

Impact (S1, E2)

Tass: Oh, hi everybody. Welcome to episode two of The Critshow. I'm Tass. Uh, before we get into the episode. I just wanted to give you a heads up on our social media. You can now find us on Facebook at www.facebook.com/thecritshow, on Twitter at thecritshow, and on Instagram, you guessed it, at thecritshow. Find us, give us a follow, give us a like, and you can keep up on all the latest info on the podcast, see some behind the scenes photos ask us questions, or just, you know heckle us in general. As always you can email us at thecritshowpodcast@gmail.com. Ok, that's enough for me guys. Enjoy the shenanigans.

Music: *theme song plays*

INTRO

Rev: Welcome to The Critshow. This is Rev. I am your GM or your Keeper, and around the table we have...

Tass: I'm Tass. I'm playing The Professional.

Jake: I'm Jake, and I play The Divine.

Teej: And I'm Teej, and I play The Mundane.

Jake: Hey, Rev...

Rev: Yeah.

Jake: Uh, so, I've been thinking. I have a question for you.

Rev: Mhmm.

Jake: Uh, what happens if one of us dies?

Rev: Oh, we have a waiting list of people who want to be on the show.

Jake: Oh, okay...

All: *laughing*

Jake: So, I just don't get to be on anymore. Well, it's been real.

Rev: It's like a rotating seat.

Teej: Nice!

Rev: Yeah. It's like like a special-

Jake: Because that's fair...

Rev: No, no, no. Um, no, there is a mechanic in the game. I've actually been thinking about this because that's kind of one of the dangers of you guys playing yourselves is how do you not play yourselves if you were to die? So, there is a game mechanic that is essentially Resurrection, so I think what we have to do is that if one of you dies. You...well, whoever is left alive has to go off on a mission, an adventure-

Jake: A pilgrimage.

Rev: Yeah. To get whatever pieces because Resurrection is Big Magic. And so, it's going to require like components, and then you'll just suffer the consequences of resurrection and there is a whole list of them in the book. Basically, you roll, and you get whatever consequence kind of comes up.

Jake: Do you ever come back more powerful than you could possibly imagine?

Tass: *laughs*

Rev: Yeah, but if so, you're probably in my control. Probably not under your own control, yeah.

Jake: Oh no.

Rev: Like there's there's bad, bad options.

Jake: Oh, God. Okay.

Rev: And, there's okay options, and there are a few options that are like, "Oh, hey everything's completely fine."

Tass: I am really really excited to test these on Teej.

Rev: Yeah, right?

All: *laughing*

Teej: Alright, so we're gonna kill you and bring you back to life and see what happens!

Tass: Yup!

Jake: Follow up question...

Rev: Yeah.

Jake: Is it made any easier by still having the body? Because I like the visual of them having to truck my corpse around in a backpack.

Rev: You know, I don't know!

Tass: In a backpack? How many pieces did you die in?

Jake: We have yet to find out!

Rev: Did they just like break you up like Deadpool and put you in a bag and various backpacks?

Jake: Yeah, wheelbarrows.

Teej: I just assume it's like a slurry that they made like in The Simpsons.

Jake: I'm in a number of Ziploc bags.

Rev: So, if things go really badly though, and you do not come back from the Resurrection, or you maybe become evil or possessed, that's something we'll have to kind of figure out in the moment. But, really the ramifications of death are... and I think all of you have played in a game of mine before except maybe T.J.. But there's always a timer going, so if you guys have to stop to go off on a week long thing to get something to resurrect one of your buddies, whoever is the antagonist is still going through with their plan. So, things will happen while you're gone. Like the world won't pause, so that it will kind of be the ramification on the group...

Music: *quick musical segue*

TITLE: IMPACT

Rev: Jake, you find yourself in the darkness.

Jake: I often do.

Rev: You feel like you may have been pulled down a set of stairs, but it's so dark that you can't see anything at the moment.

Jake: Uh, is my mag light no longer functional?

Rev: It's with you. In the panic, you accidentally pushed the button.

Jake: I want to push the button again ,and turn it back on.

Rev: So, you kick on the light, and you see these couches and old bookshelves and lockers lining the room.

Jake: Do I see the stairs?

Rev: You do. Once you pan about 180 degrees, you see a set of very old stairs leading up.

Jake: Are they still intact, or does it seem like I like smashed them on my way down?

Rev: They're pretty beat up, but they're not unusable.

Jake: I want to call back up the stairs to Tass.

Rev: Okay. So, yeah in the darkness you hear Jake...

Jake: Hey!

Tass: Are you okay?

Jake: Yeah.

Tass: Where are you?

Jake: Uh, I'm in the basement, I think. There's like couches and bookshelves and lockers. Seems like a pretty dope hangout spot.

Tass: Oh, that's weird. Maybe like a green room... and I'm kind of looking around for what I assume are a drop off or stairs or something.

Rev: For a minute you think you see where the stairs are because there's a light coming through them and then it goes away.

Tass: Oh, hey put that back. Put that up here!

Rev: And as you're kind of talking him down, Jake, you hear some sloshing sounds from around the room.

Jake: Oh no. Okay. So, once he's like, yeah. Once he's got a handle of the stairs, I want to shine the light in the direction of the sloshing noise. Uh, something is down here!

Rev: Roll: Read a Bad Situation. This is the worst situation. Not really, but...

Tass: Oh no.

Sound Effect: *The sound of rolling dice is heard.*

Jake: Nine.

Rev: All right you get hold one.

Jake: Are there any dangers we haven't noticed?

Rev: You feel like the sloshing sound is coming from one of the lockers, and you can see as you shine the flashlight towards it that shadowy kind of goo almost running out of the vents in the locker. Like a constant stream.

Jake: Oh God. And he's down here with me now?

Rev: Mhmm.

Jake: I'm shining my light on that, and I'm like, do we do something about this right now?

Tass: I don't know what to do about it besides shoot at it. We need to find T.J. first.

Jake: Yeah. We need to find T.J. Um, can I lean something against that door of the locker? Like to try and stop it from opening?

Rev: Sure.

Jake: One of the bookshelves or something. Just something that like I can just tilt.

Rev: Something heavy or something you can move easily?

Jake: Well, is there anything...does it have like one of the like handles, like a latch, so like something I could wedge something underneath it?

Tass: Are we literally watching this stuff like leak out of that?

Rev: Mhmm.

Tass: If I see him starting to look for something to push up against it, I'm going to say, "I don't know that that much matters if that stuff can just go out and form into those things. I don't think pinning it shut is going to do much."

Jake: Well, at least this way it has to come out as tiny little things.

Tass: I guess. I just...I think we need to find Teej, man.

Jake: All right, fair. Let's go.

Rev: You've started to hear more of that sloshing sound around you.

Tass: Oh yeah. Let's go.

Jake: Upstairs!

Rev: Okay. Roll: Act Under Pressure, both of you.

Sound Effect: *dice rolling sound*

Jake: Eleven.

Tass: Uh, I'm going to use a move called Bottle It Up. And what that means is...if I want, I can take up to +3 bonus when I Act Under Pressure.

