dice.

**Travis:** How many— now, how many dice did you have in hunt to begin with?

**Griffin:** One.

**Travis:** Okay, so you get four.

**Clint:** So, this takes you up to four.

**Griffin:** But this seems like one—

**Clint:** Come on, baby!

**Griffin:** This seems like one we don't want mixed success on, necessarily.

**Travis:** I'm trying to think how I could help...

**Griffin:** I think only one person can help on a roll at a time.

**Travis:** Okay.

**Griffin:** All right...

**Clint:** Come on, Griffin! Come on, Griffin! Come on, Griffin!

[sound of dice thrown]

**Griffin:** Oh my god, oh no!

**Justin:** Holy fuck'n shit!

**Griffin:** Holy shit!

**Justin:** 3, 2, 4, 1?! What?!

**Clint:** Oh no!

**Griffin:** No, no, no!

**Clint:** It's a straight, 1, 2, 3, 4!

**Griffin:** Tell me that you blow me up more!

**Travis:** Oh, I get it.

**Griffin:** That's...

**Travis:** I was trying to figure out a way that we could get six dice. And if we had, I have to assume we would've—

**Griffin:** I think one more dice would've definitely gotten me there. Well, you know, I did the cool thing against the dragon. This really felt like shooting the bazooka indoors, if I'm being honest.

**Clint:** [chuckles]

**Griffin:** Well... God dang, it was going really, really— it was going really, really—

**Justin:** It was going so well.

**Travis:** And let me just say—

**Clint:** You used up all the 6s! Trav, you used up all the 6s!

**Travis:** I'm just— I'm glad I got everybody out before this mixed success happened.

**Justin:** Yeah, everybody's out. Here's what happens, Griffin. I cannot believe that you— okay. But it is a 4, there is a 4 in there, Griff. And that 4 is gonna save your bacon, to a certain extent. You fire off the bazooka, and a huge column of flame rips out behind where you fire this fantasy bazooka. And the... you see a shell—

**Travis:** It was dragon's breath!

**Justin:** You see the shell travel through space, down, down, down, striking the conduit perfectly, exactly where you meant to.

**Montrose:** Hell yes!

**Justin:** The conduit snaps, and you can immediately feel all three of these spheres start to be pulled up by the force of the winch that you attached. But at that exact moment, when the flames erupt and this conduit snaps, the heat from the bazooka also melts the structural supports on the east side. And that is when you notice that the entirety of Gallspire, you included, is starting to fall over. What do you do? Remember everything we've talked about. Think. Think for a second. Take a second. Think of the best thing you can. Remember all your assets, everything that we've done, save yourself however you want. But make it... make it something like, that feels fun and good to you.

**Griffin:** I... Have I secured the payload, to any degree?

**Justin:** Have you secured the payload...

**Griffin:** Of the prisms?

**Justin:** You... yeah! I mean like, that worked. That's what you were trying to do, and that worked. Those three prisms are now being raised up towards the center of Gallspire. They're going up.

**Griffin:** I... Am I dangling right now?

**Justin:** [chuckles] Yeah, you are. You're dangling and you have— you're dangling from a leaning tower, okay? And you have in your possession three prisms that have been zipped up from below. Three pretty heavy prisms are now in your possession, and you're on a tower that is beginning to fall. Not quickly, you've got time. But like, you need to come up with something now. Or somebody, anybody.

**Griffin:** I reach up with my free hand, and I say:

**Montrose:** There is no goddamn way this is going to work.

**Griffin:** And I press a button on my harness, deploying a white balloon that starts to float upward into the sky.

**Clint:** [chuckles]

**Justin:** Okay, okay. [laughs] Okay, um... Okay. Is it supposed to lift you?

**Griffin:** No.

**Justin:** No?

**Griffin:** It's meant to be... retrieved.

**Justin:** Okay. You know what? You don't even have to roll for it. You press the button, and the balloon shoots— like flies up into the air and is just sort of like sitting up there, maybe... call it like two stories above you, just sort of floating. And I believe it's blinking?

**Griffin:** Yeah. Yeah, it's blinking, Justin.

**Justin:** Than what happens, Griffin? [chuckles]

**Griffin:** I did my part. The balloon is up. The balloon is up in the sky.

**Justin:** Yeah?

**Travis:** I assume it's a signal?

**Griffin:** It's a signal. Who receives it, Justin?

**Justin:** Oh, fuck. Okay, fine. Let me do a fortune roll.

[sound of dice thrown]

**Justin:** [chuckles] It's a 3.

**Griffin:** [chuckles]

**Justin:** Okay, well, with a—[laughs] With a 3, Griffin—[chuckles] with a 3, you feel a tug on the line that you are on. And then you see hurtling down that line towards you, Deep Dark!

