

## The Adventure Zone: Steeplechase - Episode 40

Published October 5, 2023

[Listen here on mcelroy.family](#)

[sound of radio static]

[Steeplechase theme song plays]

**Justin:** Oh my gosh, what are you guys going to do?

**Griffin:** [chuckles]

**Justin:** This seems so scary, I'm so scared for you. I put all kinds of bad stuff in and I made it—

**Travis:** Jusitn, I shit you not, I thought that was Shlabethany talking in character.

**Justin:** Oh, no, no, it's just me. They're all in here.

**Travis:** Where you start it—

**Justin:** They're all in my heart, yeah.

**Travis:** Oh my god, yeah. Like in the James McAvoy movie, X-Men.

**Griffin:** He's like the... he's like the podcast Jeff Dunham.

**Clint:** Oh, yeah. That's it on the nose.

**Griffin:** He's like the Jeff Dunham of actual play.

**Clint:** Do the old man who says funny stuff.

**Griffin:** Yeah. And then do his most racist one. You choose.

**Travis:** Yeah, because he can get away with it. Because like, he's *old!*

**Griffin:** It's puppets!

**Justin:** The puppets are doing it, not Jeff.

**Travis:** Yeah, Jeff would never...

**Justin:** Jeff would never.

**Travis:** Never..

**Justin:** You guys gotta save the day, though, for real. Come on. [chuckles] I don't know how you're gonna do it. I'm over here like, how are they gonna do it? Because it seems bad to me. I hope you guys have a plan, because I just made up a bad scene, just let you all—

**Travis:** Okay, Justin, sorry. This is your first game that you're running here, and I know it's confusing. Where's the like angry god or like the consuming presence or demonic like chaos demon? Or like—

**Griffin:** You gotta have those.

**Travis:** Yeah, like, yours seems to be just like, people are bad?

**Griffin:** That's weird.

**Justin:** Yea, no, what this is, is there's no bad people and there's no good people. There are just people.

**Griffin:** Wow.

**Justin:** Listen. Listen. Listen. There aren't just people, there's also a rocket. And the rocket is gonna explode and just be a really bad scene for everybody. There's also, as you can see on my helpful diagram here, inside the— there's the Bob Davis there, right in front. Front and center. Nano Father, née Carmine Denton is in there. And he wants to blast off to take a big chunk out of Steeplechase and folks with it.

**Travis:** Oh, okay.

**Justin:** Yeah. Also, Kenchal Denton has shown up in an STOL with some armored personnel carriers. Some APCs full of troops. They are decamping and taking up their guns. You all—

**Travis:** Is an STOL— this is not a joke, like standard takeoff and landing? Like what's the S for?

**Justin:** Short.

**Travis:** Fort? Okay.

**Justin:** Short. It was— they were gonna use them to bring people in, actually, from— because there was no great airport in Orlando, they were gonna use STOLs to take people on very short hops from bigger hubs like Tampa and St. Pete, and places like that.

**Travis:** Okay.

**Justin:** But that never really came to fruition. But now they use STOLs to get around quickly between layers. And there is— that is the situation. You have just been sort of rescued by Gravel and some friends that Gravel brought along to aid you in your quest. And Darla has joined you as well. And you are now in the tents you see on the left-hand side. You're hearing the shooting continue but you have a moment to think.

**Griffin:** Is the shooting at us or at the silo?

**Justin:** The shooting seems to be in your general direction. There was a lot of smoke from Gravel's grenade.

**Griffin:** Okay.

**Justin:** So, it was kind of like battle fog. So, they do not know exactly where you are. Although, I mean, they probably assume you're in one of the tents. But they do not know your exact location, so you have a bit of safety to cook up a plan.

**Beef:** Darla Davis, I'm so happy to see you. I'm so glad that my letter reached you. Thank you for coming.

**Darla:** I took such a big bet on you. I hope you realize that.

**Beef:** No, listen. Absolutely. I knew I could count on you. I have never trusted Kenchal Denton, right? You haven't either, right? Like that was a thing. Like a—

**Darla:** Oh... I'm not sure I trust anybody anymore, Beef. But your letter struck a chord with me. And look at your three, in the middle of the apocalypse, still looking as gorgeous as ever. I do not know how you do it.

**Beef:** Oh, pshaw. So, I was about to ask what's the plan and then I had this, just like, sinking feeling that you guys will be like, "Well, what's your plan?" And now I'm afraid to ask. But what's the plan?

**Darla:** We are— there is no there is no plan.

**Justin:** [chuckles]

**Darla:** There is no plan. You all need us and we're here, you're— you all are the big brains.

**Montrose:** There—

**Beef:** What?

**Montrose:** There is always—

**Emerich:** Thank you.

**Montrose:** There is always a plan.

**Justin:** Let's pause right here. I have a clock. You can no longer have visibility on the countdown clock, which is inside the Bob Davis. When you got blasted out, you lost sight of that. I have a clock here, for myself, just for me, that I'm going to tick down as it's appropriate.

**Travis:** We've been trying to teach Bebe and Dot the difference between, like, just making a statement of truth and bragging. And I'm not gonna lie, Justin, it kind of felt like bragging, the way you said, "I have a clock."

**Justin:** You know what? As the... my last gasps of power before I just revert to one of you common people, I think it's driven me a bit mad.

**Griffin:** Okay.

**Travis:** Yeah.

**Clint:** [chuckles]

**Montrose:** All right, first part of the plan. I like to put together a checklist and sometimes put a few easy things on it that I can just check off and feel good.

**Beef:** Oh, that's a good start.

**Montrose:** So, step one—

**Beef:** Get momentum going.

**Montrose:** Exactly. Hey, Emerich, can you whip us up a hard light whiteboard?

**Emerich:** Oh, that's fairly easy. Let's see...

**Justin:** Maybe for a normal man. [chuckles]

**Emerich:** What size? That doesn't matter, does it? No. Okay.

**Montrose:** No.

**Emerich:** Okay, I'm gonna give you a standard... 36x48. Do you want a hard light easel?

**Montrose:** This was supposed to be an easy—

**Justin:** Harriet rolls in a whiteboard from an adjacent tent.

**Montrose:** Thank you so much. That is great.

**Harriet:** Here you go.

**Emerich:** Saved me the work, thank you.

**Montrose:** Objectives; one, don't let Steeplechase blow up. That's just—

**Beef:** Is that the easy one? Sorry, that's the easy one you're starting with to get momentum?

**Montrose:** No, I'm sorry. One, get a whiteboard. And I'm gonna go ahead and scratch that off. Two, don't let Steeplechase blow up. This is a sort of primary objective. Just a big, gold question mark on this one. This is the big target.

**Douglas:** Hey, so what are we talking about here with Steeplechase blowing up? What's— sorry, everybody, hey. We haven't met, Douglas Manzetti. What is this—

**Beef:** No, we've met.

**Douglas:** Steeplechase blowing up?

**Beef:** Oh, yes, may I— real quick. So, just take what I'm about to say at face value, because we don't have time to go— but Carmine, hard light Carmine Denton has been down here. Where he was locked away because he was trying to run things as a hard light Carmine Denton.

**Douglas:** Okay?

**Beef:** And they wouldn't let him. So he built a rocket to shoot it straight up Steeplechase's butt. It's gonna blow up at least the layer above this, maybe more.

**Montrose:** Does anybody here know, because you all have been sort of noodling around, what the layer above this is? No?

**Darla:** Wait, are y'all saying you don't?

**Beef:** No, come on, please? Oh, god.

**Douglas:** It's Gutter City.

**Emerich:** Ah...

**Montrose:** Okay, listen. Okay. It's not Ustaben, which we were all concerned about. But now, I do feel like we have taken a sort of moral stance against this rocket going off, that it would be kind of shitty for us to back up on that. So...

**Beef:** And also, if I may, just a bad balance of like, rich guy shoots rocket into a place called Gutter City does feel classist as hell.

**Montrose:** Yes.

**Douglas:** Yeah, I understand. There are a lot of lost people up there. They're not all bad eggs.

**Beef:** Yeah.

**Montrose:** Hm... oh, all right. So—

**Beef:** Yeah, okay. We were gonna stop it, it's there, it's number two on the list.

**Montrose:** We have been inside of the rocket and there's a lot of machinery, switches and stuff like that happening in there. The problem is, if we are able to disable the launch of the rocket, it will still explode and destroy this layer. Which would be bad for all the children. So, objectives, disable the rocket or somehow get it to hit zero layers when it goes off. I don't know how we do that.

