

# Live Show: PCA5

**SFX:** CRITSHOW STINGER

**Rev:** Wait, what is this? An update? On a Friday? Well, that is because we have some great news and I couldn't wait to share it. The Critshow is having a trivia contest, and Stylish Senpai is supplying the swag.

Now you hear "contest" and "swag" and you think to yourself, "How do I win? What do I get?" Well, head over to our Facebook page -- [Facebook.com/TheCritshow](https://www.facebook.com/TheCritshow) -- where you will find a pinned post with a link to the quiz. All you need to do is follow that link and answer all 12 questions. The 12 questions will cover The Critshow's first six episodes, which make up the story arc An Evening at the Halifax. Get all 12 questions right, and your name will be entered into a drawing to win fifty dollars of merch from Stylish Senpai, which you can find at [StylishSenpai.storenvy.com](https://www.stylishsenpai.com). T-shirts, leggings, hoodies, totes, tank tops. Stylish Senpai: gear to get you noticed. The trivia contests runs now through Sunday, June 24th at 7 p.m. Eastern Standard Time, at which point we will stop reading entries and draw the winner. We will announce who that lucky person is at the start of that week's episode on Wednesday, June 27th. So if you are hearing this, you've already listened to the first six episodes, so you're ahead of the game. Just get over to [Facebook.com/TheCritshow](https://www.facebook.com/TheCritshow), follow the link, and get entered to win some great gear.

And if you are in Indy this weekend, The Critshow will be emceeing the Hoosier Lottery Cosplay Championship at Indy PopCon, Saturday the 9th at 6:30 p.m. So if you're around, we will see you there.

Now you're wondering, this message seems to be wrapping up. Why does my player say that there's still an hour left? Well, we were so excited about Stylish Senpai's generosity that we thought we should be a little generous, too. So we are giving you today a bonus episode that we recorded in front of a live audience back in May at Project CosAwesome 5. I will warn you, the language is a little saltier than normal, and I mess up a fair number of rules -- like way more than what I was messing up when we first started the podcast. But, you know, it was all in favor of the players, actually. So nobody there seemed to complain too much. We had a great time and we had a great crowd at PCA, so we thought it was worth sharing. So we hope you enjoy this special one-shot -- and I should say noncanonical -- episode of The Critshow. We'll see you next week.

**SFX:** INTRO MUSIC

**Rev:** Welcome to The Critshow. This is our very first live recording, which is taking place at Project CosAwesome 5, or PCA 5.

**Audience:** [cheers]

**Rev:** PCA is put on by CosAwesome Studios, a Midwest cosplay collective run by James T. Wulfgar, who is also the proprietor of Wulfgar Weapons and Props. PCA is a yearly con that just cosplayers, photographers, and a week full of -- weekend full of photo shoots, hanging out, and more than its fair share of drinking. You can learn more about PCA or CosAwesome Studios at CosAwesome.com. And you can also find them on Facebook, Instagram, and maybe Grindr, I don't know. Just Google CosAwesome, and you'll find them. We also want to take a moment to thank Castle Sound, who donated some of the audio equipment for today. You can contact them at (765) 247-9298 for all your DJ and audio rental needs.

OK, that's enough copy.

All right. So. Because we are recording live for the first time, we're also for the first time on a little bit of time crunch, so let's get right into it. So why don't you give the briefest of synopses about who you are, and what you can do.

**Tass:** I'll start.

**Rev:** Good.

**Tass:** Hi, I'm Tass. How are you? Good to -- good to see you tonight. Hi. Love you. I am playing a -- they're called playbooks, or in other vernacular, a class or archetype in any kind of role playing game. So this playbook is called The Professional. And what he can do is he's actually working for an undercover agency that hunts monsters. Their cover is a theater, a theater that I actually work at. And they use that as their cover to build weapons and gear to hunt down werewolves, vampires, ghosts, and whatever else might be coming at ya.

**Rev:** Good. Next? Oh, good. He's drinking right when I need him to talk. Jesus Christ.

**Jake:** My name is Jake. I am playing The Divine. The Divine has some sort of angel powers. So they are Touched By an Angel.