Rev: Uh huh.

Tass: And for each one that I use, you get to hold 1 and use that as a -1 on one of my roles later.

Rev: Ooh, I never get to have points.

Tass: I know! So you get a point, but it cannot be used on Act Under Pressure against me.

Rev: Oh, okay.

Tass: So I'm gonna use just a +1, so that I have a 10.

Rev: Good call. So, I get a 1 to later put something bad... So, yeah, with a 10 you both are able to Laurel and Hardy style run up the stairs, jockeying for position. And where are you headed once you get to the top of the stairs?

Tass: Can I try again desperately to look for a damn light switch? Have I already shot that wad last episode? How does that work?

Rev: Uh, yeah. Roll: Investigate a Mystery.

Tass: Ugh, god. Here we go.

Jake: Back into the darkness we go.

Tass: I know.

Sound Effect: *dice rolling sound*

Jake: Oh, boy.

Tass: Nice!

Tass: I find every light switch in theater. Oh! I have to-

Rev: Yeah, you got to tell me what you got.

Tass: I got a twelve.

Rev: Great. So you get a hold 2.

Tass: Hold 2. What's being concealed here in the way of lights?

Rev: There is a switch right by the door you came in.

Teej: *laughter*

Tass: Thought there might be...

Rev: I mean, it's safety protocol, really.

Tass: Um...

Jake: You don't have to use the other hold now.

Tass: Uh, yeah, okay. So, I'm going go... I'm going hang on to my second hold, and I'm gonna go turn that switch.

Rev: Alright turn it-

Tass: Imma turn that switch!

Rev: With that second hold be able to use, since you were investigating kind of the mystery of how the electrics in this building worked... be able to save that hold to use specifically in other places, if you need to find out maybe where the power is or how to turn something on. Things kind of related to the layout of the electrics in this old building.

Tass: Groovy.

Rev: Yeah, you flipped the lights on, and you get some light in this entry hallway. You can see that there is the door that you guys just came through. That room is still dark, but you can see that further down the hall behind you are two doors.

Tass: Would that be, just the way we're facing it, towards, like the road is that way-

Jake: Toward the front door?

Tass: Yeah.

Rev: You think that it would be towards the center of the theater.

Tass: Okay

Rev: It's a pretty long hallway. You think that this might go all the way. This might run the gamut of the building.

Tass: Okay. We're gonna head that way.

Rev: Okay.

Jake: What does gamut mean?

Tass: It means a Cajun thief that can charge up items, make them explode.

Jake: Is this a reference?

Tass: Gambit, yeah.

Jake: Okay.

Rev: That joke was a gambit...

Tass: It was.

Rev: Took a lot of shoe leather to get there.

Tass: Yeah, it was.

Rev: T.J. you are suspended upside down from the grid in this rope, and this little thing is just kind of watching you swing back and forth. What do you want to try to do?

Teej: I want to try and get myself out of this rope trap that I put myself in.

Rev: Why don't you try to Act Under Pressure. You're pretty high in the air. There is this little imp below you.

Teej: Sure.

Rev: Tracking your movement.

Teej: Tracking my movements, you say? Oh boy.

Sound Effect: *rolling dice*

Teej: Oh, that actually might not be too bad. Uh, 8.

Rev: You'll either not be able to get out. It's just you have reverse Houdini'd yourself into this. You'll be able to get out, but you're going to fall and you think it's going to hurt. Or you'll be able to get out, but it's going to land you right in front of this imp.

Teej: Um, so I'm just going to go ahead and get out, but know that I'll be right there in front of that thing.

Rev: So, able to give a couple quick tugs and

All: *chuckling and trying not to burst out laughing*

Tass: You'd better not cut that shit.

Rev: *laughing*

Tass: I need that in the final cut!

Rev: And get yourself loose. You fall to the ground. You land on both feet, and that little imp is just right there, and you can see is leaning back as if it's getting ready to launch forward towards you.

Teej: I'm going to use my panic button to get the heck out of there.

Rev: Alright. So explain to us what panic button is...

Teej: Panic button allows me to escape, basically any situation, as long as I roll correctly. So, when you need to escape, name the route you'll try and roll a 10 or roll a sharp on a

10 plus, you're out of danger, no problem. On a seven and nine, you can go or stay, but if you go it's going to cost you. Either I leave something behind or something comes with me. And on a miss I'm caught halfway out.

Rev: Alright, roll it.

Teej: Come on. High rolling. Daddy needs a new pair of shoes.

Jake: Come on, Snake Eyes.

Teej: That would be an 8.

Rev: So, with an 8. You see clearly that you can run back out into the lobby and out the front door, but you hear that creature in the grid. And as you're trying to make this decision of to run or to stay, you can see that it is making its way towards that door. And if you go that way you think it's gonna go with you. It's gonna chase you.

Teej: I gotta chance it.

Rev: Great! So you start sprinting towards that door and you hear that creature drop down behind you and start running after you. How far are you gonna go? You going to the lobby? You gonna try to go out the front door?

Teej: I'm going to go out the front door.

Rev: Great. So you hit that front door, you push it open, and you hear the creature stop as you make your way back across the street to the car. I see you Dukes of Hazzard slide over the hood.

Teej: Yeah. Should I roll for that?

Rev: Act Under Pressure, yeah. What did you get?

Teej: I got a four.

Rev: Oh, God. Yeah. So as you sprint across you're like, "I'm going to Dukes of Hazzard over this thing." And you get hit by a car because you didn't look both ways!

Jake: Oh my God!

Rev: You rag doll into the air for one point of damage.

Jake: What an easy experience point that was!

Tass: Did you just...you leveled up, didn't you?

Teej: It was worth it because I just leveled up.

Rev: Oh, alright, so let's talk about this because leveling up in this game happens in the moment.

Teej: Okay, so I have to fill out as...I either roll load rolls or if a move tells me to do it based on some action that I take with that move, I fill out this grid of boxes and there are five of them. And if I get all five then I level up which then allows me to select some kind of improvement to my character whether it's one of my stats or whether it's adding a new move.

Rev: Great, and everybody has a specific list attached to their playbook, so not everyone has the same options of what to pick. One character may get to take three more powers throughout the course of the leveling up or another character may only have two power options, but they get you know a couple of luck points back, which we'll talk about those if they ever come up. So, what are you going to take?

Teej: I'm going to go ahead and get a new Mundane move, and that is called Oops!

Rev: Excellent, so tell us what Oops does.

Teej: If you want to stumble across something important, tell the Keeper! You will find something important and useful, although not necessarily related to your immediate problem.

Rev: Great. And there is no roll for that.

Teej: There is no roll. I just say oops, and I find something.

Jake: Literally every time it's your turn: Oops! And just at the end of it we come outside, and you're just laden with random garbage.

Teej: It's like bandoleers of like not even like bullets or anything.

Jake: What are those? You're like, "I dunno! But, they're probably going to be useful!".

Teej: It's going to be like blow dart guns.

Jake: *laughing*

Rev: I found 30 pieces of a puzzle that was 30 pieces, and look, it makes a map for where we need to go on the last adventure!

