

Not A Vacation (S1, E7)

INTRO

Rev: Hey everybody. We just got finished with the podcast marathon at Indy Pop Con and we were able to get back the audio. So that means, somewhere down the line, we'll have another live episode to share with you. Also, just a reminder that we have the Stylish Senpai quiz contest going on. All you need to do is follow the link on our Facebook page. Take the quiz. And if you get all of the questions right, and those questions are over the first six episodes, then your name will be entered into a drawing to win fifty dollars worth of swag from Stylish Senpai again that Facebook page is Facebook.com/theCritshow. But, if you're someone who doesn't use Facebook, we'll add the link to the quiz inside of the description for this week's episode. The deadline for the quiz is June 24th at 7 p.m. and that is when we will draw the winner, which we will announce on the June 27th episode. All right that's enough out of me. Enjoy the episode.

INTRO: Part 2

Rev: Well, look who we have here. I never thought I'd see the three of you again.

Jake: You scoundrel.

Rev: Oh my gosh. The show has happened. Like we happen to be, actually, an episode behind because when we recorded the first five episodes we actually had enough material in the fifth recording to make a six episode. So everybody's hearing this a week late. But for us, the podcast is just come out, like three days ago.

Tass: Yeah

Teej: Nice!

Rev: How do you guys feel?? How you doing?

Tass: Good, good.

Jake: I'm very excited. This is going well, I think.

Rev: I'm really excited actually about the number of people who don't play these games who say they actually really enjoy it.

Tass: I did get one complaint that this is supposed to be a horror based game. We're six episodes in and there hasn't been a single shower scene with a monster chasing a naked person. Which is a good note.

Teej: Oh, I think I can help you with that.

Tass: All right!

Rev: Which is weird cause there's been a lot of monsters chasing naked people through where we record, but Jake won't stop bringing that mask. So we actually got our first e-mail with a critical--this one is actually a critical failure story.

Tass: OooH!

Rev: Right. Right. So this is from my first game master Matt Boucher. My story is about how a chain of crits made me, as the game master, rewrite the whole story arc. I was GMing the game "Fading Suns" which is set in a dystopic future space empire. The players are in a space battle and were repelling boarders. Their gunslinger went to shoot one of the intruders and rolled a critical failure in the engine room and damaged the engine. No problem, they had an engineer who could easily take his time and fix it, but the players were worried that there could be more trouble soon. So he did a quick repair and that was the next critical failure. Now the ship was having some unresponsive thrusters, due to the engine issue. So I asked the pilot to roll, for regaining control of the ship. That is when the third critical in a row was rolled. There was a gasp as the realization that all three players had not only failed, but had critically failed. We ended that night with the ship crashing onto a planet. That was when I realized I would spend a lot of time between now and the next session rewriting the story, since they never made it to the spaceport for their mission and were now stranded on a random planet.

Tass: Yeah.

Jake: Excellent.

Rev: Was this you guys?

Tass: No.

Rev: Was this you guys--I--just that number of failures in a roll, I thought maybe...

Jake: That's fair.

Tass: Oh, I see.

Teej: Son of a gun

Tass: I was gonna say we played "Fading Suns" with Matt, but--

Rev: Yeah

Tass: Nope. Yikes. That's a good one.

Rev: That's the thing I like about this game, is I find myself rewriting a lot of stuff and it's usually off of choices, not off of failures, but, wow! They never even got to the starting location. They just, "Well, well now we're on a planet so I guess this is a Gilligan's Island adventure. Let see--

Teej: We live here now.

Rev: Actually, one of my favorite ones, um, the very first game I ever played was with Matt and I was playing Nethermancer and they were really interested in like, other races from other dimensions and studying them and we found a creature who could fly. And I was like, "Oh my god! That'd be so awesome if I could fly, I wonder how they do it." And so I spent a bunch of time studying it and he's like, "Yeah, you actually find that there's kind of like a swim bladder, they have an organ, that is what allows them to fly." And I was like, "OK, I'm going to put it into myself." And he was like, "R-really?" I was like, "Yeah, I mean that's a big part of what Nethermancers do, they have the ability to enhance themselves and you know add in parts and stuff." And so I did that and then it became, I had to roll a d6 whenever I wanted to fly, to decide what direction in three dimensional space I went, because I didn't know how to control it. And he was like, "Well eventually it'll work the way you want, but it's like a muscle you got to work it out, you gotta understand it." And so whenever I was in a stressful situation, it would just work, it would just go on. And so, we were in this battle one time and one of our teammates was captured between this big group of people and I threw a bunch of bombs into the middle to save him. He's like, "No, do it, do it! All these little things are going to kill me." So these bombs explode and they kill all of the little--they were like these little cannibalistic cow creatures. And he was OK. And he's like, "Yeah. The smoke clears and he's kind of standing there looking like Wile E. Coyote, just all black and just covered in the cow goop." And he's like, "What do you do?" I was like, "I start laughing uncontrollably." He's like, "OK, roll a six sided die." I was like, "What? He goes, "Roll it." And I rolled it and I

knocked myself unconscious laughing because I flew backwards into the wall of our castle.

Jake: I can remember critical successes and failures that my players have encountered because those are always more interesting to me when I know what's going on behind the scenes--.

Rev: Yeah

Jake: --and how important or detrimental that was.

Rev: Uh-huh.

Jake: Like, in one of the games that I've--that I run, they were going through a tower, like a wizard sanctum, that they were basically scaling their way to the top and it was like a death trap. Like the whole way through, every level was like another horrible thing. And on the third or fourth floor or something--and from the outside you could tell it was like six stories tall, but they get to like the third or fourth floor. And like, the stairwell just kind of ends and there is just an open chasm that is visibly infinite. Like, it just goes on forever, it doesn't make sense. There--they were on the floor below this. Like, it doesn't make sense how this exists. And the whole thing was like, oh you know it was an "acrobatics checks thing" to get from like, ledge to pole to ledge to get across. And as soon as you went out there, there were clockwork birds that started attacking you. It was like the keys in the dungeon in Harry Potter. And at some point, Guy crit failed something and I was using like the crit fail generator.