**Audience:** [laughter]

**Rev:** This is why it takes us four hours to record an hour long podcast.

**Jake:** Suck it. So my whole shtick is that I've got the ability to, like, smite evil. And I can lay on hands, and I can do all kinds of things that religious figures can normally do. And my powers came from the Norse gods. So I wield a thunder hammer, which is literal, actual Mjölnir, and I wear divine armor. So I just -- I'm dressed like Thor all of the time.

**Tass:** Woo!

**Rev:** But it's Jane Thor. Not like -- yeah.

**Jake:** It's -- yeah.

**Rev:** Yeah. Not Odinson Thor, right?

**Jake:** Jane Foster Thor. I get the Hershey Kiss helmet, and everything.

**Rev:** Yeah.

**Teej:** Oh, and I'm T.J., The Mundane.

**Tass:** Woo!

**Audience:** [cheers]

**Rev:** That's that's not his title. It's actually what his class is. I mean, it is his title also. It just works out that way.

**Teej:** Thanks. I play The Mundane, which is basically a character who is just an everyman. I go off and I basically get captured. I'm the bait. I can do all sorts of stuff that makes it harder for my friends to do their job. Oh, and also I'm playing this character that --

**Tass:** Art imitates life.

**Rev:** Yeah, yeah.

**Teej:** Art imitates life.

**Rev:** All right. So, like I said, this is Monster of the Week. It is akin to Buffy the Vampire Slayer, Supernatural ... Every week they hear about a monster. They have to go to a

location, track it down, and try to kill it. So this is kind of a one-off. And it's a very special one-off, because of where this story takes place, since they are actually playing themselves.

[clears throat]

We open on the parking lot of the Four Points Sheraton in West Lafayette, Indiana.

**Tass:** Woo!

**Rev:** We see a group of people unpacking cars, carrying in trunks of costumes, props, and photography equipment. We follow a small crowd towards the front door. And as they're about to enter, we see the sunlight of the late afternoon sun dim, as if it had passed behind a cloud. The shadow falls across a man in a purple bandana who turns from the group and looks up at the sky.

**Rev:** PURPLE BANDANA MAN: Man, I thought we weren't supposed to have any rain this weekend. I hope it --

**Rev:** But his words trail off, as he sees only blue skies. He blinks a few times, shakes his head, and turns back, entering the hotel. As he enters, we pan over his shoulder and see a vaguely humanoid cloud of darkness hovering near the entrance. We hear the voices of a few more people headed towards the door. And as they appear, the shadow seems to smile, then shrinks down and darts into the trunk one of the new arrivals is carrying. From inside the trunk, we hear a strange hum begin to emanate. And a hole burns in front of the trunk as the guest carries it over the threshold into the hotel.

So you guys are at the party. It is Friday night. Music is bumping. What are you guys doing?

**Teej:** Dancing. Dancing. Straight-up dancing.

**Tass:** I am hiding in the corner, and watching people dance.

**Rev:** OK.

**Jake:** I am sitting in a chair and I'm drinking a Strawberry Kiwi Fruit Barrel.

**Rev:** Good, good, good. So really being social butterflies. So as you guys are kind of hanging out, you see people dancing, you see music being played, you see drinks being

had. And all of a sudden, you hear this scream coming from the corner of one of the rooms. What do you wanna do?

**Tass:** I'm definitely going to head that way.

**Rev:** All right. Anybody else?

**Teej:** Dancing!

**Rev:** Good, good.

**Jake:** Yeah, I will also head that direction.

**Rev:** Excellent. Excellent. So you two head over, and you see a crowd gathered around one of the corners. You could tell that people were taking some photographs. And you see what looks like Hello Kitty, but she's a Jedi. And she's standing next to an X-23 whose arm is cut off. And you hear this odd buzz emanating from the Hello Kitty's lightsaber.

**Jake:** Does it seem like really good makeup, or does it seem genuine? Because we are in a room full of very talented costumers.