All: *laughing*

Rev: So, outside T.J. is getting Frogger-ed, racking up points. Inside, you guys are approaching two doors.

Tass: Alright, is it like literally a set of double doors or is it two separate-

Rev: Two separate doors. They're about eight feet apart, but on the same wall.

Tass: I think I'm just going to go for the closest one.

Rev: Alright. It is unlocked.

Tass: Imma open it.

Rev: Okay, inside you see darkness.

Tass: I'm gonna feel along the inside of the wall for a switch.

Rev: Roll or use a point.

Tass: Oh, I'm gonna use my hold.

Rev: Excellent. So you can tell kind of by the few shadows that you see back here, that this must be the backstage. You can see some rigging. You see that the main power grid is over by the rope pulley system.

Tass: I'm gonna go to it.

Rev: Yeah. Yep, lights kick on. You see the curtain that is closed between you and what you assume is the stage. You see the light coming from underneath that as well. You

think you've activated the lights backstage and the lights inside of the theater, but you can clearly see now that you are backstage. There's some platforms. There are some fire curtains. There are some sandbags.

Tass: Should we yell for him or will that bring their attention.? I mean we have to find him somehow...

Jake: You just kicked on all the house lights. I think we probably got their attention.

Tass: Yeah, that's fair. T.J.!

Rev: Silence...and then skittering.

Jake: Oh, no, no.

Tass: Oh, that's not ideal.

Jake: Does it, at a glance, look like there's anything back here?

Rev: Roll: Read a Bad Situation.

Jake: 9.

Rev: You get a hold 1.

Jake: Are there any dangers we haven't noticed?

Rev: You think that from the front of the theater you hear something galloping in your direction.

Jake: Do you hear that?

Tass: I do now!

Jake: Do any of the ropes that are right here seem like they lead to anything heavy above like the curtain area?

Rev: Roll: Investigate a Mystery.

Jake: 9.

Rev: Alright, you get a hold 1.

Jake: What is being concealed here in terms of something heavy that's roped up above?

Rev: Yeah, you can see that these pulley systems are holding old pieces of backdrop, old wood construction backdrops.

Jake: Do you have anything sharp?

Tass: I don't. What do you have in mind?

Jake: I like gesture from the rope up to the thing that it's holding up. We could drop some shit on it.

Tass: I pull out my pistol.

Rev: Alright, how are you doing this? Which one are you going to shoot, which one are you gonna try to drop? You know how pulley system works, different ropes hold different layers from the theater, front to back.

Tass: Right.

Rev: Which one are you going to try to do and when?

Tass: Well, that depends on you know where I think this thing is coming from.

Rev: Roll: Read a Bad Situation. You hear this thing running. It's been running unreasonably long. It should be here by now.

Jake: It sounds winded.

Tass: 5.

Rev: You think that it is going to come straight through the middle. And if you shoot the eighth one, it should drop the house on it.

Tass: I'm going to go to that one then.

Rev: Okay, so as you approach that one, you see that it's actually really thick rope. You're not sure that you can shoot through the whole rope in one shot just because of how thick it is. But you can, because it is an old style, you can just untie the rope.

Tass: Oh yeah, if it's just the old school, I'm just going to essentially pull the knot and release it.

Rev: Great. So you do that. Jake, roll: Act Under Pressure.

Jake: Tremendous.

Tass: Oh, no.

Jake: 6. Experience!

Rev: We see Tass unravel this rope and Jake's like, "Go! Let it go. You're going to crush him. He's gonna come right the-" And this house falls on Jake...

Jake: *laughing*

Rev: And his feet are sticking out from underneath it like he's the Wicked Witch.

Jake: I'm just a pair of ruby slippers away.

Rev: You take two harm... you take one harm though because of your armor. This thing comes tearing around the corner straight at you. Do you want to try to fire at it, or do you want to try to get out of the way?

Tass: I want to get out of the way.

Rev: Alright. Roll..

Tass: If it's really tearing at me, that's what I want.

Rev: It is. Act Under Pressure.

Tass: Well, it's a 5.

Jake: Ugh. Well, we had a good run, everybody.

Tass: *laughing*

Rev: We had a good run. It's been a good run. This thing sprints at you, and you can see in this moment before it collides with you, that its eyes dart to your hands and dart to the ground, and it doesn't hit you. It passes by, but as it passes by it takes your phone from your hand and picks the mag light up and carries them off with it. And then the building goes dark.

Tass: Oh, no. I'm gonna-

Jake: Ugh, that son of a bitch!

Tass: -Feel my way towards where I think Jake is.

Jake: Uh, I want to lift a house off of me, please.

Rev: This would be a time to use one of your powers.

Jake: Oh, no. Isn't that? Oh, shit. So um...

Rev: You haven't got to use one of these yet. This is a Why Are You Weird?

Jake: Yeah.

Rev: Or How Are You Weird, actually.

Jake: We took this optional rules adjustment where instead of everybody just having Use Magic as a move, there was a list of other plus weird moves that you could take. Uh, and so I swapped out because just Use Magic didn't feel like it made quite as much sense for me, and instead I took a move called No Limits. Which is when you need to push your physical body past its limits, roll plus weird. On a 10 or more your body obeys your will to the limits of physical possibility, on a 7 to 9 you do it but choose a consequence, on a 6 or less something goes horribly wrong. And it gives examples of what is and is not physically possible so like, lifting an SUV or jumping over a truck or punching through a brick wall. Those are all possible. Lifting a skyscraper or flying or punching a blast of energy at a foe are not. And weird is just not my strong suit, so this is not going to go great. 8! That went better than I expected...

Rev: Alright. And what does your powers say?

Jake: I choose one consequence. Suffer 1 harm, take minus 1 forward, or I need to rest right now. How long do I have to rest?

Rev: It's probably gonna be a couple of minutes.

Jake: I'll take minus 1 forward.

Rev: Okay.

Jake: I'm going to take that gamble.

Rev: Yeah, so you grunt and strain and push and you-

Jake: And I poop real big.

All: *laughing*

Rev: And you also get the house off of you and push it to the side.

Jake: ...and I just roll over and I look at him (Tass) and I'm like, "Did you see that? I just lifted up a house!"

Tass: I-I can not describe to you how happy I am you're not pissed off at me right now, in this moment.

Rev: And he says, "I wish I'd seen it, but it's pitch black in here, bro."

Jake: Oh yeah...

Rev: No, he saw.

Jake: Oh, thank you.

Tass: There's a little bit little bit of light from the you know up in the, you know from the...yeah.

Rev: Yeah

Jake: Just from where light comes from.

Tass: You know

Jake: From places...

Rev: Jake's phone, that it didn't get.

Jake: Yay!

Tass: Oh, yeah!

Jake: Okay. I mean, yeah, I want to stand back up and grab my hammer and guess my phone. It was probably in my pocket since I was using a flashlight. So I pull out my shitty iPhone flashlight. I'm sorry Apple please don't yank your sponsorship.

Jake: *laughing*

Jake: Oh, that sickened head shake...