**Griffin:** [laughs]

**Montrose:** No, Deep Dark, no!

**Justin:** He's grappling!

**Montrose:** No, Deep Dark, no!

**Deep Dark:** I'm coming! Don't worry!

**Montrose:** No, no, no, Deep Dark, you're supposed to pull me up!

**Deep Dark:** Don't worry, I'm coming!

**Montrose:** Deep Dark, you're supposed to pull me up now!

**Clint:** [chuckles]

**Montrose:** You're going the wrong direction, Deep Dark, you're supposed to go up!

**Deep Dark:** Don't worry!

**Montrose:** Deep Dark! Get back in the ship, Deep Dark!

**Deep Dark:** No, no, no, I'm coming!

**Clint:** [chuckles]

**Justin:** Deep Dark didn't have a ship. With a 3, Deep Dark was just gonna grab it, but he is zipping down towards you. [chuckles] Deep Dark has just grabbed you by the waist!

**Montrose:** Deep Dark, that was the whole— when you said Sky Hook, and you set that whole, you... you loaded that rifle, that Chekov's gun, and you put it there. And then you used it to eat soup?

**Deep Dark:** I never had a plan, I said I wanted to try it!

**Montrose:** God—

**Deep Dark:** I was very clear!

**Montrose:** Deep Dark, I'm boned! We're boned! Hold on... Hold—

**Deep Dark:** Sorry, no, wait, go ahead.

**Justin:** You have something else you wanna try, Griff?

**Griffin:** Yeah, I take off the Sky Hook.

**Montrose:** That was stupid, and I told you it was stupid!

**Justin:** Okay, so you take off the Sky Hook—[chuckles] he saw your signal and he came to help! He's here with you! Your asset is here to help!

**Montrose:** Yes, you're helping me a great deal, hold on to my body, very, very tight.

**Deep Dark:** Okay.

**Griffin:** I'm gonna grab the... Jesus Christ. I'll grab the zipline that I'm on now and kind of wrap my arm up in one of the things. And then... my bag's got a lot of stuff in it, doesn't it?

**Justin:** What do you mean?

**Griffin:** You know, I pull one last thing out of the duffel bag.

**Justin:** Okay?

**Griffin:** I pull out... actually, flash, can I do a flashback?

**Justin:** Yes, of course you can!

**Griffin:** Okay. We're all at the gift shop, in... Ephemera.

**Beef:** Oh, they have magnets!

**Montrose:** Yes. Boys—

**Emerich:** They have one of those things that you squint, and you look through with your eye, and it's a whole picture inside of it. Cool.

**Montrose:** Listen, it's daddy's treat, anything you want today. Anything, as much of it as you want. Go ham, Supermarket Sweep this thing.

**Beef:** Two magnets?

**Justin:** [laughs]

**Griffin:** We walk up to the register with just baskets of merch. And I say:

**Montrose:** We'll be taking all of this. And you can put it on my card. And I set down Hank Heart's credit card that we stole.

**Clint:** [chuckles]

**Justin:** Okay?



**Griffin:** And then flash back to the present, I... I pull out the Sword of Ages, that I've pulled from the stone for spending the most money at Ephemera this day.

**Justin:** [chuckles] Oh, shit, yes!

**Griffin:** And cut the cable behind me, to swing down toward the fairy shack.

**Justin:** Holy shit—

**Deep Dark:** Holy shit! Fuck!

**Clint:** [chuckles]

**Justin:** So, Griff, what you have not calculated on, is the fairy shack is, to make the zipline work, above you.

**Griffin:** Yeah, yeah, no—

**Justin:** So, you're not hurdling towards the fairy shack, you're hurdling towards a wall. But there is a group of people that still, to this day, will swear that one night they saw— on the night the castle disappeared, they saw Infinite Jesse the Spectrafairy, flying with some sort of man in disheveled rags, meant to approach a costume, soaring above their heads. And as he flew— they still swear to this, he was dropping merchandise on them, left and right. [chuckles]

**Griffin:** [chuckles]

**Justin:** Just dropping stickers and free buttons, and all of it, as he swung over their heads, through the night, flying up and up, and up. And then swinging back, and back, and back. [chuckles]

**Griffin:** [laughs]

**Clint:** [laughs]

**Justin:** And then up again! All right, Emerich and Beef, you're watching this spectacle. This spectacle, as the tower continues to collapse. What do you do? [chuckles]

**Clint:** I want those magnets!

**Travis:** Do you think that this is going how he expected?

**Justin:** Yeah, this went exactly to plan! [chuckles]

**Travis:** Okay. Well, we need to go... Okay, yeah... okay, how far have we made it, J-man? If we're running towards the—

**Justin:** They are— let's say this, they're swinging... I'm looking at a map here, they're swinging above you, right around the bridge. So, they're swinging back and forth, right around the bridge area.