**Rev:** Well, roll to investigate a situation.

**Jake:** [rolls] Uh ...

**Rev:** Good. So the way this dice system works is that all they get are two six sided die. They roll those two six sided die, and they add their stats -- if they have any -- that's a bonus to the skill they're trying to do. A 12 is an ultimate success, an 11 through 7 is an OK success, and a 6 through a 2 means that things go very poorly for them. What did you get?

**Jake:** I got a hard five.

**Rev:** A hard five.

**Jake:** Yeah.

**Rev:** Good. Good, good, good. So as you're kind of trying to step forward and investigate what's going on, you get jostled by the crowd. And you actually fall forward, onto the severed arm of the X-23, and one of the claws goes into your toe.

**Jake:** Oh, no.

**Rev:** You don't take any damage, because of your ability to absorb 1-damage, but you're kind of stuck to the floor. Tass, what are you doing?

**Tass:** I'm kind of down, checking. See if anybody's -- like are these like legitimately dead body? Like what? What's going on here?

**Rev:** I mean, no. I mean, you have the Hello Kitty there with the light saber, and she's kind of looking around, swinging it at other people. And you see the X-23 like, picking up her arm, trying to put it back on.

**Tass:** Looking devastated and in pain, I would assume?

**Rev:** No, not really.

**Tass:** Oh.

**Rev:** Yeah. You can see that she's not really bleeding. And as she holds it up, it actually looks like it's starting to reattach.

**Tass:** What is even happening?

**Rev:** Well, why don't you roll Investigate a Mystery?

**Tass:** Yeah, that's what I'm gonna do.

**Rev:** It's almost like we have skills for this.

**Tass:** Oh, that ain't great.

**Jake:** Strong start.

**Tass:** Hard five.

**Rev:** [groans] Hot start. Excellent. Excellent. All right. So ... Good. So as you're standing there looking, trying to figure out like, "What's going on exactly with this?" You get bumped into by a very large figure, and they kind of knock you to the ground. You look back over your shoulder, and it looks like Colossus. And he's very just not aware that you're there at all. He bumps into a couple of people and walks through the wall, out into the hallway.

**Tass:** "What is even happening right now?!" I want to ... As he's walking away, I want to try to scramble to my feet and kind of follow.

**Rev:** OK.

**Tass:** Because I want to see -- how do I put this? -- I want to see how good that Colossus armor looks.

**Rev:** OK. So you're just going to kind of get up on him and inspect him?

**Tass:** Yeah.

**Rev:** All right. So roll another Investigate.

**Tass:** Shit.

**Rev:** Yeah. Maybe ... Do good, this time.

**Tass:** Oh, I did so much better. Seven.

**Rev:** OK, good. So what question would you like to ask?

**Tass:** I am going to ask ...

**Rev:** So the way their investigate skills work is that if they get a success, they get to have a hold, which means they get a point they can save to ask a question. Or if they have a really good success, they get three points. So they can ask three of the questions on a predetermined list.

**Tass:** The question from the list would be what is being concealed here? Specifically with the thought in mind of what is suddenly different about this situation, that these heightened, unnatural things are happening?

**Rev:** Yeah. So you're kind of looking at this Colossus, and he's pretty oblivious to you. And you're kind of rubbing his shoulders seductively, trying to get a sense of ... You know, not in a way that you're trying to come onto him, but, you know, you've got to make sure that those seams are real. And you realize that it seems like actually organic metal skin. And you remember seeing the X-23's arm just kind of reattaching. And you remember the odd burning smell coming from the Hello Kitty's lightsaber --

**Tass:** Gross.

**Rev:** And it seems like these things are real. That the costumes are not costumes, that they are actual manifestations of the characters.

**Tass:** "Oh shit, boys. We've got a situation. We've got a situation!" And I am running back into find these two.

**Rev:** All right. And so yeah, they're in there.

**Tass:** "God damn it. T.J., stop dancing."

**Teej:** "Oh, sorry. What's up, man?"

**Tass:** "OK. Come here."

**Teej:** "OK."

**Tass:** And I'm going to kind of like start pointing them out. Like, just every costume that I see that looks more real than not.