Rev: Yeah.

Jake: And it was a crit fail "Drop your weapon." I was like, "Oh, so you you drop your--your dagger. It falls into this infinite abyss." and to me it's like, "Oh man, that doesn't matter. It's a dagger." But, I didn't know that it was like a super-dope dagger that he had spent a good amount of his starting wealth on, when he built the character, because we built them above level 1.

Rev: Uh-huh.

Jake: He dumped a bunch of money into this real cool dagger, that I didn't know about. So he's like, "Oh, that's like hundreds of gold that I just threw away.".

Rev: Make a wish.

Jake: I was like, "Oh that sucks." But like, I know that that's like an illusion and that ultimately once they defeat this thing that illusion is gonna be gone, he can get his dagger back. And so, the cleric is like, "Oh, don't worry about 'em. Once we finish this up, like I prepared 'locate object' for the day." And I'm, in my head, I'm like, "Oh, even better. Like, they'll have no problem finding this thing." But, they all have a discussion about like, "Well, it's like an infinite pit. So I doubt we'll be able to locate it. and, "Oh well, we'll find out." So then at some point in the dungeon they get hurt pretty bad and the cleric decides that he needs to spontaneous cast a heal spell and then they screw up a bunch and they literally just raze this tower. The whole thing collapses and they are amongst the rubble. And I'm like, "Oh well, that's gonna make this a little bit harder, but he's got the spell." So at the end of it they're about to leave and I'm like, "Oh, don't forget--you know you can 'locate object' on that dagger." and he's like, "Oh, that's the one I burned for my spontaneous cast." and I was like, "Well, all right, you guys made a whole bunch of bad decisions and I guess that thing is gone forever now. It is among the thousands of pounds of rubble you will never get it."

Rev: Why is that rogue attacking with his dinner set.

Rev: So, is there anything from the game that we've done so far, this first story arc, that you--you haven't been doing that you want to do, or something you've been doing that you don't want to do? Now that you've kind of had this strange reflection of hearing it.

Teej: I really want to start investigating more in the sense of investigating the mystery at that time, or whatever. Cause I know in the last one, I'm sure we missed a lot, especially with the Halifax burning down. So, it'd be nice to be able to, like get through someplace without a monster just immediately scaring us half to death where we don't have time to just get into that.

Tass: Yeah, like I--I cannot explain to you my level of anxiety as a completionist not to have been able to look in every corner of that building. But the dice said inferno.

Rev: Yeah.

Tass: So, I didn't get my way.

Rev: And not the cool disco kind.

Tass: No, no...

Rev: But, like someone's being investigated for arson kind.

Tass: Exactly.

Jake: I think that conversely. you want to investigate everything more? I want to start leaning into the first thought that I have being the thing that I do. Like, me, the player, I want to think through this puzzle and come up to to the best decision, but I don't think I'm being entirely true to my character, if I do that. I think I need to lean more into, first thought that I have is probably the thing I'm gonna do in a panic and and try not to, I guess, try not to metagame.

Rev: Yeah, that's fair and that's fair.

Tass: Nice. Uh, I'm--I'm pretty cool so, I'm good.

Rev: Maybe, I think the thing--

Jake: Roll +Cool.

Rev: --you really should focus on is, um, actually using all of those weapons you carry instead of dropping them, or shooting the ceiling.

Tass: I think I've been doing really good at just wrecking some ceilings and walls, okay so...

Jake: Let's do it. Let's play the game, I wanna roll some dice.

Rev: Okay.

Teej: *in his best political talking head, very smug* I think we should have a whole episode of us just talking about things...

Rev: *also smug* Just--let's just really deconstruct the show and,uh, oh the music is playing it guess we're going...

NOT A VACATION

Rev: We open on a small fishing village on the Isle of Kili in Hawaii. It's near dark and an older man stands on the edge of a rundown pier, fishing off the edge. He looks out across the water, thinking about how lucky he is to have a quiet spot like this. The line

goes taut on the pole and he pulls back to set the hook. He begins to reel in the line, but the rod bends harshly towards the water. The man struggles for a minute then regains his footing and pulls back once more before being violently wrenched into the water. He comes up gasping and starts to swim back towards the shore then is dragged under the water. He surfaces again struggling against an unseen force below the surface. The last sliver of the sun sinks below the horizon turning the water scarlet red as the old man surfaces for the last time before vanishing under the slow and gentle waves...

Rev: It's a couple hours after you have left Rev's place, after having a chat with him about what you found with the ley lines and the candles. And he told you that he's going to have to do a little bit of research. Which is great that he needs a little time because you did just get the phone call from Margaret, that you guys have a job and she has asked you to come back to IPT. How do you want to get there? Are you going to teleport? Are you taking the IPT cruiser?

Jake: I would like to not use the teleport when we don't really have to. Like, just because there is a chance I mess up if I try to take you guys with me.

Tass: Yeah.

Jake: I like to err on the side of caution, on that one.

Tass: Yeah, I think we have to return the car anyway.

Rev: Anything you guys are gonna do on the way there?

Jake: I don't think we're missing anything crucial now, right? Like, we don't need to go resupply or--.

Rev: No.

Jake: --anything anywhere?

Tass: I can't imagine. I'd think hopefully whatever they're going to need us for, that they would hopefully have their. So, Yeah.

Jake: Do we need to go pack before we go to the theater? Did they make it sound like we're leaving as soon as we get there?