**Kenchal:** Hey, listen, fellas. It doesn't have to be like this!

**Griffin:** Is that Kenchal?

**Justin:** Yeah.

**Griffin:** Okay.

**Kenchal:** It doesn't have to be like this, fellas. But I can only give you another minute or so. Me and my guys gotta get in. Come on. Let's get you out.

**Emerich:** If I may—

**Travis:** Oh, he still thinks we're in the silo?

**Justin:** No, he saw you leave the silo. But he means out of the layer.

**Emerich:** If I may, I have an idea. Um, but it's all predicated on us being thieves. I think if you can get me inside the rocket again, I can shut it all down. I can stop the launch. But how I get in there, I don't know. But we are... master thieves. Or at least thieves.

**Montrose:** Yes, let me see the marker.

**Griffin:** And I doodle up a quick diagram of the silo, real quick.

**Montrose:** We are not going to be able to get into the silo again. It is too heavily guarded for us to sneak in the front door. And there are no other entrances in, as far as I can tell, save for one. When the rocket launches, I do assume that the silo top will be cracked wide open. That would be a far more... accessible entrance for us. Aside from the fact that it is many, many, many feet up off the ground.

**Beef:** Well, if I may?

**Montrose:** Please.



**Beef:** We do have some aerial support we could contact?

**Emerich:** Oh?

**Montrose:** I don't know what that— I don't know—

**Beef:** The metamals.

**Montrose:** Okay. Okay. Yes...

**Emerich:** All I know, fellas, is if you can get me— if I can get in that rocket, I can shut down the launch. I'm absolutely convinced of that.

**Justin:** Don't make us, if— hey, let me say something to— this is to everybody. And this is kind of meta. But if there's an idea, don't assume that the situation will disallow that idea.

**Griffin:** No, yeah, for sure.

**Justin:** You know? Like without... there are people around who know more than you. There are things you can maybe observe. I mean, there are other ways that we can build on it. So, don't shut anything down. If you have a thought you want to go with, you know, explore it.

**Travis:** And remind me Justin, what does APC stand for?

**Justin:** That's an armored personnel carrier. Those are troop cars. And the little dots that you see outside, those are troops. Just to remind you.

**Griffin:** Is the front door— we just left the silo, right? It's not like your silo is locked.

**Justin:** Yes. You left the silo. You were held up. The explosion happened. You leapt off the platform, made a dash for the tents.

**Emerich:** Do you fellows think we could commandeer the VTOL?

**Montrose:** That is a very fun idea.

**Beef:** Yeah, I like that. I, man, can I be honest? As long as we're playing in that space. I'd like to get the STOL, I'd like to get an armored personnel carrier, crash that into the silo. That would be fun.

**Montrose:** All right. Well, we have a sort of small army here. The three of us, we'll go up, surrender. We'll say, "Take us away. Get us the hell out of here, Kenchal." And then we'll— maybe you all can rush in, cause a distraction at our signal. And then we'll just grab that bird, fly it up over the thing, hop down into the silo and get you into the rocket to disarm it.

**Beef:** Yeah. And Bob Davis is your uncle.

**Shoebox:** So, you guys are gonna be— you're gonna be like the captains of the team, and we'll be like the idiots, trash people who do the work for you?

**Emerich:** See, she understands completely.

**Beef:** No, we're the—

**Emerich:** She understands to the letter.

**Beef:** No, shh! That won't work! That won't work! No, Shoebox, we're the sacrificial lambs and you're the actual heroes.

**Shoebox:** Okay. No.

**Beef:** Okay.

**Shoebox:** So, here's another one. What if we go and just like stab...

**Montrose:** Hello?

**Shoebox:** That was it, that's the whole—

**Beef:** Oh, we just stab!

**Shoebox:** Just stab.

**Griffin:** Oh, I thought—[laughs]

**Travis:** Yeah, I thought you cut out.

**Griffin:** I thought you cut out, Justin! [laughs]

**Shoebox:** Just like stab...

**Montrose:** Well, this brings me to my second point.

**Griffin:** And I right underneath 'stop the rocket from blowing up,' 'kill Kenchal Denton.' And I circle it.

**Montrose:** Now, this is admittedly a sort of sub-quest, if you will. A side quest. This is not pertinent to our main goal. But they are sort of bonus points that we will get for completing this one.

**Beef:** So, that's it! I mean, honestly, two things, really. Because we already got the whiteboard. So, now it's—

**Shoebox:** Why are you killing Kenchal?

**Beef:** Oh, he's a piece of shit.

**Montrose:** He sucks shit.

**Shoebox:** Yeah, but like, how are you guys? You're all good eggs? Like, you're just gonna kill him?

**Montrose:** Oh, sorry, he's crossed us many times, leaving us for dead.

**Shoebox:** He crossed you... Oh my gosh... he crossed the wrong—

**Beef:** Is there another person in Justin we could talk to? Or...

**Clint:** [chuckles]

**Shoebox:** Nobody crosses me.

**Montrose:** Shoebox, you went from "stab" to "but why" so quickly, I am getting whiplash.

**Shoebox:** I'm the mask. No one crosses me, this— I'm the mask.

**Beef:** That's not the mask's deal. Like, the mask isn't like, "Nobody crosses me."

**Shoebox:** Okay, so, what's the plan?

**Beef:** Oh my god.

**Douglas:** Yeah, I would like to know also where like in this Douglas Manzetti sort of features.

**Deep Dark:** And don't forget, I bring a certain set of assets to the table as well.

**Travis:** Does Douglas have a camera with him?

**Justin:** Yeah, he does.

**Travis:** Okay.

**Beef:** Yeah, you know, Douglas?

**Douglas:** Yeah?

**Beef:** What we have in you is a secret weapon, my friend. Because with a camera trained on Kenchal and them—

**Douglas:** The third eye.

**Beef:** There's gonna be just that natural, like bureaucratic, you know, preservation instinct. That's going to give them a second thought before

they do, like, murderers. Just for a second. And we're going to use that to our advantage.

**Douglas:** Okay, so we— you want me to do a little docuseries on Kenchal Denton, just film him.

**Beef:** Yeah, as we— yeah, as we're coming out, the three of us—

**Douglas:** Yeah, he's my— he's— you know, he's my boss. I don't know...

**Beef:** Oh, and— oh, I forgot. Every employee loves their boss 100%.

**Douglas:** No, I just like— I don't— I can't get shit-canned. I got alimony. I... you know—

**Beef:** Hey!

**Travis:** And I point at number three on the whiteboard.

**Beef:** I don't think you need to worry about that, right? Because it's— we stop— that we kill him. He can't fire you from beyond the grave.

**Douglas:** Oh, you're gonna kill him. Okay, well, oh, gosh. Oh, gosh. I hope I don't— can I make a request?

**Beef:** Yeah.

**Douglas:** Seriously, though, can I not be filming when you oof this guy? Because like I would rather not see. I got—

**Beef:** Oh, yeah! No, no, no. Yeah. Don't worry about that.

**Douglas:** I got trouble sleeping already. I don't, you know—

**Montrose:** It'll be tasteful, off-camera.

**Douglas:** When his candle gets snuffed.

**Montrose:** Yes.

**Emerich:** Very, very Blair Witch Project. Yes.

**Montrose:** All right! This seems like a good plan! Is everybody ready?

**Justin:** Okay, what is— let me now talk to you in— now that we've let our characters sort through this, what— talk to me directly about plans.

**Griffin:** Step one, the classic fake surrender. Step one, I think the three of us go and turn ourselves in.

**Travis:** Mm-hm.

**Justin:** Okay.

**Clint:** Step two?

**Griffin:** We figure it out in play, man. It's Blades in the Dark, improvise. We jazz it.

**Justin:** [chortles]

**Griffin:** We don't make plans. We have never ever once not never made a plan in this fuckin' game. So, I don't know why we would start doing it now.

**Justin:** No, here is the only thing that is holding me up— and we can address this one of two ways. If you're going to be giving yourself over to Kenchal, you're not going to easily be able to communicate plans to the people who are working with you. So, one of two things can happen. One, we can finalize that ahead of time. Or two, you can handle that through flashbacks and we can just sort of roll with it. I will say that the— you know, the negative of the second one is that, you know, you don't exactly know what circumstances you're leading yourselves into by surrendering. So you know, you may have less flexibility there. We don't know. But we could do it either way.