Rev: It's because I know. There's so many I can't, can't cut around any of this. Now, they all have to stay.

Jake: The more tired you get of this bit, the funnier it becomes to me. Where did it go?

Tass: Yeah, I mean this may not pan out, but I saw the thing. Obviously. Did it...I mean had that same quality as the little dudes. Is that safe to say?

Rev: Yes.

Tass: So, I guess what I would have in my head is to, like try to get him to bring his phone over and see if it left some kind of trail or something. If any of that goo is left behind, or if you know, even the way that sometimes you're just, you're like feet are damp or something, and you almost leave that kind of condensation type of... something like that.

Rev: Yeah.

Tass: You know, I'm not not going to give you more ammunition, so I'm just gonna take that fail out of fi-, uh...6. It was in fact a 6.

Jake: T.J. is visibly, physically pained by how many rolls we have failed.

Tass: Yeah.

Rev: So, you see that as you're trying to look around to see where this thing went that you think you actually see it moving around the outskirts of the light cast by Jake's phone, and it is dim. It's... It doesn't go quite as far as the mag light. You almost feel like the creature tests how close it can get before it feels the intensity of the light and kind of marks that and runs away again into the darkness.

Tass: Oh, ho ho ho ho. Ooh, don't like that. And was that that sort of the way it ran, like sort of deeper into the theater? Like the way that we came from? That's what it felt like to me.

Rev: Yeah. It ran past you in the direction you came. But then when you see it kind of circling you, it's back towards the middle of the theater, kind of by the curtain that separates the front stage and the backstage.

Tass: Oof. Let's back pedal here, and I kind of want to go, uh, move back towards where I turned the light on and just try to try it a few times.

Rev: You get to the switch and you hold up the light so that you can try to get the lights inside back on, and you realize that there is a slash going across some of the wires and that it's still in the on position, but the power is not coming through it.

Tass: Lovely. Neat. Wonderful.

Rev: So T.J., you have picked yourself back up off the ground, dusted yourself off.

Teej: Yes.

Rev: I've heard that you get knocked down, but you do get back up again.

Teej: It's true. I get knocked down, but I get up again. They're never gonna take me-

Tass: No, don't. Please, no.

Rev: Who's that knocking at the door? Oh, the people who are going to write our new opening theme

Jake: *laughing*

Teej: Chumbawamba!

All: *laughing*

Rev: Sometimes you just gotta take a joke you don't like and own it.

Tass: That's right.

Teej: That's right, you son of a bitch.

Rev: So what are you doing?

Jake: Sorry. Did the car that annihilated him just go?

Rev: Oh yeah.

Jake: Wow.

Teej: It's Indianapolis, dude.

Jake: We're in a bad neighborhood!

All: *laughing*

Teej: I am going to go to the car...

Rev: Okay.

Teej: And I am going to...Oops! See if I can't find something that I can use...

Rev: So you go over to his car to try to get inside and you remember seeing some grenades and various bullets. And it's locked. You try to pull it a couple of times, and you fall backwards as your hand slips from the door handle of the car. Your hand wraps around something when you hit the pavement. You stand back up, and you look in your hand and there's a ticket stub from a play that they had done here a couple of years ago before they closed.

Teej: What's the play?

Rev: It's for Macbeth.

Teej: Macbeth?

Rev: Uh huh.

Tass: By Shakespeare?

Rev: No by...

Jake: Greg.

Rev: Greg Louganis.

All: *laughing*

Rev: It's his adaptation. It's about the heights that a man will go to win Olympic gold.

Jake: It's actually called Mac Best.

Teej: Is there anything...any other information on this ticket?

Rev: Yeah there's a...there's a date and a time and a seat number.

Teej: Well, what are the date, the time, and the seat number?

Rev: Uh, G4, 7:30, March 9th, 2011.

Teej: Interesting. So I'm just gonna go ahead and pocket this, and I'm going to sit on the hood of Eric's car and I'm going to think about what it is that I saw inside that there lobby, especially with what happened with you.

Rev: Alright. Roll it.

Teej: 4.

Rev: So you sit down on the hood of Tass' car, and the alarm starts to go off.

Tass: *laughing*

Rev: Inside the theater... You make this realization, Tass, that the lights have been gashed and you hear your car alarm going off.

Tass: Oh, son of a bitch... and I start heading towards the way we came in. Come on, come on, come on, come on, come on.

Jake: Yeah, I'm going.

Rev: Okay. You know that there were some things this way, so Read a Bad Situation.

Sound Effect: *dice rolling*

Tass: Oh no! Hold on. Read a bad situation... It was a grand total of a 4, everybody. A four... I am gonna melt those down later...

Rev: 6 and under, we've done this a couple times, but I want to give this little disclaimer...Misread the situation or give away tactical information. So as you start to make your way towards this door, and you're trying to kind of get a sense of...oh, is it dangerous here? What's coming down the hallway? You're having a hard time seeing and you say, "God, it makes me so frustrated that this is the only light we have left." And then you realize what you've said as Jake kind of American Dad's-

Jake: *laughing*

Rev: In the background.

Jake: I was picturing The Stewie.

Tass: Slow head tilt.

Rev: Yeah, that's even better actually.

Jake: The important thing is it's a Seth MacFarlane reference.

Rev: Yeah.

Tass: Oh-

Jake: Thank you Seth MacFarlane for sponsoring the show.

Teej: Wait, who's that at the door?

Rev: It's Seth MacFarlane's lawyers!

Jake: We've been given like...oh just a number of cease and desists. I guess they're just delivering them for all of the other organizations.

Tass: Yeah.

Rev: There is just one guy and he's like, "I'm not making seventeen trips. I'll just wait until the episode's over and take all of the ones they've racked up."

Tass: So then I say, "Oh shit, what am I saying? Go go go!"...and book it.

Rev: Alright. So you both are going to try to run down this dark hallway towards the direction that you know danger lies and out the door?

Jake: When you put it like that it sounds like an even better idea!

Rev: Right? Act Under Pressure both of you.

Jake: Yay!

Tass: Uh, act under pressure... So that is 9.

Rev: Great.

Jake: 12.

Rev: So Jake, you make it out, no problem. You sprint down the hallway, you make a sharp turn, bust out the door. Tass, you're right behind him, and you realize you might be going a little too fast. Either you're not going to make the turn sharp enough to get out the door, or you'll be able to grab on to the side and kind of swing yourself out, but you feel like you might dislocate your shoulder doing so, or you can break fast enough to turn but it's gonna use both hands and you're gonna drop the phone with the flashlight on it.

Tass: Oh no! Oh no...

Rev: These three option things are a lot of fun.

Tass: Yeah, I thought you liked that. So am I looking at...Am I feeling like if I hit that wall it's just...it's gonna hurt? Is that the-

Rev: It's the wall that you know the next room over is filled with those creatures.

Tass: Okay...

Rev: But you're going to be past the door and right by the door that leads into the darkness and then down the stairs.

Tass: I'm gonna drop the phone...