**Griffin:** Oh, can we try and drop into the moat?

**Justin:** Yeah, you can try. Yeah! Yeah, you could try, you'd just have to disconnect.

**Griffin:** Yeah... I mean, that seems like safer than swinging into a wall or a crowd of people, or guards.

**Justin:** Okay, you're gonna have to give me a finesse roll. It is desperate, and it is standard.

**Griffin:** I'm gonna push myself and do my Dare Devil ability. Please...

[sound of dice thrown]

**Griffin:** Oh my god.

**Justin:** Holy fuck'n shit, Griff.

**Griffin:** Holy shit.

**Justin:** This is a 2, 1, 4, 1, 4. [chuckles]

**Travis:** A classic 2, 1, 4, 1, 4 situation.

**Justin:** How did you do five? [chuckles]

**Griffin:** At least one of `em should've been a 5, if I rolled five dice. So, this is a...

**Justin:** That's statistics.

**Travis:** Explain that, Einstein!

**Griffin:** I don't get it. Okay... well, okay. You know...

**Justin:** Okay, you know what? Here's what happens—

**Griffin:** Do you think all the great— the jazz greats hit every note right, every time?

**Travis:** No, that defeats the entire point of jazz.

**Griffin:** You guys are gonna fish my dead-ass body, tethered to the prize, [chuckles] out of the water, I hope.

**Justin:** Okay, Griff, I'm gonna give you a choice.

**Griffin:** Yeah?

**Justin:** The wire disconnects, you disconnect yourself. And you are falling. You realize that because of the added weight of Deep Dark, you maybe miscalculated your fall a little bit. You're turning through the air, you realize that you're going to hit the side of the wall, right near the edge of the moat. You are going to fall on your leg, or you could turn your body and fall on one of the prisms.

**Griffin:** Can I have a third option where I fall on Deep Dark?

**Justin:** No, sir... Yes, but you would kill him instantly. [chuckles]

**Griffin:** [chuckles]

**Travis:** Hm...

**Montrose:** We always knew it would come to this, Deep Dark. Sensei, I must—

**Griffin:** No. I'm gonna... you know what? I'll take it on the leg. 'Cause I bet you I can— I bet you I can just brush this off— oh, I don't have enough stress to try to resist it, and I will have minus one dice to the roll. You know what? The leg's looking great right now.

**Justin:** All right.

**Clint:** May I pipe in?

**Justin:** Yeah, please?

**Clint:** If he lands on the prism, will he be harmed, or will it just destroy the prism?

**Griffin:** There's no— I'm not— after what has happened today, I'm not destroying the prism.

**Emerich:** But just remember, just remember, we have two out of three, if you do destroy one.

**Montrose:** Two out of three is bad.

**Justin:** In this case—

**Clint:** But we've already—

**Justin:** This is Griffin's—

**Griffin:** Hey, this is—

**Travis:** Hold on, hold on.

**Griffin:** This is my leg.

**Clint:** All right.

**Justin:** Okay, you take a level two harm. Your leg is... shattered.

**Griffin:** Yeah, bad.

**Justin:** Bad. It's really bad.

**Griffin:** That sucks.

**Justin:** Please mark that on your sheet. And you are in the moat, though. You are currently just sort of— Deep Dark is actually pulling you to the side.

**Griffin:** Great, yeah.

**Montrose:** Get the fuck out of here, Deep Dark!

**Deep Dark:** Listen, I've got you, this one time.

**Justin:** And he starts climbing out of the moat with you on his back.

**Griffin:** Great.

**Travis:** So, I'm making my way to where they are about to like reach the— I wanna regroup. You know?

**Justin:** Yeah, yeah.

**Griffin:** Please. Please, give it to me.

**Justin:** Rush to the edge... rush to the edge where you're at—

**Clint:** [chuckles] I have this... I have this image—[chuckles] of Emerich up on Beef's shoulders, and Montrose up on Deep Dark's shoulders, like they're chicken fighting.