**Rev:** You're pointing out really just the two, so far. Everyone else seems normal. You can see, you know, hot glue and zip ties.

**Audience:** [laughter]

**Tass:** Good. Yeah. "Are you guys seeing this? Like ... OK, this is --"

**Teej:** "Is that like real metal skin?"

**Tass:** "It was. He went straight through the wall. Rude, by the way. I mean, what the fuck? Her arm's reattaching. I think the lightsaber's real."

**Jake:** I hold up the claw that I fell onto, that pinned me to the ground, and I like tap the end of it. And I'm like, "Yes, this is very, very real." I'll poke you with it, a little.

**Tass:** "Hey, no, OK. That's fine..." [pause] "Thoughts? Comments?"

**Teej:** "Awesome! This is awesome."

**Jake:** "This is really awesome."

**Teej:** "This is totally awesome."

**Tass:** Am I dressed as anything?

**Rev:** No, no. You guys are just ... You never told me. So you're just dressed in these lame clothes you're wearing right now.

**Jake:** You never asked!

**Rev:** Oh, I did. I did. But as always, you just gave a thumbs up to the post and didn't comment.

**Tass:** That sounds like, uh ...

**Jake:** I deserve that.

**Tass:** That's accurate. Oops. I'm gonna walk up to the X-23.

**Rev:** OK? And?

**Tass:** "Are you feeling OK? What happened?"

**Rev:** X-23: I'm feeling fine. Are you feeling all right? You smell funny.

**Tass:** "Your arm was just off!"

**Rev:** X-23: So? It's back on.

**Tass:** "OK. Succinct answer." OK. Well, they're chill with this, so ...

**Jake:** I wanna look around and see if it seems like any of ... Like, if everybody just seems like they're still partying and having a good time, or if it seems like anybody is like paying special attention to this.

**Rev:** Nobody seems to really be paying attention to it except for you guys. Everybody's kind of dancing. You can, you know, sense the alcohol in the room, or the high amounts of sugar.

**Teej:** So it's not just like ... So everybody else is dancing, except for these particular --

**Rev:** Yeah. Like, some people kind of turned and screamed and watched when the arm was cut off. But they had your initial thought of, "Oh, that's a really cool effect. That's going to make a great photo. Let's go back to partying." As you guys stand there dumbfounded ...

**Jake:** Yeah.

**Rev:** You start to hear a low growl.

**Jake:** Oh, no, I want to turn to face the growl.

**Rev:** It's X-23. Something doesn't seem right. She's looking at the three of you.

**Jake:** Does she seem rabid?

**Rev:** She seems angry. And her claws are slowly sliding back out of her hands.

**Jake:** I'm going to reach out into nothingness and close my hand. And as I do, Mjölnir appears.

**Rev:** OK. Tell them how that happens.

**Jake:** So I have a move called What I Need, When I Need It. And the way that works is I can store any object I own, putting it into a magical space that nobody can get to. And I can retrieve anything I've stored at any time. It just appears in my hand. So since my weapon is a thunder hammer, at any given time, it is stored in this magical nothingness. And I can retrieve it at will.

**Rev:** OK.

**Tass:** What else you got in there?

**Rev:** And you can tell --

**Jake:** Currently, like my cell phone, and my room key, and ...

**Rev:** Oh, the cell phone's totally dead now. You can't store it with a thunder hammer, that just destroys the charge. You realize that as you pull this hammer out, this X-23 is getting ready to lunge at you. She takes that hammer appearing as a sign of aggression.

**Jake:** It is. That's fair.

**Rev:** Good. Is there anything you'd like to do?

**Teej:** I'm gonna go ahead and do Oops.

**Rev:** [snorts] OK. Great.

**Teej:** And I'm gonna try and grab something that will protect me.

**Rev:** Oh, no. OK, so tell them what Oops is.

**Jake:** God damn it.

**Teej:** Oops is if I want to stumble across something important, tell the Keeper. You'll find something important and useful, although not necessarily related to your immediate problems.

**Tass:** Shit.

**Rev:** So what this means is that throughout the course of the game, there are specific places where I may have hidden something worthwhile or important. So as you use your Oops, you kind of stumble backwards from the ensuing fight. And your hand falls on a piece of paper.