**Griffin:** So, I throw open the flap of the tent that we are in and—

**Travis:** Dramatic as hell.

**Justin:** Okay, the 'we' being just you three are coming out, right?

**Griffin:** Yes.

**Clint:** In slow motion. With wisps of smoke crossing in front of us that we stride through, majestically.

**Travis:** I won't have you speak for me. It is not majestic when I do it.

**Clint:** Okay.

**Kenchal:** Hey! All right. Seeing the light here. Where's the rest of your crew?

**Beef:** Dead.

**Montrose:** We killed them.

**Kenchal:** Well, no, we saw them. You know, we saw them run. We know somebody threw a grenade at us. Gravel.

**Emerich:** We killed them emotionally.

**Beef:** And physically!

**Emerich:** Yeah.

**Kenchal:** You killed them?

**Montrose:** Yes, they—

**Beef:** Doublecross!

**Montrose:** They double-crossed us for the last time.

**Emerich:** So we triple-crossed them.

**Montrose:** It's thief stuff, Kenchal. You wouldn't get it. Just take—

**Justin:** Let's see a sway roll, led by— it's a group sway led by Griffin.

**Griffin:** What's my position here, would you say?

**Justin:** I would say, Griffin, that what you've got is risky, standard. There was a lot going on, so it's not completely unbelievable.

**Griffin:** All right.

**Justin:** But I don't think you'll get another shot at it.

**Griffin:** Okay.

**Travis:** And I do want to make clear, Justin, even while this is happening, we're still walking towards— I did not stop walking.

**Griffin:** Sure.

**Travis:** So...

**Griffin:** This is gonna be a good roll.

[sound of dice thrown]

**Griffin:** No, 2, 4, 4 for me. But you guys also get to roll.

**Clint:** Okay. And you said it was what?

**Griffin:** Sway.

**Justin:** Whisk— a whisky—[chuckles] [spoofs child speech] a wiskey standard.

**Clint:** [spoofs child speech] Risky, standard.



**Justin:** [spoofs child speech] Risky standard. [chuckles] A risky, standard sway roll.

**Griffin:** Okay.

**Travis:** I got a 4 as well.

[sound of dice thrown]

**Clint:** 4, 6, 3!

**Griffin:** How does dad have a three in sway? That's crazy.

**Clint:** I do. You can look at my sheet if you doubt me, sir.

**Griffin:** I believe you. I believe you. I believe you.

**Kenchal:** Yeah okay, the rare triple cross. All right... Well, that's weird. Bummer, but yeah, what can you do? All right, tell you what, guys, let's get you out of here. I'm gonna load you up. If you could search them for weapons, please.

**Justin:** And he's gesturing at the six fellows closest to the STOL.

**Beef:** Hold on, Kenchal, don't you have bigger issues? There's a rocket? Like, what's your— what—

**Kenchal:** Yeah, it's not gonna take— that's why I asked them and I'm not doing it. Pat them down, get all their gear and stuff, guys.

**Beef:** Why?

**Montrose:** Kenchal, we are the only ones who have been inside that rocket. Let us help you. We want to defuse this situation just as much as you do.

**Kenchal:** You can help with your mouth, I'm just getting your gear.

**Justin:** Okay, so the troops are coming to— they are going to take your—

**Griffin:** I don't have fucking anything, so... I don't know what they would take.

**Travis:** They can try.

**Justin:** Well, okay, Trav, you say that...

**Griffin:** Now, let's think.

**Justin:** This is surrendering. So, if you— and this was what you wanted to do. So, if you want to start a fight with these, you know, 40 armed characters, that's fine. But I don't think it's going to be great.

**Travis:** Do I have anything cool that I don't want to give... My axe, I have a shovel... No, it's fine, they can have that.

**Kenchal:** Emeril? Yeah, Emeril, I need the... what do you have, oh, your little hook thing and the Give a Ghost.

**Emerich:** Oh, absolutely. Oh, damn, the latch on this thing is so hard to do...

**Kenchal:** That's okay. Beef, help him. Help it off him.

**Emerich:** Okay, yeah. Stand here in front of me, Beef.

**Beef:** Okay.

**Clint:** And when he does, Emerich creates a hard light Give a Ghost Projector to hand over.

**Justin:** I mean... he would still see the one on your wrist, though?

**Clint:** He pulls his sleeve down over it.

**Justin:** Okay, know what—

**Travis:** That's what I'm doing with my— yeah, as I'm covering—

**Justin:** Yeah, dad, give me a... finesse roll. To see how well you pull this little switcheroonie off. This improbable... I guess if Beef's blocking the view with his body, it's possible.

**Travis:** Okay.

**Justin:** It's feasible. It's possible.

**Travis:** Man, I wish we could have—

**Clint:** Did you say this was risky? Risky?

**Justin:** Yeah.

**Clint:** Standard?

**Justin:** Risky, standard, yeah.

**Clint:** And I'm gonna push it. Push it real good. No, wait, it doesn't make any sense to push it because I already— if I have zero in finesse, then I get two rolls, right?

**Griffin:** Oh, buddy, no. It's disadvantage, essentially. Roll two, take the lowest.

**Justin:** Yeah, roll two, take the lowest.

**Travis:** Well...

**Clint:** So, I can push myself?

**Justin:** If you have no die in something, then you roll it twice and take the lowest. If you have one die, then you roll that one die once. So, it is better because it's not disadvantage. You're not taking the worst of two rolls.

**Travis:** Now, can I offer, Justin, and you can say no to this because it is within your power to do so. What if I made the finesse roll to cover the action and dad made the tinker or attune roll, whatever it is—

**Justin:** No.

**Travis:** No?

**Justin:** That's okay, you're just standing there. I'm gonna go ahead and get dad's roll.

**Clint:** Okay. Would you say that it's helping me? Beef is helping me by blocking the view?

**Travis:** I have no stress to give right now. I'm saving it.

**Clint:** All right. Then I'm gonna push it and roll one die. [chuckles]

**Justin:** Okay.

**Clint:** To see if we pull this off.

[sound of dice thrown]

**Clint:** 5.

**Griffin:** All right.

**Justin:** 5, wow. Okay... I'll tell you what, there is a— in the quick copy that you made, there are a few misspellings, because you're working quickly. And anybody who examined it very closely will be able to tell the difference.

**Griffin:** It's a Gape a Ghost Projector.

**Justin:** [guffaws]

**Travis:** [laughs]

**Justin:** It is a—[chuckles] So, but they're not doing that right now. So, they are taking it. And you have managed to keep the projector on your wrist. Excellent job.

**Kenchal:** Okay, load up, fellas.

**Montrose:** Onto the—

**Justin:** He's loading you into the APC.

**Griffin:** Into an APC?

**Justin:** Yeah.

**Griffin:** Oh, okay.

**Kenchal:** They're gonna drive you out and we're gonna take it from here.

**Travis:** Who else is currently present on said APC?

**Justin:** It is empty, except for one guy in the back whose seatbelt is stuck.

**Griffin:** [chuckles] All right.

**Travis:** Ah, bummer.

**Guy:** Oh, man, why am I still here?

**Clint and Travis:** [guffaws]

**Guy:** It's so confusing.

**Clint:** [laughs]

**Travis:** I'm gonna—

**Clint:** [laughs]

**Travis:** I'm gonna get in last. You know, behind Emerich and Montrose. And push whoever's behind us and slam the door.

**Justin:** Okay, so, wait. I'm envisioning this. What are you doing?

**Travis:** So like, the three of us get in.

**Justin:** Uh-huh?

**Travis:** And as I clear the door, I turn around. I assume there's like somebody guiding us in or whatever?

**Justin:** And you slam the door shut?

**Travis:** Yeah, I push him away and slam the door.

**Justin:** Okay, good. Good. Good. Good. Good. Good. Good. Okay.

[theme music plays]

[ad reads]

[theme music plays]

**Montrose:** All right, okay, yeah! Jazz, baby!

**Griffin:** I lock all the doors.

**Guy:** Now, what's all this?

**Griffin:** Is this the guy who's strapped into the seatbelt?

**Travis:** Yeah.

**Guy:** Well, this day just keeps going from bad to worse!

**Montrose:** What's your name?

**Guy:** Ah, seatbelt is stuck... ah, crime-a-nelly.

**Montrose:** What's your name? If you say Justin I'm gonna freak the fuck out.

**Tamerlane:** What? No, my name's Tamerlane and my seatbelt's stuck.

**Montrose:** All right, Tamerlane, listen. Look at me, Tamerlane!

**Tamerlane:** Yeah, yeah, sorry, sorry, I don't normally do this. Normally, the seatbelt just pops right open, no problem.

**Montrose:** Are you ready to become a hero?

**Tamerlane:** I don't think it's heroic to take off your own seatbelt. Any adult should be able to do this. Oh, I got— no.