Rev: So, you drop this phone. You see it hit the ground and bounce into the darkness room, as you put out both hands and catch yourself on the door and fling yourself outside pulling the door shut behind you...and you're both outside!

Tass: I got some good news and bad news.

Jake: I'm probably just panting heavily from sprinting that, but I just put up one finger. What?

Tass: The good news is I'm safe.

Jake: Yeah, yeah. We both are.

Tass: We don't have light, and I'm just gonna stalk past him towards my car.

Jake: I had my whole music library on that!

Rev: You guys walk out towards the street and you hear...

Sound Effect: *car alarm noise*

Rev: And you see T.J. sitting on the roof of your car meditating.

Tass: I'm gonna get out my key fob and turn off that alarm first. Where the hell did you go?

Teej: I saw Revington.

Tass: Wait wait wait wait wait wait. Okay.

Teej: I saw Revington.

Tass: Where?

Teej: He's the creature. He's the monster that we're here to get. I got taken because like I don't know I must've been a little loud or something or whatever. I ended up inside the theater, and he was kneeling like with all this goop kind of falling off-

Tass: Like inky? Like shadowy black?

Teej: Yes, yes! Did you guys see it or something?

Tass: Yeah, kinda yeah.

Teej: He's underneath all of that. He is it. It's almost like he was like Venom or something like that.

Tass: Oh God.

Teej: But not like the crappy movie that's going to be coming out shortly.

Rev: Ooh, the one movie that T.J. won't haunt us for if he dies and misses.

Tass: *laughing*

Teej: That's right! Did you guys find anything out wherever you guys went?

Jake: Uh, it seems like it has a vendetta against light.

Teej: Really?

Jake: Yeah, it very specifically targeted all of our light sources instead of hurting us.

Teej: Oh, what do we do? Do you got any flash bangs?

Jake: Shit, that would be cool. Do you have any flash bangs?

Tass: I don't.

Jake: Do you have any more flashlights?

Tass: I don't.

Teej: Um, I got an idea. Let's just run this car into the theater and turn on the lights. Yeah.

Jake: Oh my God, I love it. It's horrible, and I love it.

Tass: Yeah, but all that helps us with is the entry way. I can't drive the car around the place.

Teej: Well, then we need to somehow sneak or somehow lure it into where we're at. I guess. I don't know.

Tass: Into where I've wrecked my car through the front doors?

Teej: Sure!

Jake: Maybe... No, never mind. Bad idea. Stop looking at me. I take it back. I don't have an idea anymore.

Teej: What about the light that's on the front of the building or like the streetlights that are in the front of the building? Could they be seen if we open the doors? Could they be seen through the door?

Rev: Very minimally.

Teej: Okay.

Tass: There's a big marquee...I want to take a quick moment and use my newest power from leveling up, and I want to try to heal myself.

Rev: Great.

Tass: Because I took medic.

Rev: Alright, so what's that do?

Tass: You have a full first aid kit and the training to heal people. When you do first aid, roll Cool. On a 10 plus, the patient is stabilized and healed of two harm. On a 7 to 9, choose one: heal 2 harm or stabilize the injury. On a miss, you cause an extra 1 harm.

Sound Effect: *dice rolling*

Tass: Oh yeah baby, that's a ten.

Rev: Alright. Heal Thyself.

Jake: I'm trying to decide...

Teej: Can you heal others, too?

Tass: Yeah.

Teej: Oh neat!

Tass: How are you guys feeling?

Teej: I forgot how I hurt myself. How did I get injured? Oh, I got hit by a car.

Tass: Yeah, you did. You surely did.

Teej: I'm feeling a little like my hip hurts.

Tass: I can try. I'm new at this, so I mean I could literally hurt you more. It's up to you.

Teej: Ooh, I think I'll be okay. Maybe I'll just wait 'til you know, something else...

Tass: Jakie-pie, how you feeling?

Jake: Nearly unstable. I also have a healing ability, and I don't know exactly how this works on me because I have Lay on Hands. Your touch can heal injury and disease. When you lay your hands on someone hurt, roll plus Cool. On a 10 plus, heal 2 harm or an illness, plus they're stabilized. On a 7 to 9, you can heal the harm or illness as on a 10 plus but you take it onto yourself. On a miss, your aura causes them extra harm. But a 7 to 9 would do nothing because I would just be taking my own harm.

Tass: Or taking it again.

Jake: It's not...it's not an extra harm thing.

Tass: Oh...

Rev: None of that sounds to me like you can use it on yourself is my concern. Every element of that says they or them because there's no ramification then...

Jake: Yeah, for a 7 to 9 there's nothing.

Rev: But, he could heal you.

Tass: It's your call. I got a plus 2. It's your call, man.

Jake: How much worse can you make me?

Teej: Go for it.

Tass: Plus 1 damage.

Jake: So, unstable and dying, mechanically speaking.

Teej: To be fair this creature could also do the same thing to you.

Jake: I mean that's as soon as it hits me I'm going to be unstable.

Teej: But at least with this particular power, there is a chance that you could not be harmed anymore.

Rev: And this way you'll die in the street.

Tass: *laughing*

Jake: Heroic!

Rev: Just like the old gypsy woman's prophecy said.

Jake: Alright, go for it.

Tass: You sure?

Jake: No, but do it.

Tass: Okay.

Sound Effect: *dice rolling*

Tass: You get plus 2.

Rev: What did you roll?

Tass: Uh, 8. Healed two.

Jake: Cool. What's the bad there?

Tass: I just have to pick whether it's plus 2 heal or stabilize.

Rev: That's way better than your godly one.

Jake: Yeah.

Tass: Yeah. Just to read it again. You have a full first aid kit and the training to heal people. When you do first aid, roll plus Cool. On a 10 plus, the patient is stabilized and healed of 2 harm. On a 7 to 9, choose one: heal 2 harm or stabilize the injury. On a miss, you can cause...you do cause 1 extra harm.

Rev: So you guys need to be healing each other.

Jake: Yep.

Rev: Because even your says "the patient."

Tass: Oh....

Jake: Are we bothering to retcon that right now?

Rev: Yeah, because I mean, they both say the same thing. So if it's one way for him, it's got to be the same way for you, I think.

Jake: Fair.

Tass: If you try to heal me, but don't get something, you get hurt, right?

Jake: Yeah. If I don't get a full success, then I get some hurt. On a full success, I just heal you. On a mixed success, I heal you, but I take the damage upon myself.

Tass: Okay, so I just healed you. That's not really worth it, frankly.

Jake: I mean there's...I don't know, I'd hate for either of us to go in damaged.

Tass: Yeah, but mine's not bad, and you're definitely going to be... You're melee man, so I think...I don't- I just don't think it's worth chancing it and just undoing what I just did.

Jake: Yeah, no that's...that's fair.

Tass: Then I think it's time for me to use my move Deal with the Agency.

Rev: Alright, so tell us. What does that do?

Tass: I can't...because I don't have my cell phone.

Jake: Oh, God damn it.

Rev: *laughing*

Jake: Is this an old enough part of town that there's still a payphone around?

Rev: I don't think that exists anymore.