Rev: They're gonna give you some information and then there'll probably be a window to pack and get to the airport for your flight.

Jake: Yeah, okay--

Tass: Yeah. Let's go straight there.

Jake: Yeah, go right there.

Rev: So, You guys get there, it's about noon and you head inside, head upstairs. And Margaret is actually waiting for you guys.

Tass: What do we got?

Rev: MARGARET: Well I suppose you're wondering why people from Indiana are headed to Hawaii. Well, come here, let me show you what came back to us today. We sent some operatives out there on vacation. You know, you guys do get vacation hours and a little bit of your overtime goes towards that. So we had booked them a flight and they took one of their friends with them.

Rev: And as she's saying this, she's walking you through the building. She takes you past the room where they do the experiments. She takes you past the Medicine Room where you guys got injected and she takes you into a room you haven't been in yet. And it's got a very large door that is hermetically sealed and she punches a code in and it hisses open. You guys step inside. It blows down on you, decontaminate you, after it closes. The other side opens and she walks you in to a very sterile room, where there are two people laying on metal benches and a third person, kind of pacing between them. People on the benches there's two men and then there is a female pacing around.

Rev: MARGARET: They came back a little different than they left and I think it's something that should be looked into for their safety and for their recovery.

Tass: What happened?

Rev: The person who is pacing turns around.

Rev: WOMAN: I don't know. I was there with my husband and one of our friends and they seemed to have gotten infected by something. I've seen vampires before and this seems almost like a vampire that I have encountered, but something's weird about it. They are

getting blood and they are not drinking it. They're almost taking it in through osmosis. Like, they're touching it, they're rubbing it on themselves and it's vanishing.

Rev: And you can see on the table, that the two men are very pale and their pores are speckled red and they have a little bit of darkness around the edges of their eyes, both on the skin and on the whites of their eyes.

Tass: So, wait, like they're showing symptoms like they're turning into vampires? Is that...

Rev: WOMAN: Yes. Except, like I said, they're not necessarily drinking the blood. They're still after it. They still want it. They still take it in, but it's almost like osmosis.

Tass: They're just absorbing it. Uh, okay. When did it start? I'm sorry. I'm Tass. Who are you again?

Rev: WOMAN: Oh hi. You just started, right?

Tass: Yeah.

Rev: WOMAN: My name is Natalie. I'm--well I used to be one of the lighting designers, but I'm on one of the hunting teams now. Like I said, my husband and I were on vacation and the last thing I remember before I started to notice a difference, that I couldn't put my thumb on, was we were at a luau and there were people there and they were eating and drinking and dancing and I went to bed. You know we all went back and went to sleep and in the middle of the night, I woke up to Ellis hovering over me and he had a very strange look on his face. As I backed away from him, after rolling out of bed, I heard a noise behind me and I turned and it was Fritz and he was--he had the same look on his face. And I was able to bar myself into the bathroom and that was a mistake because one of the housekeepers came when they heard the noise and she was not so lucky. But I was able to subdue them both while they were feeding on her.

Rev: And you can see that she is--she is upset.

Tass: Sure.

Jake: How'd you manage to subdue them?

Rev: NATALIE: I just knocked them unconscious. I took the lid off of the toilet bowl and I cracked one of them on the back of the head, because I assumed that if they were vampires there'd be some kind of regeneration. And I had a little bit of equipment with

me because well, I don't leave home without it, now that I know that this kind of shit exists. And I was able to inject them with some sedative and keep them bound, call Margaret and she sent a plane to bring us back.

Tass: I'm kind of getting down, you know, just inspecting them a little closer. Have they been awake? Have they been able to talk, or?

Rev: NATALIE: No, they--well, they've been awake, but they haven't talked.

Tass: Oh God. OK, well, I mean, I wouldn't call myself an expert, but I mean if there is something like that, some kind of vampire, or something similar enough, you know, a party, something public, something where they can mask them-self would be a place to hunt. It's bizarre, though, that they're just sort of turned and weren't just eaten. I mean they just, I assume they killed the housekeeper.

Rev: NATALIE: Yes.

Tass: Oh, this is really something.

Rev: MARGARET: We have the theory that, like a lot of times the way that it works with vampires and their lineage, that if you can find whoever turned them, since they didn't devour them, if you can destroy them, these two men might be saved. So, that's what we want you boys to do. If you can get there and find whoever turned them. And we may be able to save them.

Tass: Well you know I'm in.

Tass: I'm definitely in.

Rev: MARGARET: Oh, I know.

Teej: I was born in Hawaii.

Rev: MARGARET: Oh, were you?

Teej: Oh yeah.

Rev: MARGARET: That's interesting. The driver's license I gave you the other day says you were born in Saskatchewan.

Teej: I mean--yeah--.

Rev: MARGARET: I'm just giving you a hard time. We raze the new guy--

Teej: It's razz--I think is what you you're going for

Rev: MARGARET: I set him on fire. We set the new guy on fire.

Teej: Pillage the new guy.

Rev: MARGARET: We pillage the new guy.

Tass: Well Jakey-poo?

Jake: Yeah. Naturally. Sorry, I didn't think that merited an answer.

Rev: MARGARET: Yeah, I'm sorry. I didn't really--I wasn't asking your permission to send you. I just--I real--I was kind of a formality, just like, "Hey how are you?" I don't always really care, but you say it to be polite, just like "Are you guys in? So, go pack your bags boys and, uh...

Jake: What time is our flight?

Rev: MARGARET: That's about three hours from now. So if you head home, pack some bags and, uh, get on that flight.

Tass: Yeah, I mean, uh, there's any kind of gear you think that we'd need, we'd really appreciate that.