**Clint and Griffin:** [laughs]

**Montrose:** Okay, just sit— god damn it. Just sit still for a second.

**Tamerlane:** Yeah, I'm not going anywhere, obviously. My seatbelt's stuck!

**Griffin:** I help him with his seatbelt.

**Tamerlane:** Okay, nice, thank you. I'm not a child. I would have gotten it.

**Montrose:** Okay, great. So, listen, I don't know where your allegiances lie. But do you want thousands of people—

**Justin:** And he's got— he has his pistol out and it's now trained on you.  
[chuckles]

**Montrose:** Oh, come on, Tamerlane, we just had a moment!

**Tamerlane:** Yeah, but like, I saw what happened. I just didn't— I didn't wanna start anything while I was stuck in my seat, with my own seatbelt!

**Montrose:** Okay, listen—

**Travis:** Okay, I clobber him.

**Justin:** What?

**Travis:** I clobber him.

**Justin:** Okay, give me a—

**Clint:** Clobber roll.

**Justin:** Yeah, give me a roll, Trav. This is risky, standard.

**Travis:** Skirmish?

**Justin:** Actually, I'm gonna say risky, great, Trav, because he is really not—

**Griffin:** He's seated.

**Justin:** [chuckles] He's not very good at this.

[sound of dice thrown]

**Travis:** It's a 5, a 4 and a 5.

**Justin:** Wow, okay. You sock him right in the nose. And he goes down pretty quickly. But with a five, he does— like you trigger something when you punch him in the nose and he sneezes right on you. And then he—

**Travis:** Ah, gross!

**Justin:** Yeah, sorry. [chuckles]

**Griffin:** All right. That could have gone way worse. Okay—

**Justin:** I mean, he rolled a 5. What do you want? [laughs]



**Griffin:** I'm gonna take Tamerlane's pistol.

**Justin:** Okay.

**Griffin:** That's mine now.

**Travis:** I'm gonna take his wallet.

**Griffin:** And...

**Clint:** I'm gonna make sure that he's comfortable and re-belt his seatbelt.

**Griffin:** Oh, yeah, he's fucking not going anywhere for real now. And I'm gonna go up to the driver's seat. And look for keys.

**Justin:** Okay. There are— well, do— well, there are no keys.

**Griffin:** Okay. Well...

**Justin:** Yeah, the keys have been taken by one of the drivers. The drivers, by the way, are now starting to hit the windows with the butts of their guns.

**Griffin:** That's fine.

**Justin:** To try to smash in. But it is an armored personnel carrier, I did say that.

**Griffin:** That's perfect. That's perfect for us.

**Justin:** So, you've got some time.

**Griffin:** I'm gonna use my tusk hand to pry open the dashboard here and start hot wiring the car.

**Justin:** Okay, give me a— start with a wreck.

**Clint:** May I suggest that you pry it open and maybe I try to hotwire the car?

**Travis:** Yeah, he's kind of the one who's good with stuff.

**Griffin:** That's a fair point. I'm not trying to destroy—

**Clint:** No, I know.

**Griffin:** The dashboard of the car. I'm just trying to crack open—

**Justin:** I know, but you are not a car professional at all. So, what you're doing is you're hitting it with a tusk to try to make a hole to the wires, okay?

**Griffin:** Okay, then I'm not going to use my tusk hand. I'll use... just my fingers.

**Justin:** You know me better than that. You think I'm gonna penalize you for using a tusk? You don't think I'm gonna make it a better—

**Griffin:** I think the argument I'm making here is that I'm not trying to wreck this, I am trying to crack open something that can—

**Travis:** Finesse it.

**Clint:** Almost finesse. Yes.

**Griffin:** Posish? Risky... standard?

**Justin:** Risky, standard, I think. Yeah. Risky, standard.

[sound of dice thrown]

**Griffin:** Man, we are rolling a lot of 5s and 4s today, friends. That's 4, 5, 4.

**Justin:** Okay, that is a... 5. Let's see, with a 5, you do manage to pry it off. But in the time that it took you, you start to see a tiny, spidery crack running across your driver's side window, as people continue to smash on the window with their rifle.

**Griffin:** Okay.

**Justin:** They seem hesitant to shoot. You would guess, because of the, um, not wanting to have the bullets refracted back on them.

**Griffin:** Sure. A reasonable concern.

**Montrose:** All right, Emerich—

**Justin:** There's a word for that, and that is not 'refraction,' because that's specific to light.

**Griffin:** Right.

**Justin:** But you know—

**Travis:** Like a ricochet?

**Justin:** Thank you, Travis.

**Clint:** Ricochet.

**Justin:** Ricochet.

**Montrose:** All right, now make the spark happen that makes the car go.

**Emerich:** Okay.

**Clint:** Risky, desperate?

**Justin:** I'm gonna say—

**Travis:** It feels controlled, I mean—

**Justin:** Desperate, desperate, yes. Desperate, standard.

**Clint:** Okay. Tinker roll.

**Justin:** That's right.

[sound of dice thrown]

**Clint:** 6, 6, 2.

**Griffin:** Fuck yes!

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

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

**Griffin:** Get in those wires and get yucky on 'em!

**Emerich:** And I didn't blow up!

**Travis:** The critical hit is so good that the car becomes sentient like in Knight Rider.

**Griffin:** [chuckles] "Hello, Emerich."

**Travis:** "Do you want to stop this rocket? I can talk to the rocket."

**Clint:** [mimics Knight Rider sound]

**Justin:** Yeah, the car like, roars to— I don't know how to give you like a critical car turning on, but like it turns on like so loud that it scares some of the people away from the car. There you go. It scares them away from hitting the car because they do not know what the fuck you're doing. And you do it so quickly, Emerich, that they're kind of freaked out a little bit. Like, "What the fuck, what are they doing here?" Okay.

**Griffin:** All right, I hit the gas. Which of these armored personnel carriers are we looking at? Are we in sort of the front of the fleet?

**Justin:** You're at the front left.

**Griffin:** Front left? Okay.

**Justin:** The one closest to the STOL.

**Griffin:** Well then, I'm gonna just sort of jerk the wheel hard to the left, Tokyo Drift it a little bit. If I see Kenchal, I want to drive at him, but not actually hit him, just like scare him and make him jump. Make all his friends think he's like a little baby.

**Justin:** What you see directly in front of you is eight— as you can see, there are eight troops, Dentonic Customer Service representatives, with rifles trained on the window. So, if you gun it, you're going to be plowing into these eight dudes. I just wanted to make sure you're okay with that.

**Clint:** We are criminals.

**Travis:** Yeah, just plow into 'em non-lethal.

**Griffin:** Yeah, I'll go super-slow.

**Justin:** You'll go super slow? Okay.

**Griffin:** No, that's not true. I... Yeah, I mean, I'm trying to— I want to swerve out of the way of them and go towards the front door of the silo.

**Justin:** Okay.

**Griffin:** So, that's my goal. That's my goal here.

**Justin:** Okay. Why don't you give me a finesse roll, I guess, right?

**Griffin:** Yeah. What's my position?

**Justin:** This is desperate and standard.

**Griffin:** I'm going to take a daredevil dice on that one.

**Justin:** Okay. What does that mean?

**Griffin:** I get to roll plus one D, but I take minus one D for the consequences if I fail it. Come on now. Come on now. Come on now. Let's see that 6.

[sound of dice thrown]

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

**Travis:** Hm...

**Justin:** Oh.

**Travis:** Huh, that's so interesting.

**Griffin:** 1, 2, 3, 3.

**Justin:** Oh, Griff...

**Griffin:** Ah, beans! Oh, shit! That's a bad one to do that on.

**Travis:** Yeah.

**Griffin:** Oh!

**Justin:** Give me a second, let me think.

**Griffin:** Oh, fuck! [chuckles] Oh, man! Oh, shit...

**Justin:** Wow...

**Travis:** You really blew it, Griffin.

**Griffin:** Fuck, man.

**Travis:** You really Clinted all over the place.

**Clint:** I don't think we can call it Clinting anymore. I think we have to call in Griffining now.

**Griffin:** That's a... this is my worst failure in this game I think so far. I am scared of how long Justin has been thinking about the consequences.

**Travis:** I didn't think you were gonna say in this game. I thought you were just gonna leave it as your worst failure.

**Justin:** Okay, with this roll that you have, Griffin, you grab the wheel and you start finessing it. But the car's security system locks up and takes—wrest control of you, and from the car.. Wrest control of the car from you. Full speed now, it is now redirected its course. "APC to be decommissioned." And it is rocketing this APC full speed, right at that gigantic pile of trash, underneath the trash hole.