Tass: No...

Teej: Uh, you guys need a cell phone?

Tass: Oh!

Teej: I've got mine. Like slightly...

Tass: Oh, give me that.

Teej: Uh, 13 percent battery.

Rev: Three, actually. You see you left the flashlight on in your pocket the whole time....

Tass: Oh, give that to me quick quick quick quick.

Teej: Can I like turn off the flashlight real quick? Ah, damn. Here, go.

Tass: And I'm gonna make my call.

Rev: Alright.

Tass: That would be a 7.

Rev: Alright. And who's your immediate supervisor?

Tass: Margaret.

Rev: We've already met Margaret.

Tass: We have.

Rev: Okay, so Margaret answers.

Rev: MARGARET: IPT.

Tass: Hey, it's Tass. Uh, wow, we have really got a serious situation here.

Rev: MARGARET: Oh, is everything going all right?

Tass: It ain't great. There is definitely a thing here. It is some kind of inky shadowy figure. What we found first were theseimps. There were three of them, these small like you know not even a foot tall, made out of this inky shadowy goo, and then they merged together. They got bigger and attacked us.

Rev: MARGARET: Like they like merged into one?

Tass: Yeah. Yeah, they got like into a bigger version of it. When we hit it, it would break them back down into smaller ones, and then eventually they would turn into these puddles, but even the puddles were like sentient. Like they were moving...like they were trying to reconnect with something. And that's what we saw first. We followed those into

this basement and there was just like concentrated almost a waterfall of this stuff coming out of a locker, and it was it was getting bigger and bigger and pouring out. And, uh, I didn't see this one my one, my buddy's here that came with me, he saw a big one, but it wasn't just that stuff, it was covering somebody. It was like it was attached to them, and he could hear them calling for help to get them out of it. And... and it dragged them away.

Rev: MARGARET: Did he see the person? And he heard their...their specific voice?

Tass: And that's what's messed up! It's somebody we know.

Rev: MARGARET: Oh, but... But, you did see them it wasn't just-

Tass: He saw him. Yeah, absolutely.

Rev: MARGARET: Okay. And what color were the eyes on these creatures?

Tass: A yellow-

Rev: MARGARET: Yellow, not gray but yellow.

Tass: Yellow, and they don't like light. They- actually, that's half of why I'm calling. It stole and destroyed our flashlights, our phones!

Rev: MARGARET: Oh, well that makes sense. They're very tactically minded, actually. It's very intelligent. Well, that's a Soul Bat.

Tass: A Soul Bat.

Rev: MARGARET: Yes. So whenever you have a superstition that people believe in to the point where they maybe get upset about it, if it gets broken, like, oh... seeing a bride on their wedding day or walking under a ladder. You know, things that people actually adamantly believe. They're superstitions that hold power for people. Well, a lot of times that power is negative. They feel angry or upset when they see someone break it, and I mean as you know, negative energy, it's a force in the world. And Soul Bats, from the plane that they come from...they're able to take that negative energy surrounding that superstition and attach it to the item that it's connected to, so, say a wedding dress or a ladder one that people have walked under a bunch or the wedding dress of a bride where the groom saw her before the wedding. And they're able to take the negative energy from around and coalesce it into a portal on that physical item, and they cross into our plane and they're linked to that item. Unless they can get a hold of a host, a

person, and they latch onto that person and they bond with it. And once they're bonded with it, they're here for good, and they don't need that item anymore. So, somewhere there is a thing that this Soul Bat is connected to, it's using as an anchor to keep it in our reality. Unless of course it bonds with your friend, but I mean, if you saw his face, if you heard his voice...then there's still time. It hasn't bonded yet. Your window is probably getting pretty tight.

Tass: Okay. So we find the object, we destroy that, or we lose my friend.

Rev: MARGARET: Right.

Tass: Okay. So if light actually hurts it, that's what we need. We have..Do we have anything left at the shop?

Rev: MARGARET: If you had something that you could figure out to do there, I would recommend it. I think by the time you get back across town and there, your window might be closed.

Tass: That's not great. Oh, before I go, I meant to ask...is this theater one that we are really looking at purchasing?

Rev: MARGARET: Yeah, we were thinking about purchasing it.

Tass: Oh, well then that- that's not too bad then, 'cause it also destroyed a whole bunch of the lighting. I'll talk to you later!

Rev: MARGARET: Wait, wha-

Tass: Click.

Jake: So, what did you find out?

Tass: We need to hit it with light, and it's got Rev. And if we wait too long, it's going to bond with him, and that's bad.

Jake: What is it?

Tass: It's a Soul Bat. Never heard of it.

Jake: I used to catch those all the time in Mount Moon.

Teej: I think you're thinking of a Zubat.

Jake: Oh, shit. Yeah, you're right.

Rev: Oh, he waited like 10 minutes for that joke, too. I saw it dawn on him.

Jake: I did!

Tass: *laughing*

Jake: And you gave me nothing!

Tass: It's made up of negativity, essentially, and it is latching on to Rev somehow, and it's trying to bond with him to stay in this world. He's not bonded yet, or else T.J. apparently wouldn't have been able to actually see Rev. So, we've got some time, but not very much. We have to figure out how to get light in here.

Teej: I've been thinking about something while you guys have been talking about this, and I think I'm going to go ahead and use one of my powers - the How Are You Weird power - and in this case the How am I Weird is called Weird Science. And what it allows me to do is when I want to create or adapt a device to analyze or deal with a strange phenomenon, I'd say what it will do and roll plus weird, and I want to turn your headlights and possibly the battery of your car into an awesome lighting power suit of armor for Jake.

Rev: Huh!

Teej: Oh, I'm talking both headlights on the shoulders, and then like, I don't know... the internal lights of the car just kind of like spread out all over him. Like maybe he's got one on the top of his forehead, or something like that

Jake: *laughing*

Rev: Oh man...

Tass: Oh my god...

Jake: The dome light is a third eye.

Teej: Yeah, basically, and you know what? I'm not even going to roll this. I'm just going to use one of my luck because I want this to happen.

Rev: Oh, nice!

Tass: Oh my god...

Rev: Alright. So, let's talk about that for just a second. Luck is something that all the Hunters have. They have... How many Luck do you guys have?

Teej: We have seven Luck.

Jake: Seven.

Teej: Because, you know, lucky number seven.

Rev: Oh, well, fair. You can spend a point of Luck to decrease a wound you have suffered to zero Harm. You can use a point of Luck to instantly change the results of a roll into a twelve, and when you have no luck left, bad things start happening to you all the time.

Jake: Uh, can I convince you to roll it?

Rev: And then only spend Luck if you need it.

Jake: And then spend the Luck if you have failed.

Teej: That is a good point.

Jake: Okay.

Teej: It didn't happen. So I'm using the Luck.

Jake: Ok, spend the Luck. Good choice.

Rev: Alright. So what is the twelve results?