Rev: MARGARET: Oh, yeah. We've a--we've sent a package ahead for you, so that you should have the supplies that, at least we think that you'll need, to face this kind of thing. Of course you can always call us, well, if there's something that we didn't account for and we'll figure it out.

Tass: All right. Thank you.

Rev: MARGARET: Of course.

Teej: No, thank you.

Rev: MARGARET: I didn't say it. He did.

Teej: No, I'm saying, thank you for giving me this opportunity.

Rev: MARGARET: Oh, of course of course. Hey, *a la Tom Hanks from 'Saving Private Ryan* earn this.

Rev: She totally just Tom Hanks-es you.

Tass: Oh, god.

Rev: Is that Tom Hanks that says that line--

Teej: Yep.

Rev: Yeah, to Matt Damon.

Rev: MARGARET: All right skedaddle.

Rev: So, for the purpose of all of our sanity, we're going to fast forward through you going home and packing and getting to the airport and getting through airport security and you're on the plane.

Teej: Yeah

Tass: What movie's playing.

Rev: Joe Versus the Volcano.

Tass: Ahh, I approve.

Jake: Good.

Rev: And, you know what? I and Margaret, we're just so pleased. It's been a good week, that you're in first class.

Tass: Awww.

Jake: Hot damn.

Rev: I know. Don't expect it always, but this time just to show that, you know, game masters can be good guys, you're flying first class.

Teej: Wow! It's like I'm really there.

Rev: I know.

Jake: This is because he knows something horrible is going to happen to the front of the plane.

Tass: Oh, god.

Rev: What's the number of the plane in LOST, because it actually is the same number as this plane?

Teej: 185. *its actually 815*.

Tass: Is that really it?

Teej: Yeah. *it is not*.

Jake: Well, I want--what are the meal options?

Rev: Well, the meal options are--you guys land in Hawaii. Slowly getting off the plane--actually, not slowly at all, you're in first class so you're right off.

Jake: Right off that plane!

Rev: You guys--you what?

Jake: High five the pilot on the way out.

Rev: He gives you a pair of wings.

Jake: *giddy as a school girl* Yes! I put them on.

Rev: You get off of the plane in Hawaii. You go through the checkout process. You get your bags. You get into a taxi, the taxi takes you to a little boat and it ferries you across to a very, very small island off the west side of Molokai. It's almost impossible to call it an island because it's so small. It's maybe 10 miles from end to end and you can see that

there are a smatterings of little isles off of it, that are maybe not even a mile. And the boat pulls you in here and the driver tells you that this island is called Kili island.

Teej: Oh we didn't fly here?

Rev: *smug* Are you asking if you flew from Honolulu?

Jake: *to the rescue* I mean you do. You take a puddle jumper.

Rev: Could you take a boat?

Jake: I don't know about that.

Teej: *compromising* Possibly.

Rev: Then, shut up.

Teej and Jake: Okay.

Rev: You took a boat, because what you're bringing with you, will not fit on a plane.

Teej: Oh.

Rev: Once every story arc, he's going to interrupt me before I finish explaining it.

Tass: Or else it's not us.

Rev: I know. There is a large tarp that you guys have been riding next to. You haven't really thought much about it, until the man running the boat is like--

Rev: BOAT MAN: Oh, yeah, your boss said that this would be for you.

Rev: And he grabs the tarp and pulls it off and there is a four-wheel drive--

Jake: Hell, yes!

Rev: --Jeep and it has the logo of IPT--.

Jake: Driving.

Rev: --On the side.

Tass: No!

Jake: Callin it, driving.

Tass: No!

Jake: Callin it.

Tass: No!

Jake: Called it.

Rev: And for the purposes of your playbook, Tass, this has all the features that you're currently missing car has. So it has--tell us again what does your car have?

Tass: Absolutely, I will tell you all of these things--Oh no. It has armor. It is armored.

Rev: Yeah.

Tass: So it essentially has a +1 on any damage it might take.

Rev: Absolutely.

Tass: It has a monster cage.

Rev: Yeah, which in this case is the one unfortunate thing. You see that the Jeep itself has a roll-cage, but no trunk. So you can hold a monster in it, but it's just kind of the backseat. It can't get to you, but it's the backseat.

Tass: Sure. OK.

Rev: Unlike your car, where it was the trunk.

Tass: Got it, got it, got it. *sounding facetious* And there's nothing else. There's no bad things at all.

Rev: Oh, what's the--what's the matter with your car?

Tass: It's temperamental.

Rev: Oh, well yeah, I mean, a Jeep you might find in Hawaii is gonna be a little temperamental.

Tass: Yeah that's fair.

Rev: It's a stick shift, you notice.

Tass: OK.

Teej: And just because there's this awesome Jeep, I pull out my red Hawaiian shirt a la Magnum P.I., I actually do own--

Rev: You do.

Teej: --A Magnum P.I. Hawaiian shirt.

Rev: We need to get a photo. There is a photo somewhere of him wearing that shirt and a mustache. It is a replica Magnum P.I. shirt.

Teej: Yep.

Rev: So, you know that from this point, the place that they were staying at is just a little way down, kind of the main road through here. It was a getaway place with the, kind of bungalows, and it was, you know, your typical vacation spot. So you can head down that way and there's a contact person who will meet you.

Tass: All right, I'll drive us that way.

Rev: All right. Is there anything you guys are doing on the way there? Anything you want to take in? You want to tip the guy who's driving the boat?

Jake: Was it prepaid?

Rev: Yeah, everything was repaid.

Tass: Then, yes.

Jake: Was there gratuity? Yeah. We'll tip the guy.

Rev: He cheap--he's even cheap with imaginary money.

Tass: I'm taking so many Hawaii selfies as we go.

Rev: All right.

Rev: So you guys pile into the jeep.

Jake: Shotgun.