**Griffin:** Okay, bad. I fucked up!

**Justin:** I have a new clock. You should act fast.

**Griffin:** Yeah, sure. Well...

**Travis:** Well, is there like a top opening that perhaps a gunner might pop out of? Like a sunroof, but armored in a cool way?

**Justin:** Yeah.

**Travis:** Like, I call it a gun roof. You know?

**Justin:** Gun roof, that's good. You floor it past Douglas Manzetti who's like,

**Douglas:** Hey, is this part of the plan?

**Beef:** Yeah!

**Travis:** I'm gonna attempt to jump out the gun roof.

**Griffin:** Okay.

**Justin:** Okay? Great! Give me a prowl.

**Griffin:** This is great, we'll all just jump out and then we'll apologize. And then we'll do it again with one of the other APCs remaining.

**Travis:** 'Hey, sorry, guys. Just got carried away.' Position?

**Justin:** I mean, desperate, standard. Yeah. desperate, desperate.

**Travis:** Yup. Yup. Yup. Yup.

[sound of dice thrown]

**Travis:** Jesus fucking Christ.

**Justin:** Oh my god!

**Travis:** That's a 1. That's a 1, Justin.

**Justin:** That's a 1!

**Travis:** You know...

**Justin:** [laughs] I mean, you climb— you... I mean...

**Travis:** Yeah?

**Justin:** You climb out and you make it out of the gun roof. And then your foot catches on one of the latches up there and you take a tumble. And Trav, I'm afraid you break your leg.

**Travis:** Yeah...

**Clint:** Oh...

**Justin:** I mean, you break your leg.

**Griffin:** [chuckles] All right.



**Travis:** Now, luckily I have—

**Justin:** Luckily nothing!

**Travis:** No, I have—

**Justin:** You're ruining my incredible tale!

**Travis:** No, I know, I have the special ability, tough as nails.

**Justin:** Yeah?

**Travis:** So, the penalty is one level less.

**Justin:** Okay. Oh, thank goodness, actually, that would have been much harder to do. [chuckles]

**Travis:** So, now I just have like a sore leg, for one.

**Justin:** Yeah, it's a sprain. It's a sprain and you are now like completely vulnerable, standing just like in the middle of everything, outside of your armored personnel carrier. While the other two are now rocketing towards the trash pile.

**Travis:** Where am I in relation to the STOL?

**Justin:** You're like, I mean, a football field away. Like, you made it quite a distance before he made it out that hole.

**Travis:** Okay.

**Justin:** And you can— yeah... I'm not gonna say in this beat they're gonna notice that this has happened, but it's— actually, no, they would have absolutely watched this whole thing happen. Yeah, they saw. They're gonna start training their guns on you soon. You better act fast.

**Travis:** Oh, yeah, I start running.

**Griffin:** Where?

**Justin:** Where, which direction?

**Travis:** Hm... towards the STOL.

**Justin:** That's like gonna take you right into where everybody is. Okay. You're running. So, you running at them?

**Travis:** [sighs] Yeah.

**Justin:** Okay.

**Travis:** Yeah, I am, Justin.

**Justin:** I do want to remind you guys, as you come into these complications, you did allow for the possibility that this was a planned thing. I just want to remind you of that.

**Travis:** Okay. Yeah.

**Griffin:** Yes. Can we... I don't— okay... I have a very stupid idea.

**Travis:** Do it.

**Justin:** We love it.

**Griffin:** Is everyone— how distracted would you say is everyone by this chaotic scene that we all have whipped up?

**Justin:** Well, Griffin, the one thing I can say about this sequence of events is that it's memorable. And is taking everyone's attention on it, 100%.

**Griffin:** Okay, great. As the van is speeding towards the trash, I would like to flashback.

**Justin:** Okay? [chuckles]

**Griffin:** Back to inside the tents, just before we came out.

**Justin:** Okay?

**Griffin:** I look around at all of our assembled friends and I say:

**Montrose:** Okay, the point of the game is to get Emerich inside of the silo. The easiest way for us to do that is if everyone else is looking in the opposite direction. But the only reason people would do that is if they think that the threat has been neutralized and we have been apprehended. So...

**Griffin:** I take off my mask and... I can't remember if I've done that before, in front of everyone.

**Clint:** No, I was thinking about it last time.

**Griffin:** I take off my mask.

**Travis:** The smell is overpowering.

**Griffin:** The smell is not great.

**Justin:** [chuckles]

**Griffin:** And you all see an old, weathered face. I think shockingly old. Older than Emerich.

**Justin:** Not older than dad, though?

**Griffin:** Not older than Clint McElroy. No one's older than him. And I take off my long coat. And I look around at everybody around us. And I hand it to... Mean Doug? Is Mean Doug here? Is that his name?

**Justin:** Mean Doug, are you with us? Mean Doug was—

**Griffin:** I'm trying to remember who all was here.

**Travis:** Or Short Doug?

**Griffin:** I'm trying to think of somebody who has a build like Montrose. I take my coat and mask, and I size up Funny Man. And I say:

**Montrose:** All right, Funny Man. It's time for the performance of a lifetime.

**Griffin:** And I hand him my gear.

**Clint:** Wow.

**Griffin:** And then I look at Beef and Emerich and I say:

**Montrose:** We can do the old shell game. Get them looking in the opposite direction. We need someone to play the role of Emerich Dreadway, though, and Beef.

**Emerich:** Hm... I... well, I have Emeril?

**Montrose:** That's just, that's excellent news. Yes, fantastic. I forgot completely about your ghost self.

**Emerich:** Mm-hm. And do you think Scott could pull off being Beef?

**Montrose:** I don't know. What do you think, Beef?

**Beef:** I've been Scott this whole time.

**Montrose:** Okay, good.

**Beef:** No, I think he could do it. Yeah.

**Montrose:** With us, it's easy, because he's got a hologram duplicate and I can just throw a mask on someone. And you know, but Beef Punchly is a sort of recognizable name and face.

**Beef:** You know what? Let me help sell it, then. I'll go with them.

**Montrose:** Are you sure?

**Beef:** Yeah. You guys take care of like, the infiltration and the de-escalation. And I'll be, you know—

**Montrose:** You'll take care of the fleet of armed guards?

**Beef:** Yeah...

**Montrose:** You know what I—

**Beef:** Maybe not alone. You know, I saw that... maybe like, some backup might be very nice.

**Montrose:** I think we can arrange that. All right...

**Funny Man:** I have always loved chaos, close friend. But I can't believe I'm about to die in a big pile of trash!

**Montrose:** I mean, I wasn't thinking that you all were gonna die in a big pile of trash.

**Griffin:** Oh, wait, is this the present now? Oh, okay. [laughs]

**Justin:** Yes, this is the present where Funny Man is talking to Ghost about how they're both about to die in a big pile of trash.

**Griffin:** [laughs]

**Funny Man:** I'm glad I get to die with another human being, just like me! [laughs]

**Emerich:** May I suggest you give Beef the pistol?

**Justin:** You could have if it was still in the past, but I've already brought us to the present.

**Griffin:** Also, I— we're still in the present, so—

**Travis:** I'd rather punch.

**Griffin:** Yeah, yeah. Can we have one last beat before we break this flashback?

**Justin:** Sure, yeah.

**Griffin:** As they get dressed and get ready to leave, I grab Beef and I say:

**Montrose:** You know what I think, Beef Punchly? I think this is your prime.

**Griffin:** And then we cut to him fucking jumping out of the car and breaking his leg. [laughs]

**Justin:** [laughs]

**Funny Man:** I thought he was going to die with us! [laughs]

**Travis:** And so, now I'm ready to give the signal on the— our connected communication stuff with the metamals.

**Justin:** I have not listed the metamals in your list of assets, right? I'm not sure you can just summon the metamals.

**Travis:** Flashback.

**Justin:** Okay.

**Beef:** Hey, can I summon you guys later?

**Clint:** [laughs]

**Orwell:** You drive a hard bargain.

**Beef:** I promise it will be a really cool moment if you let me do it, metamals.

**Orwell:** How do I know that it'll be a cool moment?

**Beef:** It'll be like a really cool signal.

**Orwell:** Okay.

**Justin:** I don't think— do you roll in a flashback, yes?

**Griffin:** You just take stress depending on how...

**Justin:** How ludicrous it is?

**Griffin:** Yeah.

**Justin:** I don't— okay, here's my one thing, Trav. I don't know when this would have happened.

**Travis:** I think maybe we would have set up some kind of like signal. Like if we get there and get in trouble with the grownups, right, and need extraction.