Teej: On a 10 or more, you pick one requirement. There's a couple of requirements. It needs a rare and/or weird material. It won't be very reliable. It requires huge amounts of power or fuel. It will take a long time to get it working. It won't work exactly as you

intended. Or you'll need help beyond the Hunters on your team to finish it. I feel like it should take a long time to get it working only because I don't want it to use the entire battery of the car, but I also don't want us to be spending hours out here.

Rev: With that out loud, Tass may tell you that time is of the essence when it comes to this thing bonding.

Teej: Oh, okay.

Rev: I'm not sure if you were...you weren't eavesdropping on his phone call, because you're a good guy.

Teej: Okay. Gosh, uh... it won't work exactly as I intended it to.

Rev: So, you start to cobble headlights, taillights, dome lights, the vanity light by the mirror, the lights that show him the gas gauge, the lights that show him that the car needs checked or the oil needs filled, the lights inside of the glove compartment, the trunk lights, the lights inside of the radio, even the push in lighter...

Tass: What about my ground effects?

All: *laughing*

Rev: So you guys step out in the road as he is just creating a cloud of arms and legs and dust, almost like a cartoon as he takes apart your car piece by piece, getting all the vital pieces that he needs.

Tass: And while he's doing that I lean over to Jake and say, "How in the hell is he doing this faster than I would have driven to grab a goddamn flashlight?"

Rev: This is how he is weird.

Tass: He is!

Jake: There is much we don't know about T.J.

Tass: I love it!

Rev: And you create this armored suit with lights all over it. It activates by pushing the panic button on the keys...

Tass: *laughing*

Rev: But it doesn't quite function as you expected, because Jake can't fit into it. It's just a little too small.

Jake: ...I can't believe you've taken this from me.

All: *laughing*

Jake: I will never forgive you for this!

Tass: Oh god, that's good.

Teej: Who could fit in it?

Rev: Either of you could fit in it, but Jake, he's a beefy boy.

Tass: Let's think about this. If light's really going to hurt it, if we're attacking it without that on, it's gonna hurt us, but if we have it on it might not be able to. But we need to keep him safe too. I'm going to make this your call. I think if I wear it, I'll be able to kill it faster, but it might go after him because he doesn't have it on. We should put it- We should, we should put it on him.

Jake: Okay.

Teej: 'kay.

Jake: You'll be the safest in the armor, and you know it won't stop trying to shut the lights down and that'll give us plenty of time. And it'll have to expose itself to the light to break it down, so as long as we are quick enough, I think we can get it before it dismantles the lights.

Teej: I think so too.

Tass: Yeah. Alright. You need it, bub.

Teej: I need it.

Tass: You need it.

Teej: Okay, I'm going to go ahead and put it on.

Tass: And I'm gonna hand him my '38.

Teej: Who me?

Tass: Yeah!

Teej: Neat!

Rev: Do you have some exposed fingers to be able to use this gun?

Teej: Oh, absolutely, yeah, yeah.

Rev: Okay.

Teej: I didn't want us to just be like, "Oh my fingers are lights now, but I can't use a weapon!" No. Come on. Come on.

Rev: Exposed...No armor on hand... Just making notes. Old Seven Finger Teej, they called them after that adventure.

Teej: Seven! Geeze, I lost three fingers...dang it.

Rev: It's gonna Deschain you.

Teej: Oh my God.

Rev: Spoiler alert. So, what's the plan?

Jake: I think the battle plan is we get inside like through the main doors and into the lobby, and Tass and I kind of set up on either side of the doors from the lobby to the theater, and T.J. stands just on the lobby side of that doorway. And, then we activate the lights. And, so if the thing decides to come try and destroy the light source, then we kind of get the drop on it maybe as it comes through the theater doors, assuming that it's in the theater and coming that way. And if it doesn't, then we go hunting one way or another. Like maybe we turn him back off and wait until we hear it coming and then activate it, or maybe we just use him as a beacon and try and corner it and melt it with light beams, I don't know.

Tass: Uh, I'm going to get into the lockbox that's under the backseat, long-wise.

Rev: Okay.

Tass: And pull out a big ass rifle and start sort of assembling it.

Rev: Okay.

Tass: And, uh, yeah, so I've got-

Rev: Like a hunting rifle?

Tass: It is a sniper rifle.

Rev: Oh, so you're talking long-range.

Tass: Oh yeah!

Jake: Oh, okay. So, where are you gonna get then?

Tass: Well, I'm just gonna have that in reserve.

Jake: Oh, okay.

Tass: And I still got my shotty.

Jake: Okay, cool.

Teej: Alright, let's do this! And then I play the little button that also I attached the radio and it starts playing...

Teej: *starts humming the song Thunderstruck by AC/DC.*

Jake: Oh-

Rev: You see that the lights are pulsing with the music.

Teej: *still humming Thunderstruck in the background*

Jake: Oh, I love this so much. I just imagine this if this were like a movie, you press the button and we hear it coming out of the speakers, and then it just becomes the movie sound, like it is an all encompassing as we walk, and we just get just some big movie just by this thing.

Rev: Alright, so you guys make it into the theater. Do you stop the music before you go to the theater, or is just to get you going? Are you just-

Teej: No, that's just to get me going.

Rev: Okay, so you guys get into the lobby. You're both getting on either sides of the double door that leads into the theater.

Jake: Yes.

Rev: T.J. you are between the two doors: the outside door and the theater door. You guys hear from inside the theater scuttling and scratching in the darkness. What are do you wanna do?

Jake: I want to like whisper like, "Should we like pound on the doors first? Get him riled up?"

Tass: Yeah.

Teej: If you do, do it to the beat of the music.

Jake: Don't turn the music on yet.

Teej: Oh.

Jake: Okay, so I want to...I want to get like we each get a hand on one of the door handles so that we can pull them open-

Rev: Mhmm.

Jake: And I want to just give it three big like...

Sound Effect: *banging on door noise*

Jake: On the door and wait and see how that sound changes.

Rev: So, you pound on the door, and after a couple moments of silence, you hear like-

Sound Effect: *sniffing noise*

Rev: ..under the door, like something's kind of almost sniffing at the base of the door, and you hear a little bit of galloping again.

Jake: Does it sound like something just sniffed and then ran away from the door?

Rev: Yes.

Tass: I'm gonna motion like "do it again" and then I'm gonna point at T.J. with my hands up in like three, three fingers motion and do kind of a quick like countdown.

Teej: I give him the thumbs up to understand that he is trying to convey to me that he wants me to turn on the lights on the count of three.

Tass: And then I'm gonna do the same to Jake is that same motion, the three two one and then make an open the door gesture.

Jake: Okay yeah. Got it.

Rev: All right.

Jake: So three more...

Sound Effect: *banging on door*

Jake: ...on the door

Rev: And you hear galloping towards the door.

Tass: And as it's getting closer...

Rev: Mhmm.

Tass: ...And I start counting down.

Rev: Okay. Which one are you trying to do to time this right? Are you trying to listen closely and pull at the right second?

Tass: That's what I'm trying to do.

Rev: Okay. So Act Under Pressure.

Tass: Okay.

Jake: Both of us, or just him?

Rev: Both of you.

Tass: 10.

Jake: 7.