Teej: That's cool, because I can just stand up on--in the backseat.

Rev: Yeah, I assume you're sitting in the middle of the backseat--

Teej: Yeah.

Rev: --you're right between them and just, "Hey guys." Just breathing in the air of your birthplace.

Teej: Of my people.

Rev: All right. So, you guys get to the resort. It is called, The Wave and Sea.

Tass: All right. I think we, uh, roll on in.

Rev: There is a man working at the front desk and he looks up to greet you.

Tass: Oh hi. I believe we have reservations. It would be either under my name or the organization. Indianapolis Player's Theater.

Rev: CONCIERGE: Oh, yeah, yeah. Right this way.

Tass: Oh, thank you.

Rev: He actually doesn't lead you outside, he leads you into a backroom.

Tass: Oh.

Jake: Weird.

Rev: CONCIERGE: I mean, I assume you guys would want to talk first.

Tass: Yeah. Oh absolutely. Sure.

Rev: CONCIERGE: Yeah. I didn't want to just send you to your room. I know there's information I need to give you.

Tass: Oh great. All right.

Teej: So you're part of the IPT?

Rev: CONCIERGE: No I--I'm just a--I have a little bit of experience and I was the one who helped with them. So, you know, they told me to--you needed a point of contact here, so here I am.

Tass: What was your name?

Rev: CONCIERGE: Ori.

Tass: Nice to meet you. I'm Tass.

Rev: ORI: Hey, Tass.

Jake: I'm Jake.

Rev: ORI: Hey Jake, how're you?

Teej: Teej.

Rev: ORI: Hey, Teej.

Teej: I was born here.

Rev: ORI: Oh yeah?

Teej: Yeah. Well not like on this island, but you know--.

Rev: ORI: Oh.

Teej: --in Honolulu.

Rev: ORI: I was gonna say, I don't--this place has only been here for like 15 years. This resort--.

Teej: Right.

Rev: ORI: I didn't know, maybe you were conceived here that happens a lot.

Teej: No, I was born in a pink hospital on the hill in Honolulu.

Rev: ORI: Oh, okay.

Rev: So, he brings you in the back and says--.

Rev: ORI: What have you been told so far?

Tass: We were told that, um, two people got very sick in a certain way and in their dazed and disoriented state that they killed a housekeeper.

Rev: ORI: Yeah, um, and did they tell you, like what happened with the blood?

Tass: Yeah.

Jake: They sucked it up through their skin right?

Rev: ORI: Yeah.

Tass: Okay. So, let's just get all the cards on the table here. This doesn't seem natural. If this is some kind of a disease it's a really unique one that we're trying to discover. Otherwise, this is something else. I just want to be real upfront with you. Do you know of any, just strange unnatural seeming things that have happened, or have been happening here? I mean, if we're going to kind of say it, like this is some weird vampire stuff. I'm not saying I'm buying into that. I just--you know, if there's any local legends, any kind of things like that that people might be aware of, or anything.

Rev: ORI: You know there's always legends and myths that go along with places where humanity doesn't really live all that much. There is a small island just to the east of here. It's maybe not even a mile. And, you know, they say that if you go by there at night you hear screams. It's the sound of the wind going through the trees there. But, that's what

people believe. I don't know that there's anything to that. Um, you know, we have had some people going missing. Some locals. Some of the people who fish, or make their living really, kind of on the land, over on the on the west side of the island. But, really it's just been business as usual until--until that happened the other night.

Tass: So, the west side where this has been happening, is that the direction of that island?

Rev: ORI: No, the islands right off the east.

Tass: It's off the east.

Rev: ORI: Yeah, and then the people who live in the West who've been going missing. Again it's not, it's not that big of a place.

Tass: We're trying to piece together some of what they've told us. We know that there was some kind of a party, a luau. You know something before it--I assume that was--.

Rev: ORI: Yeah, yeah whenever guests arrive, we have a luau basically every other night. And then on the other nights there is a nice formal dining options.

Teej: Was there any thing special about this particularly luau?

Rev: ORI: No no.

Teej: No kind of celebration for any kind of, I don't know, holiday or anything?

Rev: ORI: Oh, no it's just, you know, celebration of life.

Jake: Where'd the pig come from?

Rev: ORI: From the farm down the road.

Jake: Not on the small island or anything?

Rev: From the--which small island?

Jake: The scream island.

Rev: ORI: Oh, no. No, no. No one lives there. There's nothing there.

Tass: Would we have access to that, that spot and maybe even the room where the...

Rev: ORI: Oh yeah, that's the one we booked you in.

Tass: Good.

Rev: ORI: Right. Is that good? You said you wanted to get a close look at it. I thought, well what's closer than sleeping in it.

Jake: Is the bedding been changed in all the???

Rev: ORI: Oh yeah. yeah.

Tass: Well, all right, uh, I mean, as long as that's okay with you and we're not gonna get harassed about it, I definitely--well, you know, we'll probably move our stuff into the room and then I'll want to take a look around where these parties happen.

Rev: ORI: Yeah, that's fine. We got a little bit of time actually. You're between, um, between groups. You know, like I said, we bring 'em in and then there's a luau. We don't have--Uh--This is a come for "X" amount of nights, kind of thing, and so it's an off time right now. So, it'll be a couple days before the people get here. Just be you guys.

Tass: Great. Has there been one since that night?

Rev: ORI: A luau?

Tass: Right.

Rev: ORI: No--uh-uh. That was, that was the last night.

Tass: Good. All right.

Teej: Okay. Let's go get our gear.

Rev: ORI: Yeah, if you need anything, just let me know. There's a couple people, you know, who're working around, cleaning up between shifts of guests, but yeah, you'll find us if you need us. Just give a holler.

Tass: Excellent. Go get our stuff. Find the room.