**Griffin:** Not with my shattered leg.

**Clint:** Well, he's gotta carry you.

**Deep Dark:** Listen, you guys have to find a way to get out of here.

**Montrose:** Where are you— what... where are you going?

**Deep Dark:** I'm gonna go to work.

**Justin:** And then Deep Dark reaches into his bag, and pulls out a mask that he pulls down over his face.

**Shroog:** I think everybody's gonna wanna hear from Shroog!

**Justin:** And then he starts bounding over—

**Montrose:** The whole— sthe whole time! The whole time?! The whole time?!

**Justin:** He's gone.

**Montrose:** I apologize, boys. You told me the Sky Hook was not going to work.

**Justin:** [chuckles]

**Montrose:** You said that technology could not and does not exist, and you are 100% right.

**Beef:** I really wanted it to, though, if I'm being honest. I know I said it wouldn't—

**Shroog:** I wanted it to, too!

**Beef:** What?

**Montrose:** Where—

**Shroog:** It's—

**Deep Dark:** It's still me.

**Beef:** Oh, okay.

**Montrose:** Yeah, I know.

**Emerich:** Wait, wait, Deep Dark, I would assume that you have a lot of room inside that costume?

**Deep Dark:** Yeah... I mean, yeah.

**Montrose:** Can you put our three big balls in—

**Emerich:** Can we put—

**Montrose:** Oh, go— you say it.

**Emerich:** I bet you we could put three balls— we could put three balls in your—

**Montrose:** Three big ball up in there with you, Shroog. I'll give you a suite?

**Deep Dark:** You'll give me a suite?

**Montrose:** I don't have one, but one of these guys does.

**Emerich:** I do, I have a suite. If you will put these—

**Deep Dark:** Where do you want me to take it?

**Montrose:** Over to that manhole cover.

**Deep Dark:** I got you. Okay...

**Justin:** One of you— do a sway roll on him, Griff. I can't let you have it for free, but it's a really good idea.

**Griffin:** What's our posish?

**Justin:** Controlled, standard.

**Griffin:** Dad, did you wanna take this roll?

**Clint:** Yeah, I think I should do it.

**Justin:** Please, yeah.

**Clint:** Okay.

**Griffin:** I'm probably—

**Deep Dark:** Look at him, I'd do anything for him. You, I don't know!

**Emerich:** Well, I am a huge fan... of Shroog. So, I guess—

**Shroog:** Thank you! I appreciate you!

**Emerich:** I'm a big fan of you. So—

**Shroog:** Always nice to meet a fan!

**Emerich:** If you would do this for us— I know you're crazy about Montrose, but this would— this would—

**Montrose:** My leg hurts a lot. If we could hurry?

**Emerich:** His leg hurts.

**Clint:** Okay, so, sway roll?

**Justin:** Yeah.

**Clint:** I am going to— is it risky?

**Justin:** No, it's standard— yeah, yeah, it's risky. It is risky, 'cause he doesn't know you. Risky, standard.

**Clint:** So, not desperate? Okay, risky... standard... and I'm going to push myself. I have plenty of stress to spare.

**Griffin:** And I'll help, I'll assist. Take one more.

**Justin:** Okay.

**Clint:** Okay.

[sound of dice thrown]

**Griffin:** There we go.

**Clint:** 1, 6, 6, 5!

**Griffin:** There we go, baby.



**Emerich:** You are a great hero, and this would really save our buttocks. And I'm very sweaty.

**Deep Dark:** I may not be the hero that you deserve...

**Shroog:** But I am Shroog!

**Justin:** And then he takes the—

**Griffin:** [laughs]

**Justin:** He takes the three balls and stuff 'em into his big Shroog belly, his big, beautiful Shroog belly. And I— guys, here's the wild thing. And you didn't expect this. But once he puts all three of 'em in there, he looks pregnant. And there's like four people who look at him and they're like, "Yes!"

**Travis:** Yes!

**Justin:** [chuckles] And he's like:

**Shroog:** I'm gonna walk the other way! Some people love pregnant Shroog!

**Griffin:** Just go... just...

**Shroog:** I try to keep my distance!

**Montrose:** Put the balls in the hole, pregnant Shoorg.

**Shroog:** You got it. I gotta escape these pregnant Shroog fanboys, though.

**Griffin:** [chuckles] Please—

**Shroog:** You safe with me.

**Griffin:** Can I take harm—

**Clint:** Oh shit, you guys, I just looked up pregnant Shroog.

**Travis:** Dad, no!

**Griffin:** Are you kidding me? Oh no!

**Justin:** Dad, you ruined it! You've ruined yourself. You've ruined it.

**Clint:** Oh... oh... [garbling sounds]

**Justin:** It is at that— the moment that pregnant Shroog stumbles into the night, into the chaos, that you start to see security swarming through the area. But guys, I've gone through it in my head several times, and I can't figure out how the fuck they would have any idea that you guys were involved! [chuckles] I mean, I really... I don't think— I have no reason to think that you have not gotten away with this fuck'n scot-free! So, against all reason, again all logic, you... you've won.

**Travis:** Yay!

**Clint:** [chuckles]

[Steeplechase theme song plays]

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