**Teej:** What's on it? What's this piece of paper?

**Rev:** So you pick it up, and do you read it out loud? Or to yourself?

**Teej:** I'm going to read it to myself.

**Rev:** It says blathering blatherskite.

**Teej:** "Blathering blatherskite?" I definitely say that out loud.

**Rev:** And you hear, tearing through the walls, this heavy metal sound. Not like [heavy metal riff] but like metal crushing through wood. And all of a sudden, these pieces of armor start to slam into you, and go around you. And you're on a unicycle, and you've got some vision goggles on. You're in the Gizmoduck armor all of a sudden.

**Tass:** Yes!

**Rev:** Literally the best thing I hid in this game. So you do 3-harm on your attacks now, and you can withstand 1-damage, when you take damage.

**Teej:** Oh, wonderful.

**Rev:** So Jake, what would you like to do?

**Teej:** Boyhood dream come true.

**Jake:** I am going to try to use another one of my moves. It's called Soothe.

**Rev:** All right.

**Jake:** When you talk to someone for a few seconds in a quiet voice, you can calm them down, blocking any panic, anger -- anger's what I'm going for.

**Rev:** Yeah, I assumed.

**Jake:** Or other negative emotions they had.

**Rev:** All right, roll it.

**Jake:** I don't roll it. It's just a thing I do.

**Rev:** Oh. Yeah, all right. So what are you gonna say?

**Jake:** I'm gonna, like, put out, like the other hand. Like, sort of keep the hammer down and away. And just be like --

**Rev:** But it's still there? Like, crackling behind you, and you're in armor.

**Jake:** Yes. Well, always.

**Rev:** Yeah.

**Jake:** I'll be like, "Calm down. Nothing bad is going to happen, as long as you don't make anything bad happen. Just explain to me what's going on here, please. What's happening? You seem agitated."

**Rev:** X-23: Some strange man in armor is threatening me with what looks like an electric hammer.

**Jake:** "You popped claws first, all right?"

**Rev:** X-23: No, I popped claws cause you three assholes came up to me.

**Jake:** "All right, you got me there. Can we talk about it, though?"

**Rev:** X-23: All right. What you want to talk about?

**Jake:** "The fact that literal, actual claws just came out of your hands. What's up with that?"

**Rev:** X-23: I have claws. What do you want?

**Jake:** "Have you always?"

**Rev:** X-23: Yeah.

**Jake:** "What's your name?"

**Rev:** X-23: Laura.

**Tass:** "Oh, darn. They're ..." [whispers] "They're really the thing. Jake, they're really the thing."

**Jake:** "They are full-on the thing."

**Teej:** "Does she think she's the real X-23?"

**Jake:** "I don't think she thinks. I think this might be the real X-23. Hi, Laura. My name is Jake. I don't know if we've met before." I went to drop the hammer and hold out a hand to shake.

**Rev:** She shakes your hand.

**Tass:** While they're talking, I'm backing out of the room slowly.

**Rev:** All right.

**Tass:** Hoping not to be noticed.

**Rev:** All right. Um, yeah. All right.

**Tass:** OK. And let me know. I'll get to a thing.

**Rev:** OK.

**Jake:** I don't have any specific intent, here. I'm just trying to keep her from attacking me or anyone.

**Rev:** She's talking to you now.

**Jake:** No, I'm just like, "You enjoying the party? Is this your first PCA? What else you got planned for the weekend?"