Rev: All right. So with the information that Ori has given you, you all start walking through the resort. You leave the car in the small parking lot, that it has, and all the bungalows are numbered. They've got signs outside of them that are very visible. On your way to 19, you do pass an area that's got a pool. There are a couple of, like snack huts there and on the other side there is the water of the ocean and you can see where there are tables set up for dinners and also a volleyball court a little further down the sand.

Jake: Oh should we go play some volleyball--No. Should we go check out the luau area?

Rev: "Top Gun" moment.

Jake: Yeah. Should we go check out that Luau area real quick?

Tass: I mean we might as well, we're right here.

Rev: Ok, you guys gonna just set your stuff on the path?

Tass: Yeah.

Rev: Okay.

Tass: Yeah definitely. I think it's worth, uh, wonderin over and just kind of take a look.

Teej: Might as well since we've got the light of day.

Rev: Yeah.

Jake: All right, let's, uh, set our stuff on the path and go investigate.

Rev: So what exactly are you guys looking for here? There's tables, there's chairs, there's the beach, there's a fire pit. You can see that there are longer tables, that you assume is where they put all the food for the banquet.

Tass: Is this a sandy area?

Rev: Yes.

Tass: It is like beach side?

Rev: They bury the pig here and let it cook and then they dig it out and serve it.

Tass: Nice. Um, this might be a long shot, but this is kind of what's in my head, is, you know, clearly it's probably a well traveled--lots of people that, you know, whatever, hanging out. But I want to look for, like, a set of footprints that might be like a single set of footprints that has come in from just somewhere else. Like, do you know what I mean? Like something that wouldn't have been off the path from the hotel. Like, something that just looks like, "where the hell would this random set have come from?"

Rev: All right, roll 'Investigative a Mystery'.

Tass: Okay. That's an 8.

Rev: You get a hold 1.

Tass: What is being concealed here?

Rev: You examine the sand between the tables and the chairs, around the fire pit and the long tables, where the food is set out. And you see footprints everywhere, coming and going. You can see they go up to the path. You can see they go further down the beach, towards the volleyball court. But, you do see one set of footprints that go from the fire pit to the water and then back again. And it sticks out only because it's the only pair. If someone was going to go get in the water, you imagine that they would go to one of the nicer areas where they've got the sand that's raked, where they've got beach chairs set out. No one's gonna go swimming in front of the place where everybody's eating dinner. And you can see that there are hand-prints and you can follow them around the fire pit and then back to the spot where it starts. You think that, for a short time, whatever walked from the beach to the water and back, walked around the fire pit with the use of its hands, also. While he's going down to check the area where they have the luau. What are you guys going to do?

Teej: I'm going to investigate the bar area.

Rev: And Jake, what are you going to do?

Jake: I'm going to go help T.J.. I'm going to go help him. I'm going to listen to what he-- what his idea is and I'm just going to be like, OK. And also try to look for anything that seems out of place, like I don't know.

Rev: You guys are going to put to use your mixology degrees. You guys get over to the bar. It's open. There's not anyone working it, but it's not locked up. So, you're able to get inside of it no problem. So roll 'Investigate a Mystery'. And Jake, you can 'Help Out'.

Teej: A 9 for me.

Rev: All right. Jake, what did you get?

Jake: 7 to help out.

Rev: Ok. So, T.J., yours is actually a 10 and as you lean over to help him, Jake, you accidentally elbow a bottle that was sitting on the lip and you hear it land on the ground and shatter. You just kinda hear it echo between the empty bungalows.

Jake: Oh. I'm going to try and find, like a broom or something to sweep up the pieces and throw them away.

Rev: Yeah, there's one right there and a trash can.

Jake: I will do that and hope that they don't bill me for this bottle.

Rev: Did it--was it an expensive bottle?

Rev: I don't know that you know.

Jake: Yeah, just sweep that up throw some sand on top of the liquid.

Rev: And the glass. So, T.J., what would you like to do with your 2 hold.

Teej: Just gonna have to go with the old tried and true, what is being concealed here?

Rev: You search through the bottles, blue, green, yellow, all different colors of alcohol. Flavors of all fruits that match the colors, but there is one unmarked bottle of red liquid, that is unmarked, hidden here.

Teej: I take a look at the bottle and I open it up and I take a whiff of it.

Rev: Smells a little like rotten meat.

Teej: I'm going to take my finger and dip it into the bottle. Little taste off the tip of my tongue. *makes a tasting tongue sound*

Rev: It has a taste that's very copper-y. Not like your own blood, if you've ever pricked your finger and sucked on it, how it has that kind of--that sharp taste to it, but it's not far from it.

Teej: I definitely do the spit thing and I grab the nearest bottle of like, uh, Jim Beam just like, bloop--*makes drinking sounds* swish it around my mouth a little bit and spit it out.

Rev: What do you do with the little red bottle?

Teej: I put the lid back on it.

Rev: Jake you've finished sweeping up the mess. You put some sand over what you hope is just liquid.

Jake: I will go back over and ask him if he has found anything.

Teej: Found this. I show him the bottle.

Jake: What is this?

Teej: I'm not quite sure, because what I think it is is blood. What I don't know is if it's blood for real.

Jake: Oh, okay. I want to take the lid off and give it a sniff as well.

Rev: It smells a little like rotten meat.

Jake: Now, am I very confused, or does blood not smell like rotten meat.

Rev: That's a safe assumption.

Jake: Yeah. Okay.

Rev: Guess it depends on your diet.

Tass: Ewww, God!

Jake: Uh, we can hold onto it and hopefully figure out what it is. Maybe we can ask one of the bartenders, or something what it is.

Rev: So, you guys head back towards the luggage and as you get there, Tass arrives from his expedition at the beach.