**Justin:** Okay.

**Travis:** Because all of that was like part of the plan. We're going, we're looking for—

**Justin:** So, you have an extraction. This is not a battle plan, this is an extraction plan? With the metamals. You're calling them in to extract you.

**Travis:** I mean, plans change, Justin. I'm calling them in for backup.

**Justin:** Hey, I just want to get everybody's language clear, because I need to understand what everybody's doing. That's all. I'm not challenging anyone, I'm just trying to understand.

**Clint:** I think he's saying that he's set up a line of communication with them in case he needed an extraction.

**Travis:** Yes. But now, this would provide great backup and a distraction, rather than extraction.

**Clint:** So, Montrose, are you standing there like in your underwear? Or I mean—

**Griffin:** No, I mean, I was wearing some slacks and you know, dress shirt.

**Clint:** And a nice button down?

**Griffin:** Yeah.

**Travis:** Yeah, is it like khakis? What are we talking about?

**Griffin:** No, like gray pinstripe pants and—

**Clint:** Oh, see—

**Griffin:** Ah loose-fitting—

**Clint:** Ah! It's... Oh—

**Travis:** What's the fit on those pants? Are we talking high-waisted? Slim fit? Flare?

**Griffin:** Yeah, high-waisted.

**Travis:** Love that.

**Justin:** Okay, you raise your fist and—

**Travis:** I gotta get this— I haven't given the signal yet.

**Justin:** Oh, okay.

**Travis:** I look at all the soldiers who have their guns trained on me and I started to laugh. And I say:

**Beef:** Oh, I guess you don't know where you are. Do you know where you are? You're in the jungle, baby!



**Travis:** And that's the signal.

**Justin:** Okay, Orwell and—

**Travis:** [mouths riff]

**Justin:** The gorilla-dactyl streaks over the heads of these soldiers, which are all of course immediately looking up and start firing at the metamals.

**Travis:** Great, then that's a great distraction for me to attack the first one.

**Justin:** Okay, as they're firing up at the metamals... let me see. That wouldn't have anything to do with you, how well that went. So, they're distracted shooting at metamals. And what are you going to do, Trav? What's your— what's Beef's—

**Travis:** I'm stepping up to the first one and I'm throwing an elbow to the face and trying to control his gun arm to point— to kind of swing it around and his compatriots.

**Justin:** Okay. Give me a— I guess this is— what do they call it? What's the fighting one?

**Travis:** Skirmish.

**Justin:** Skirmish, there we go. Risky, standard.

**Travis:** Risky, standard... And for this one, I'm going to use my special armor to push myself, because I'm battle born. And I shall push myself to get an extra dice.

[sound of dice thrown]

**Travis:** That's a— I get a 3, 1, 4, 5. So, that is a 5, a mixed success.

**Justin:** Okay, let's see, you— the one you are fighting, you knock them out with a solid punch. But before you can pull their gun on somebody else, it

locks down. There's an ID lock on the gun. So, it freezes up just as you take it into your hands.

**Travis:** Okay, then I body check the second one.

**Justin:** Body check the second one, okay. Give me another skirmish roll, please.

**Clint:** By the way, which do you want playing in the background? Welcome to the Jungle or Bungle in the Jungle?

**Travis:** Well, it depends on how these rolls go.

**Griffin:** Let's see what he fuckin' rolls, yeah.

[sound of dice thrown]

**Travis:** A 5 is my best.

**Justin:** Can I ask you this, Trav—

**Travis:** And the other two are 1s.

**Justin:** Can I ask you this; there are eight people in the little clump you're currently engaging with. Is your— is— so I understand the goals of your actions and your intent here, is the end goal just to punch all these people?

**Travis:** Well, I'm hoping that I won't have to punch all eight of them by myself.

**Justin:** Okay.

**Travis:** Since I did call in big animal friends.

**Justin:** I have specified on multiple occasions—

**Travis:** That they're not fighters, I know.

**Justin:** Yeah.

**Travis:** That's why I'm hoping to use the weapons of these soldiers against themselves. You know what I mean? So that I'm like, creating enough chaos and disarray.

**Justin:** Here's what you know for the next time, then. You need to keep the soldier dialed in. They have to be part of the equation if you're going to use their weapons, you know what I'm saying?

**Travis:** Oh, okay.

**Justin:** Okay. Okay.

**Travis:** Then the next one, I'm gonna go for like a finesse grab.

**Justin:** Okay, there we go.

[sound of dice thrown]

**Justin:** All right, with the second guard— you barely are on the ground and the second guard— and you rise up to your feet. And you punch that one in the throat, and they go down hard. But they fall, like the punch makes them just drop their weapon immediately. So, you aren't able to utilize it.

**Travis:** All right, shit. Okay, this time, instead of trying to knock 'em out, I'm going to try to grab the arm of a third one firing and just kind of guide the arm, finesse-style, instead of knocking them unconscious.

**Justin:** Okay?

[sound of dice thrown]

**Travis:** That's a 6!

**Justin:** Whoa! Okay, you— with a 6, you grab control of this person and you have I think a moment of control with their gun that they're about to fire.

**Travis:** And so, I pull that down towards, I think at this point, the other five armored folks.

**Justin:** Okay, I need another finesse roll.

**Travis:** To see how good I do that.

**Justin:** I'm going to say it's desperate, standard. And you're just trying to waste them, right? You're just trying to waste these wastoids?

**Travis:** Yes, I am.

[sound of dice thrown]

**Griffin:** Ooh!

**Justin:** [chuckles] Oh, Trav!

**Travis:** Thank god, 1, 1, 2, 6!

**Justin:** You lucky dog, okay. You wrest control of this one's gun and you manage to, with a 6 there, you take out two more of the guards with that gun. There are now three standing in front of you.

**Travis:** There are three left?

**Justin:** Three left.

**Travis:** Um, okay... I'm going to... throw the one I was holding with the gun into those three.

**Justin:** Okay, great. [chuckles] We'll call that... you know what? I'm just gonna call it desperate, standard. Because you are still— have guns trained at you. But I do believe you could throw a man.

[sound of dice thrown]

**Travis:** 5, 4, 5!

**Clint:** Whew!

**Griffin:** What is up with the 5s and the 4s?

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

**Justin:** Okay. With a five, you throw this light guard at another light guard. And the two of them just go down. But then you see... you see Big Man. That's what it says on his name tag, Big Man. And so you know that this guy is trouble. He's bald. He has a mustache. His muscles are big. There's a tattoo that says 'Mom.' He's got a toothpick in his mouth—

**Travis:** Oh, the tattoo says 'Mom,' that's nice, though?

**Justin:** This guy is— this guy is just exactly as big as Beef Punchly.

**Travis:** What?

**Justin:** Yeah. And they call him—

**Travis:** They kiss.

**Justin:** And then the two—[chuckles] they kiss. The seven other guards that you knocked out or killed are looking up like, "You're in trouble now! You pissed off Big Man!"

**Travis:** Are they talking to me? Oh, okay.

**Justin:** Yeah, they're talking to you. You pissed off Big Man. You're fucked. Travis, I didn't— I hoped I didn't— I wouldn't have to use this character, but you got so successful that unfortunately I gotta at least my darkest creation on you. It's Big Man.

**Griffin:** [laughs]

**Travis:** Okay, are— is this gonna be like when The Rock and Vin Diesel finally fought? Where we're just punching each other?

**Justin:** No, this like when Beef Punchly fights Big Man.

**Travis:** Oh, okay.

**Griffin:** They're gonna compare— next time Vin and The Rock fight, they're gonna compare it to when Beef Punchly fought Big Man.