Rev: Excellent. You actually got a 9.

Tass: Uhh...

Rev: There's that one hold.

Tass: There it is.

Rev: All right. So that was Act Under Pressure. So I'm gonna give you guys a conjoined choice. Conjoined?

Jake: Yeah that's fair.

Rev: I'm going to give you guys a connected option you're trying to do this in sync. You both got the same result on this Act Under Pressure. Your options are to pull the door too early and give this thing a straight shot at T.J. before he pushes the button, to only be able to get one of the doors open thus opening up one of you to being in the path, or you can realize the timing mistake that you have both made and wrench these doors open earlier than you anticipated to make it time right, but it's gonna take both hands, so you're gonna have to drop your weapons.

Jake: I'm leaning towards getting one door open. It'll still come through. I'm, I'm willing to take that hit, I think. To get it through and have you armed.

Tass: Yeah, I just, I'm leaning towards the third, I think because we'll definitely time it right so that is getting slammed with the thing we know it hates. And I think that would give us enough time to at least go for our weapons.

Jake: So you think we might get, like a, we might stun it long enough.

Tass: Sure. Teej?

Jake: Do you have thoughts?

Teej: I'm going to kill this thing with light whether you guys like it or not.

Jake: All right I say we go with the third one. All right.

Rev: You guys realize at the last second that this thing's a little quieter than you expected and it's way closer than you thought. And you're going to have to wrench these doors open super fast. So, you both Drop your weapons on the ground and you lean back and fling these doors open. T.J., roll Act Under Pressure

Teej: Who?

Rev: You, it's your big moment baby.

Teej: *hums Thunder*

Jake: Hello, additional luck point.

Teej: That ain't bad. How about a 9?

Rev: There you go! With a 9 for your act under pressure, you can get out of the way, but not activate it fast enough. This thing is coming at you much faster than you anticipated. Or you can get the lights on, but not until it's already on you. Or you can get them on in one side shorts out number two.

Tass: Yeah, boy!

Teej: I'm going to take it on me. I'm going to take it on me. Take on me. *Ahha*

Jake: Hell, yeah.

Rev: So this thing comes bursting through the doors. You guys lean back, T.J. pushes the button right as this thing collides with him. Lights and music start to blare and as you're laughing hold your hands out pushing this button, you get a very clear glimpse of your exposed flesh on your hands and you see this thing gnashing at you and biting as the center of it starting to burn away and some of the inky goo off of its arm goes onto your fingers and inside the suit.

Rev: What do you guys want to do?

Jake: I don't imagine that I noticed that.

Rev: No.

Rev: So I want to pick up my hammer and I want to smash the goo monster.

Tass: I'm gonna pick up my shotgun and try to roll into a shot.

Rev: So Act Under Pressure to get your weapons.

Tass: 11.

Rev: No problem. You roll. You pick up that shotgun.

Jake: I got an experience point.

Rev: Oh.

Tass: Oh no.

Rev: You lunge forward assuming that your hand is gonna land true and grab this hammer and you're just gonna turn this whole motion into a strike at this thing. You don't grab it and you just pinwheel forward planting your face in it's back and you feel like it's starting to grip onto your head and your face. Tass, roll to Kick Some Ass.

Jake: I imagine me like doing a sweet forward roll and like coming up and going to throw it and my hands just empty and I look at it still behind me, "Hah! Oh!".

Tass: 7.

Rev: 7. How much harm do you do?

Tass: 3.

Rev: So you fire at this thing and you see some of the goo just splatter off of it. You get up close to do this and it's the first time you've really been this close to it in combat. And you see these spikes jut out from it and stab you for 2 harm.

Tass: Oof! I get to plug that down a little bit, but...

Rev: And you can actually see that when this happens those thinner tendrils after they pull out from you, they're withering a little bit in the light before they retract into the body.

Tass: Okay. Just yelling, "Keep hitting it with that light!"

Teej: Kay...

Rev: So T.J. as he's yelling this, you get this strange sensation that something is in the suit just wiggling around on you.

Teej: God, I've got to get out of the suit, but I'm going to keep it on obviously. So I just tear myself out of the suit.

Rev: Ok.

Teej: You don't think I didn't have a way out of this suit? Of course I do. I'm making weird science!

Rev: Roll Act Under Pressure.

Teej: Come on baby!. Ugh...

Tass: Oh, No!

Teej: I'm just going to go ahead and use another luck point.

Rev: Oh right.

Jake: Burning through em.

Rev: So he's using another luck point to change his snake eyes into boxcars. So you push the third button on the keys and the back drops out and the airbag that you have built into the chest of this thing...

Jake: Oh my God.

Rev: ...ejects you backwards out of the suit and the suit still stands, lights blaring from it and the back of it closes up. Jake.

Jake: Yup?

Rev: You feel like you're starting to suffocate. Roll Act Under Pressure to try to get away from this thing.

Tass: Can I try to Help Out to rip him out of this, when I see him just face planted there.

Rev: Yes.

Tass: Come on baby. Oh yeah, I certainly do with an 11.

Jake: That's a plus 1, so it gets me to a 10.

Rev: Excellent. So you put your hands and your feet up and you pull backwards and it's like Jim Carrey taking off the mask. You just rip your face free and fall backwards and this thing is still slashing at the suit. T.J. you have recovered from the ground. What do you want to do?

Teej: Pull out my nunchucks and I'm going to beat the hell out of you.

Rev: You're going to run up and use your nunchuckus on this thing.

Teej: Yes.

Rev: Okay. Roll to Kick Some Ass.

Teej: Yeah! All the while, by the way, "Thunder"'s been playing on a loop. That'll be a 7.

Rev: So you are going to exchange harm with this thing. You run up and swing at it with your nunchucks. How much damage do they do?

Teej: 2 harm, hand, area.

Jake: Area? Nice.

Rev: And you take three harm. You can tell that the more damaged it gets, the more freely it uses what surface area it has remaining to try to fend off people attacking it. Previously, you saw a little section come off the hand and go into the suit. You saw spikes come out of the side. You actually see almost like a full head come off the shoulder and bite down on T.J.'s nunchuck arm. How are you doing T.J.?

Teej: I am not well. I am actually...

Rev: That just occurred to me.

Teej: So, umm, what happens when my harm goes past, like the line on the sheet here. It's like one passed the line into where it says dying.

Rev: Oh right, the unstable?

Teej: Is that, is that what happens when you get there? I'm not sure actually.

Rev: Yeah. Like once you take, what was it four damage?

Jake: Yeah, on the fourth one, you are unstable and dying.

Teej: OK. I don't know what that means. Like I mean I understand why dying is, but am I unstable like...

Rev: So what that means is that, I just give you more damage randomly because you're bleeding out essentially. Are you at that point?

Teej: Yeah.

Rev: OK. Tass as you pull Jake away from the creature, you see T.J. run up and strike it with his nunchucks. A large head emerges from the creature shoulder and clamps down on T.J. You see him wrench free and stagger back a few steps before collapsing to the ground, the shirt on his chest slowly turning to a deep scarlet red.

TO BE CONTINUED