Jake: Well, T.J. found this thing. Hold up the little bottle.

Tass: And that is?

Jake: We don't know yet.

Teej: We think it's blood. I think it's blood. Sorry.

Jake: It smells like rotten meat. It's real gross.

Teej: So maybe it's like the blood off of meat. You know, whenever you're, you know, cooking something and that juice kind of comes off.

Rev: Au jus?

Jake: Myoglobin?

Tass: Ugh! Is there some reason they would have saved, like part of the of the pig, or like--.

Jake: And turned it into a liquid.

Tass: Yeah, I don't--

Jake: Gross.

Tass: Oof! OK. Don't like that. Uhhh...OK. Well, I mean, we've got weird hand-prints and we've got--

Jake: You got a weird hand-prints?

Teej: What?

Tass: Say--come check this out. This is odd to say the least. Ugh, yeah. So, there are just footprints that go from, you know, kind of the area around the fire pit, to the water and back. But there are hand-prints along with it, too. Like they've been walking with their feet and their hands, like a--almost like an ape, but not on the knuckles, you know, on the palms.

Jake: So, it just, straight from the fire pit to the water and back? Like, where to from there? Where do these go from the fire pit?

Tass: OK. Here's what that looks like is, walking around like an ape or something, but with their hands flat like that, going around the fire pit to the water and back. I don't know that that's what it is though. I think we've got it the opposite way.

Jake: You think it went--came from the water?

Tass: Yeah. And then went back.

Jake: Okay. What kind of--they look like human footprints and hand-prints, sort of, right?

Rev: Yeah.

Jake: What kind of creature, that's kind of humanoid, lives--lives in the water or comes out of the water?

Tass: I have absolutely no idea. Absolutely, no idea.

Jake: Well--.

Teej: Frog Man.

Jake: You got it in one, T.J.. It's the Frog Man.

Teej: It's the Frog Man.

Jake: All right, pack it up boys!

Teej: Case closed. Did it start off on two feet and then go to...

Tass: Kinda.

Teej: ...hands?

Tass: It was almost like, a little of both.

Jake: I mean, again, it's at least something to go on. Might be something that came out of the water and we've got a weird bottle full of rotten meat juice. So...

Teej: Yummy.

Jake: Let's figure out--Oh! I wonder if the rotten meat juice is like bait for a creature or something.

Tass: I mean, if they have fishing and stuff around here, I mean, it's not unheard of for them to use chum and stuff. But, I don't know why that would be at the bar.

Teej: Well then we should probably just go to the bungalow.

Jake: Yeah. We can drop our stuff off and then start asking around about whatever is in this bottle and talking to staff and stuff.

Tass: Yeah that's a good call.

Rev: So, you guys head further down, towards the door to 19, and you're able to use your key and get inside.

Tass: So, yeah, I think, even before we just drag all our stuff in and all that, I want to take a look around. I want to see--there's kind of any signs of the struggle, or just you know, look for--look for kind of a path of what happened here.

Rev: Kind of do a sweep of the room?

Tass: Yeah.

Rev: Anybody else looking for anything in particular in the room?

Teej: I'll definitely help him out with looking for anything.

Rev: Uh, roll 'Investigative a Mystery'. And T.J. you roll to 'Help Out'. Jake, you guard the door.

Tass: Uh, 7.

Rev: I see T.J. shifting uncomfortably.

Teej: I rolled a 6.

Rev: So, Tass, you get a hold 1. T.J., you duck down next to the bed trying to get a look around, trying to figure out, you know, where this person might have died. And you see that there are marks on the floor and you move your hand closer to where the marks are to try to feel them, and a hand shoots out from underneath the bed and grabs you and starts to pull you underneath the bed.

Teej: Are you kidding me!? Oh, my God!

Rev: You guys hear like, *makes hissing guttural sounds* And there is something trying to pull T.J. under the bed.

Jake: I want to go grab T.J. and pull him away from the thing that's pulling him.

Rev: All right. Tass, what are you doing?

Tass: I am pulling out my, uh, pistol.

Jake: Jake, roll 'Protect Someone'.

Jake: I got a 4. With my +2 tough mind you, I rolled 1's.

Rev: Wow.

Jake: Hot start.

Rev: Hot start indeed. So you baseball slide over, to grab T.J.. And to remind everybody, a 6 and under, you make things worse. T.J., his force pushes you under the bed, into the darkness with this thing. And you take 1 point of harm, as you feel a burning sensation on your arms, where this thing's hands are.

Teej: Arrghh!

Rev: This is what you see now, Tass. Jake was like, "I'll get you, T.J.!" and he slides towards him. And it's been freshly polished, the floor, and he didn't take into account for that. And so he slams into T.J.'s body and knocks him out of sight.

Tass: So, I probably don't have a clear shot at whatever is down there.

Rev: You do not. Jake's kind of in the way and there's just darkness and sounds underneath the bed.

Tass: OK. So--.

Rev: That's going to be the name of my new horror book, 'Darkness and Sounds Underneath the Bed.'

Tass: Oh, my god!

Jake: By R.L. Stine.

Tass: I want to try to get to the opposite side of wherever this ridiculous crash has happened.

Rev: Yeah.

Rev: It's at the foot of the bed, so you can go to the left or right of the bed, and then the head is against the wall.

Tass: Ok. So they're at the foot of the bed?

Rev: Yep.

Tass: I'm going to roll left, um, and what I'm trying to do here is, see whatever this is. If I can see it, if I've got kind of a line of sight, I'm going to take a shot.

Rev: Roll 'Act Under Pressure'.

Tass: Okay. That is an 11.

Rev: What damage does the gun do?

Tass: That does 2 damage.