**Clint:** Remember when Beef and Big Man got at it?

**Justin:** Oh, guys, listen. He's opening his horrible mouth. [chuckles]

**Big Man:** Time to fight, comrade!

**Justin:** Oh, no! Big Man's Russian?!

**Beef:** This one's for America!

**Big Man:** Fuck!

**Travis:** I punch—

**Big Man:** Give us your best shot, Beef Punchly! You are a hero to me in Russia! But now I see you're used up American—

**Beef:** I just beat seven dudes!

**Big Man:** Seven small dudes.

**Beef:** Yeah, but that adds up to like two medium dudes! Or three medium dudes, even!

**Big Man:** And I'm four, minimum. Beef Punchly?

**Beef:** Yeah?

**Big Man:** Time to die.

**Justin:** But you actually have to take the action because—

**Travis:** Okay, yeah, yeah, no, no, no, I'm gonna punch him in the face.

**Justin:** You're gonna punch Big Man in the face?

**Travis:** I thought that's what we were setting up?

**Justin:** Would you try to—

**Travis:** Would you steal a car?

**Justin:** Would you give God a parking ticket?

**Travis:** Yeah!

**Griffin:** [chuckles]

**Travis:** If God was parked illegally and I got the chance, fuck yeah, man.

**Justin:** All right, punch Big Man. Punch Big Man in the face, then.

**Travis:** Okay. And my input is of course controlled. And great.

**Justin:** Desperate Stan— desperate, limited.

**Travis:** Ah, man.

**Justin:** You're punching Big Man.

**Travis:** I am punching Big Man... Okay, here we go.

[sound of dice thrown]

**Clint:** Ooh!

**Travis:** That's a mixed success, with a 4. But also, coming along are 4's friends, 1 and 2.

**Justin:** Okay, with a 4—

**Travis:** "You said we could get in here, 4?"  
"Yeah, 1 and 2, come with me!"

**Griffin:** [chuckles]

**Justin:** Okay, with a 4—

**Travis:** And a 1 and a 2.

**Justin:** You do punch him in the face.

**Travis:** Nice.

**Justin:** Let's see, you punch him in the face. And you have a moment where you're like, "Oh my god, it had no effect." And then you see this like, look in his eyes like, 'Yes, this is right.' And then he blacks out. And then you pull back and realize that you have broken three of the fingers in your hand with the force that it took to bring down Big Man, a beloved character. But now you are limited with what you can do in that hand.

**Travis:** How does everyone else— all these people have just seen me knock out Big Man—

**Justin:** I think you're winded. There are— and I— here's what I will say, Trav, just to keep things spicy. And then we do need to travel to somebody else. There is another pack of eight guards that are just staring at you.

**Travis:** Okay, great. I was hoping that's what you would say, Justin. Because I'm going to use my special ability, savage. "When you unleash physical violence, it's especially frightening." And I command a frightened target. I take plus one D, and I command—

**Beef:** Give me the keys!

**Griffin:** To what?



**Travis:** The STOL.

**Justin:** Okay. So, you just— let's call this... I mean, desperate, limited, I guess. Does that seem fair?

**Travis:** Yeah, I get an extra die. Yeah. Yeah...

[sound of dice thrown]

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

**Clint:** Yeah!

**Justin:** Holy fuckin' shit!

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

**Justin:** [chuckles] Holy shit! Okay, Trav, they are fucking terrified. They just watched Beef Punchly, who they thought was kind of past his prime, and he's looking pretty good to them. Because he just beat up seven people and Big Man.

**Travis:** Beef is gonna go from prime beef to dry-aged beef. Now he's a dry-aged—

**Clint and Justin:** [laughs]

**Travis:** Perfect.

**Justin:** So, they all— like all eight of these dudes drop their guns and they're searching their bodies for the keys. Eventually, one cat finds that he does have the keys to the STOL. And he tosses them to you. Let's go to someone else. Who else wants to do something? Great run, Trav.

**Clint:** Yeah, really good.

**Travis:** I do now have a sprained leg and the broken fingers did—

**Griffin:** And a broken hand, yeah.

**Travis:** Yeah, that has— that's gonna give me one— negative one D now, because my one harm was filled up. So, the broken fingers are going to affect my prowess-based rolls.

**Griffin:** That's all right. You'll figure it out.

**Clint:** I think it should be Montrose's go, but are we still using the gambit of duplicates?

**Justin:** Yeah, as far they know, you two are... you haven't done anything with this yet. But as far as they know, you two are careening towards the trash hole in the APC.

**Griffin:** Yeah, I figure we're rolling together, Emerich.

**Clint:** Right, we are.

**Griffin:** To try to get into the silo. So yeah, I think we move as a small unit and wait for the maximum level of distraction. I think as Beef is wailing on a small platoon of soldiers, we hike towards the silo. I think we would bring, at the very least, Gravel with us. Just to help with things. And Deep Dark.

**Clint:** Okay.

**Griffin:** Can you think of anyone else that— I mean, Shoebox? I simply don't—

**Clint:** No, I think it's whatever— I don't know, just— I mean, I don't mind going to a fiery death, but I don't want Shoebox there when we do it.

**Travis:** No, she'll laugh at you.

**Griffin:** Yeah, she'll make fun of us as we die.

**Clint:** Yeah, she would just make fun. I will say that Emerich is tinkering with the Give a Ghost Projector, just to make sure that it's ready. But he's already conjured up Emeril.

**Griffin:** Okay.

**Clint:** Right?

**Griffin:** Yes.

**Travis:** Yeah, Emeril's in the car.

**Clint:** Okay. So, I think he's preparing actions. So, you know... because I think that's what he'd be doing. Getting ready, you know, to get into the rocket, if they can.

**Griffin:** Okay. So, I want to just put my head out the tent first and survey the scene. Just make sure that backs are turned.

**Justin:** Yeah, you're in good shape. I think... You know, there's— it's not impossible that someone would cast a glance your way, obviously, if there was a commotion or what have you. But currently, they are focused on what is happening with Beef.

**Griffin:** All right, then let's, you know, roadie run towards the silo.

**Justin:** Okay. Let's just call it prowl.

**Griffin:** Okay.

**Justin:** And I'll call it... risky, standard. It won't be that hard because you're—

**Griffin:** Risky, standard. Are we getting any bonus dice from the commotion?

**Justin:** I mean, it's not risky, limited.

**Griffin:** Okay. All right. Oh, god, please.

[sound of dice thrown]

**Griffin:** [sighs] Fuck me. 1, 3, 5.

**Justin:** A 5, I'm not gonna— with a 5, somebody's like, "Hey, I think— nah, nevermind." And then they look away. But yeah, with a 5, you make it to the front door of the— okay, do you want to go to the front door of the silo? The side of the silo? Under the silo? What are you doing?

**Griffin:** I mean, we had talked about going in the top of the silo, but that now just seems like a silly pipe dream.

**Justin:** Okay.

**Griffin:** If there is a way to get in from underneath the silo, that would probably be the... you know, most discreet entrance. I do feel like if we go straight into the front door, we are going to get clocked by a fair number of people.

**Justin:** Okay.

**Griffin:** Which I'd rather not.

**Justin:** Did you happen to ask anybody about the entering from beneath—

**Griffin:** All right, fine. I'll take fuckin' Shoebox.

**Montrose:** Shoebox, you've been in here more than the rest of us. You're part of the crew. Where's the sneaky way in? The Shoebox way in?

**Shoebox:** You can crawl up its ass.

**Montrose:** I can't tell if that's being for real or if you're just saying something fun?

**Shoebox:** Yeah, it's like the asshole of the rocket. You could just crawl up its ass.

**Montrose:** Are you being— god damn it.

**Griffin:** Is she lying?

**Justin:** [chuckles]

**Griffin:** I can't believe I have to use my power for this. But is she lying when she says I can crawl through rocket's ass?

**Justin:** No, there's a— it still has like drainage and other lines, fuel lines. There's like a conduit that is part of the platform construction in the silo. So like drainage, things like that. There is a drainage line coming off of the— underneath the side of the Bob Davis.

**Griffin:** Okay.

**Justin:** Through the bottom of the silo.

**Montrose:** All right. Gross. Gross. Let's do it.

**Shoebox:** Let's like— you want me to come with you?

**Montrose:** Yeah...

**Shoebox:** [chuckles] Okay...

**Montrose:** Want is a... I need you to come with me. How about that?

**Shoebox:** Now we're talking.

**Griffin:** I'll let her go up first.

**Justin:** No, she won't.

**Griffin:** Okay, I'll go up first. [chuckles]

**Shoebox:** Thank you.

**Griffin:** All right, I wiggle up the drain.

**Justin:** Okay you find— let's— ah, man, should I make you roll? No, it's fine. Yeah, you run— you climb through this sewerage line and you find yourself back inside the silo. The forcefield, the energy field that you see— that you saw there, that Carmine threw up on the front of the Bob Davis is still present. And it is pitch black inside the silo, except for the— a dull, pink glow coming from the forcefield.

**Griffin:** I'll help everybody else get on up in here.

**Justin:** Great. Nice.

**Shoebox:** Okay, so what now?

**Montrose:** Now, we just let Emerich get in there and do his secret plan. Right, Emerich?

**Emerich:** I actually hadn't thought of the force field... Do... Shoebox, do you have any idea of where the controls for the force field might be?