**Rev:** She's like,

**Rev:** X-23: What's PCA?

**Jake:** "It's the event we're at."

**Rev:** X-23: Oh. Hmm.

**Jake:** "How'd you get here?"

**Rev:** X-23: I don't know. How'd you get here?

**Jake:** "Car."

**Rev:** X-23: I don't know, actually. I just woke up here. That's why I started fighting with that giant cat lady.

**Jake:** "Oh. Do you need anything? Can I get you anything?"

**Rev:** X-23: I could use a drink?

**Jake:** "Yeah, absolutely."

**Rev:** X-23: Maybe a ride home.

**Jake:** "Sure. Chill here. I'll go get you a drink."

**Rev:** X-23: All right.

**Jake:** And I go to the bar.

**Rev:** Yeah. She seemed surprisingly cool because, well, you can soothe anger.

**Jake:** That I can.

**Rev:** So what are you doing?

**Tass:** I am using my move Deal With the Agency.

**Rev:** OK.

**Tass:** So I'm essentially calling in, specifically for intel about the situation.

**Rev:** All right.

**Tass:** If possible.

**Rev:** OK. So what are you asking for? What information are you giving them to get information back from them?

**Tass:** I'm spouting out, "I'm at a convention, there's a bunch of people in costume. They're literally turning into their actual characters for real. WTF, mate."

**Rev:** They're like,

**Rev:** IPT: You're gonna have to give us more than that.

**Tass:** "That's what I got. That's what I got."

**Rev:** IPT: Well, we --

**Tass:** "I've got an X-man that, like, thinks she's really an X-man. And her arm grew back. And Colossus ran through a wall. And somebody's lightsaber became real. LOL."

**Audience:** [laughter]

**Jake:** Is this all in, like, text message form?

**Tass:** No.

**Jake:** LOL. Smiley face.

**Rev:** So as you're on this phone call, you see Jake walking by, headed towards the bar. Just a heads up.

**Tass:** OK.

**Rev:** They're like,

**Rev:** IPT: Well, no. You're gonna have to, like, investigate more. Like, we don't know what an X-23 is, but it's not in our database.

**Tass:** "Yeah, OK. That's fine."

**Rev:** IPT: Was there anything else, besides that?

**Tass:** "I guess not."

**Rev:** IPT: Good. Well, all right. Call back when you have something.

**Tass:** "Oh, good. Yeah. Good talk. Good talk, everybody." Hang up.

**Rev:** Good. All right. Jake, so you're headed into the bar?

**Jake:** Yeah.

**Rev:** Good. So you get into the bar, and you see a couple of people sitting at the bar. And you hear this odd like [zap, whoosh, zap, whoosh] coming from the corner of the room.

**Jake:** I want to see what that is.

**Rev:** You see a female Rick, from Rick and Morty, shooting their portal gun underneath a red shirt from Star Trek. And he's just falling through the floor. And then through the ceiling, and hitting the ground. Through the floor, through the ceiling, hitting the ground. And she's just like,

**Rev:** RICK: [laughs] He won't die. But he probably should.

**Jake:** Oh.

**Teej:** Rude.

**Jake:** So it just seems like general dickery?

**Rev:** Yeah.

**Jake:** Not like malice?

**Rev:** Yeah. Yeah. It's just -- I mean, it's strange because, like, a portal gun is actually ...

**Jake:** Yeah. No. Bigger fish, though.

**Rev:** Yeah, yeah.

**Jake:** There's a person with a knife hands in the other room, and I need to keep them chill.

**Rev:** Yeah.

**Jake:** So I am going to get like a whiskey sour, or some shit, and take it back to Laura.

**Rev:** All right. So as you go up to the bar, there is a bartender there and he's just dressed normally. And he hands you the drink and you turn around to go out, and you see at one of the other tables are Al and Peg Bundy, just sitting, having an argument.

**Tass:** [laughs]

**Rev:** So you go back out, into the ballroom. And Tass, what do you do after your phone call?

**Tass:** I'm going to come back in, and try to get the lay of the land. I'm wanting to spot if this is happening to any other people. This is all vague ways of saying I'm investigating a mystery.

**Rev:** All right. Role to Investigate a Mystery. T.J., what are you doing? So they've both left you. You're in this weird suit of armor.

**Teej:** I was gonna go ahead and use my super awesome technical armor that is on a unicycle ... Motorcycle-unicycle thing.