Rev: Great. So, you roll across the room, you pop up on one knee and you can see something writhing underneath and it does not look like T.J. to you at all. And you put a shot into its back and you hear it shriek. And it turns and starts to scuttle from underneath the bed towards you. Jake, what are you doing?

Jake: Well, that failure did cause me to level.

Rev: Oh!

Jake: FYI.

Rev: So, you're leveling up.

Jake: I am leveling up. So, I am taking an improvement, which is 'Take a move from another playbook'.

Rev: Oh.

Jake: I'm going to take a move from the 'Mundane' playbook.

Rev: Really, what--.

Teej: What!?

Rev: What could a thunder god want from a 'Mundane'.

Teej: No joke.

Jake: So this move is called, 'What Could Go Wrong'. Whenever you charge into immediate danger, without hedging your bets, hold 2. You may spend your hold to: Inflict +1 harm, Reduce someone's harm suffered by 1, or Take +2 forward on an 'Act Under Pressure' roll.

Rev: Oh, all right.

Jake: Which, I feel like I have been rushing into danger without hedging my bets, some in this game.

Rev: Yeah.

Jake: Cause I've--priority one is to protect T.J.. Like, I don't have time to think about it, I've got to go do that. And so I feel like, maybe my deity is, like noticing that and being like, "All right, well we've got to balance this out somehow". So like I am getting little bonuses because it's like, "Well, he's doing his job, I'll give him that".

Teej: He gave you a pity power, basically.

Jake: Basically, a pity power.

Teej: He's like, "All right. This guy's doing all right.

Jake: Yeah.

Teej: "He can't help that the guy he's protecting is a total dimwit."

Jake: It's very much like, "his heart's in the right place" promotion.

Rev: "Boy he's sure trying.

Jake: Yep. So is T.J. fully gone under this bed?

Rev: He is.

Jake: Well, OK. Maybe it does matter, because I think I'm diving under the bed. Just to like try and figure out where he's gone or what's happening.

Tass: Please tell me he falls through the world, into the place like "Little Monsters", please.

Rev: I don't know that you'll fit under the bed in your armor.

Jake: OK, how about this? I just want to reach down and grab the bed and flip it.

Rev: All right.

Jake: Just get it out of the way.

Rev: I think it's time for some superhuman strength to throw this king sized bed into the air. Roll 'Why Are You Weird'. Because as you approach the bed, you see that this is one of those very sturdy "Couples Retreat" beds.

Jake: Oh, god.

Rev: It is kind of, not made to come off of the floor. So you're going to use your 'No Limits' to try to separate this bed from the floor and throw it away, so you can get to T.J..

Jake: Well, 'No Limits' is rolled off of 'Weird' which is always an adventure, so let's see how this goes. I got an 8.

Rev: All right. So you got an 8. What is your consequence?

Jake: I'm going to take -1 forward.

Rev: OK, so you have -1 forward.

Jake: It's just my next roll, whatever it is.

Rev: Tass, 'Act Under Pressure'.

Tass: OK. That's 12. *sounds like Elvis*.

Rev: Excellent. You see this thing scuttling at you, and in the background you see Jake stand up and rush towards the bed, put his hands on it and flip it. And you have enough time to see, "Oh this giant oak frame bed is getting ready to fall on myself and whatever the hell this nightmare thing is, coming out from under the bed." And, you are able to jump backwards, as this bed with a heavy thud lands on top of this creature. Jake, underneath the bed, you see T.J..

Teej: Arghh

Jake: Are you OK?

Teej: Yeah. My arm feels burnt though, jeez, ahh!

Rev: You can see he's got some pucker marks on his arm.

Teej: It's where I've been making out with myself.

Jake: I'm gonna go ahead and lay on hands on T.J..

Rev: All right.

Jake: That's a 7.

Rev: So with a 7-9, you get the choice of either healing a point, or curing an illness. And somehow you know you can sense that you have both options.

Jake: Um, oh no. I know this, like in character?

Rev: Yes. Somehow, you know that you have a choice to make. You lay on hands and you can feel that he's got damage, but there's something else. He's--he seems sick. So you have to choose which one of these you want to heal.

Tass: Oh, that's so good.

Jake: I hate this.

Jake: I think I have an obligation to T.J.. And I think that whatever the illness is, is probably worse than the 1 little harm he's got. So, I will take the illness.

Tass: And you now have Wilson's disease.

Jake: You still have--

Teej: Which is an actual disease that T.J. Tincher, of the real world, has.

Rev: Yeah. T.J., you can drink freely now.

Teej: Yes, finally!

Jake: So, do I feel ill now, or...?

Teej: Did I feel like something was drawn out of me?

Jake: Do you feel better now? Is that what you're saying? you didn't feel bad before.

Jake: Not good.

Rev: Tass, in front of you, the bed has just landed and it is starting to shake and jostle, as the creature underneath it fights to get out.

Tass: I had a pretty good look at it. It was crawling out at me, right?

Rev: Yeah.

Tass: I want to use my hold. What sort of creature is it?

Rev: It is a ghoul.

Tass: A ghoul. Okay. I was about to ask another question, but I don't have another hold. So I want to shoot it.

Rev: Roll 'Kick Some Ass'.

Tass: OK. *sounding constipated* I got a 6! Oh, no! I got a 6.

Rev: All right. You raise the .38 at the ghoul and pull the trigger and there is a dull click sound. You think this doesn't seem right. "I just shot this thing." And then you remember having a conversation. "OK, I've got to hollow point. I've got two silver. What other two bullets do you think would be beneficial? What works against vampires?" And that's when the boat docked and you didn't load those last two chambers and you happened to fire on one of the empty chambers. The ghoul connects with you, knocking the air out of you, but it doesn't stop. It runs faster, as it wraps its hands around your back and carries you out of the bungalow, towards the water.

TO BE CONTINUED