**Shoebox:** Yeah, they're inside—

**Montrose:** She's gonna say up your butt.

**Shoebox:** No. Oh, please. No, they're inside. Like...

**Travis:** Your butt.

**Shoebox:** Of course, they're inside the rocket. Yeah, why would they be outside? That would be the worst.

**Emerich:** Oh, I thought we were inside the rocket?

**Shoebox:** Oh, man. Guys, if I have to clarify for you all—

**Emerich:** I'm sorry! I'm sorry!

**Shoebox:** The silo is outside, the rocket is inside. You have climbed inside the silo. You cannot be— you're not in the rocket. There's a forcefield, you gotta blast it out, like Scott Boldflex. Do you want me to try like, talking to him?

**Montrose:** Oh, Jesus. God, no.

**Beef:** Well— oh... Hey, can you hear me?

**Griffin:** [chuckles]

**Beef:** She is on the—

**Clint:** [laughs]

**Beef:** She is on the crew, so maybe like—

**Montrose:** Okay, yes. Okay, fine. Tell him that you're reporting for duty.

**Shoebox:** Hey, grandpa, it's me.

**Justin:** And then she turns real slow to look at you guys like:

**Shoebox:** Wouldn't that be a fucking crazy?

**Justin:** [chuckles]

**Shoebox:** No, I'm not gonna talk to it. It actually hates me so much. Like, I barely even talk to it. It hates my fucking guts. Stupid robot.

**Justin:** And then she picks up a can and throws it at the rocket. [chuckles]

**Griffin:** Did that do anything?

**Justin:** Yeah, it blinked off of it. It plinked off of it. In a very can-sounding manner.

**Griffin:** All right. All right. I... Deep Dark is in here, right?

**Justin:** You hope. You think you sense him.

**Griffin:** I would have helped him come out of the sewer pipe. I don't know how he could sneak—

**Clint:** Well, he did say—

**Justin:** Yeah, but when he came up, he was like:

**Deep Dark:** Don't look at this part.

**Griffin:** [chuckles] All right, I say:

**Montrose:** All right, boss. Did you bring it?

**Deep Dark:** You know I did.

**Montrose:** Okay.

**Griffin:** I reach over and I take the bazooka. And I point it at the forcefield. And I yell—

**Deep Dark:** Wait, is that what I brought?

**Montrose:** Yes.

**Deep Dark:** Fuck...

**Clint:** [chuckles]

**Travis:** [laughs]

**Clint:** [spoofing Deep Dark] "I would have used it before now." [chuckles]



**Griffin:** I yell:

**Montrose:** Carmine! I know you have big plans for this rocket, and that if it explodes here, you see that as... not a full defeat. But I don't think you want to be annihilated. And so, I'm gonna give you to the count of three to drop that forcefield and have a conversation with us. Like the gentleman that I know you are. One...

**Justin:** [chuckles]

**Clint:** One and a half.

**Montrose:** Two...

**Justin:** The forcefield pops open.

**Clint:** We clamber up!

**Carmine:** I will ask you leave your weapon behind.

**Emerich:** But what weapon is that?

**Montrose:** The giant fuckin' bazooka I'm holding.

**Beef:** Probably the bazooka. Probably the bazooka. Probably.

**Griffin:** I hand—

**Beef:** If I had to guess.

**Griffin:** I hand it back to Deep Dark.

**Montrose:** It's very sweaty now, I'm sorry about that, boss.

**Deep Dark:** It's so sweaty.

**Montrose:** All right.

**Deep Dark:** That's okay.

**Griffin:** I'll go up with you, Emerich.

**Clint:** Thank you.

**Shoebox:** So, what? Do I wait out here with Stinkore?

**Clint:** [chuckles]

**Emerich:** Yes. Yes, if you don't mind, he will need someone to protect him.

**Shoebox:** Oh god, I'm really easy to trick, so that worked on me, 100%.

**Justin:** Okay, so you two wander in to the Bob Davis. And you've been brought back in by Carmine Denton, who— I mean, I didn't even want to make you roll for it because like, you're right. He does not want you to blow it up with a bazooka. [chuckles]

**Griffin:** Yeah, most people— that trick works on a lot of folks.

**Justin:** Yeah, it works on a lot of— a lot of problems could actually be solved that way.

**Clint:** How close are we to take-off?

**Justin:** We're definitely like within five minutes, right, it's— but yeah, it's— we're getting there.

**Clint:** And Carmine is in the control room, I assume in a different part of the—

**Justin:** You don't see Carmine.

**Emerich:** We have... we have to get to Carmine, Montrose. We have to.

**Carmine:** Oh, I'm right here. I just didn't see any need for my... physical form, at the moment. I have too much work. Was there something else that you three needed? I can't imagine you want to be in here when we take off?

**Emerich:** I have a newfound respect. And one might even say... reverence for hard light... ians. Hardlightians.

**Carmine:** Yes, Emerich. That has not gone unnoticed. Your actions have caused quite a stir in the hive mind... interconnected intelligence of the hard light staff.

**Emerich:** In a good way? Do they like me?

**Carmine:** Not for me, Emerich.

**Emerich:** No, I know. But I mean, generally, are they looking upon my actions as favorable?

**Carmine:** They find it... confusing. I have tried to explain to them that one bout of aberrant behavior does not mean that we have been incorrect about the humans' opinions of us hard light creations.

**Emerich:** Well, I... it's not aberrant. I have undergone some major changes in my philosophy. And I don't want you or any other hard light creation to cease to be. So, I am coming to you, I am making my way to you. And I'm going to stop you. And yes, that is my intent. I am going to make my way to you. I am going to look upon your hard light visage one more time. And I'm going to stop you.

**Carmine:** Well, that is quite a shock, considering your limited amount of ability to alter this scenario. I have— I will address that in one moment. You, I have to ask, do I... do I know you?

**Justin:** He's pointing at— not pointing, but the lights of the ship turn and pivot to focus on the face of Montrose.

**Montrose:** Oh, hello, Carmine. I have decided to... wear my true face for this special occasion.

**Carmine:** All right. Well, if you wouldn't mind sitting, we'll be blasting off here in just a few minutes.

**Clint:** We already left Shoebox behind, right?

**Justin:** Well, she's in the silo with...

**Clint:** Where are we in the countdown? Give me— just give me— come on, it's helping me build tension for myself.

**Justin:** Two and a half minutes.

**Clint:** Two and a half minutes. Okay. Emerich walks over to one of the bulkheads and puts his hands on the sides, on the bulkhead. And says:

**Emerich:** Carmine, I hope you realize that I do this in your best interest, as well as all hard light creations. All metamals, all humans, for everyone. I don't want you to die. I don't want all the people above us to die, and all the people around us to die. And so, I hope you understand...

**Clint:** And he uses his special ability, compel, where he attunes to the ghost field, or the hard light field or whatever. And compels a ghost or hard light construction to obey a command he gives it.

**Justin:** Who are you trying to compel?

**Clint:** Carmine. He is a hard light. And compel means—

**Justin:** So, this is going to be an attune roll.

**Clint:** An attune roll, and Emerich is going to compel him to shut down the launch.

**Justin:** Okay... Okay, give me a risky, I guess... No, I'll call it desperate, because he has shown his ability to blast you out of here if you start making headway. So, I want to call this desperate, limited.

**Clint:** Okay, why limited? Just to be difficult?

**Justin:** Well, because it's hard to stop the main threat of the thing.  
[chuckles]

**Clint:** [chuckles] Okay. All right. And I'm going to push myself.

**Justin:** Okay. He's very good at— he's very good at this. And that is why it is hard. He is a very powerful intelligence.

**Clint:** Okay. [exhales]

[sound of dice thrown]

**Clint:** 5, 1, 3, 2.

**Justin:** Okay. With a 5, you are touching the side of the rocket. And you see wires, weirdly. That's sort of in your imagination. And you can see the connections between the different parts of the ship. You see— you look at the timer and you see the timer, and you see it start to slow. And then you see it stop. And you see in your mind's eye, a vision of Carmine Denton that has arranged itself from the connections, the wires that the... the different light tubes on the ship and what have you. And he says:

**Carmine:** Oh, oh... I've known you— been watching you a long time, Emerich. Out of consideration to you and to the rest of the chorus I have over here on your side, I've stopped for just a moment. I'm gonna give you one minute, Emerich. I want to hear you out. And at the end of that minute, Emerich, if you fail to convince me, I'm gonna blow this whole place to hell.

[Steeplechase theme song plays]

Maximum Fun  
A worker-owned network  
Of artist-owned shows  
Supported  
Directly  
By you