**Rev:** Mmhmm. Yeah.

**Teej:** And I was going to Investigate a Mystery, too. By, like, looking for clues.

**Rev:** All right. Roll it.

**Tass:** I got an eleven.

**Rev:** What are your questions?

**Tass:** My questions are what happened here? And ... What sort of creature is it?

**Rev:** So as to what happened here, you see that the Colossus, and you see that the Kitty, and you see that the X-23 were all kind of in the same area. And as you're looking around, you see that there's actually this weird just a little bit of a residue on one of the walls. And it's a wall that was behind where they were all standing.

As for what kind of creature it is, you get the feeling that maybe something came into this room and did this, and then left. These people don't seem to be aware of anything. They don't seem hostile, other than the tendencies that they have as normal characters. But it seems like something is triggering it.

**Tass:** OK.

**Rev:** T.J., what are your questions?

**Teej:** Am I seeing this thing as well, that he's investigating?

**Rev:** Sure. He'll point it out to you, yeah.

**Teej:** OK. Then I'm going to say, what can it do?

**Rev:** What can it do? Well, it seems like it can go through walls. And it seems like it has the ability to turn people into the things they're dressed as.

**Teej:** I feel like I should get out of this armor. But at the same time, no.

**Rev:** You're gonna live your life as a duck, aren't you?

**Teej:** I sure as hell am.

**Rev:** Excellent. Excellent.

**Teej:** Gizmoduck is my ...

**Rev:** So, yeah. You bring the drink back to Laura.

**Teej:** ... my spirit animal.

**Rev:** And she's like,

**Rev:** X-23: Thanks.

**Rev:** And she takes it. And she drinks it.

**Jake:** Cool.

**Rev:** So what are you guys doing?

**Jake:** I mean, I need to rendezvous with them, and figure out --

**Rev:** Yeah. They are both inside this room.

**Jake:** I'm just like, "All right. I just bought X-23 a drink, and she seems pretty chill for a while."

**Tass:** "Well that shit, you just don't hear."

**Jake:** "Yeah. This is really cool, but we should probably figure out what it is, nonetheless. You got anything?"

**Tass:** "Yeah. I mean, something came in through --" And I'm gonna kind of point out like the -- whatever -- the goo. Whatever's on the wall.

**Rev:** Yeah.

**Tass:** "Some sorta ectoplasm stuff here. It came through here. The people in this area got hit."

**Teej:** "Apparently, it turns people into the characters that they are dressed as."

**Tass:** "Profound."

**Jake:** Is that wall adjacent to the bar?

**Rev:** It is. It is adjacent to the bar.

**Jake:** All right. "Well, there are people in the corner in the bar who were also turned into characters, so. It seems like it's headed that direction."

**Tass:** "Oh, God. OK. Let's get ahead of it?"

**Teej:** "Wait, wait. Hold on. Hold on. Before we do -- do we want to really, you know, kill this thing? Because, I mean, this is what we've always wanted as people."

**Jake:** "Yeah."

**Teej:** "Is our world to be amazing like this."

**Jake:** I go back to the room and I change into my Shazam costume and then I go look for the thing.

**Rev:** [laughs]

**Tass:** "No, we don't want that. Quaid's dressed up as fucking Hulk today."

**Teej:** "OK. Understood. All right."

**Jake:** Yeah, let's go try and follow that trail. Just the general direction that it's moving.

**Rev:** All right. So you guys are going to go into the bar, and try to see if you can find it going through another wall?

**Teej:** Yeah.

**Jake:** Yeah.

**Rev:** All right. Great. So you go into the bar. Rick is still there. The red shirt is half there.

**Jake:** Oh, I fucked up.

**Tass:** Oh, no.

**Rev:** Yeah. And he's just like, [hiccup] burp, drink.

**Jake:** I want to walk over to Rick and be like, "Hey, is there any way to fix that?"

**Rev:** RICK: Why? Does it matter?

**Jake:** "It's not ideal."

**Rev:** RICK: This is real boring.

**Rev:** And you see him starting to reach for his portal gun.

**Teej:** Is the red shirt someone familiar to us?

**Rev:** No.

**Teej:** They never are.

**Rev:** And he's getting ready to fire it.

**Jake:** OK. I'm gonna lay the hammer down.

**Rev:** OK. Roll it.

**Jake:** OK.

**Rev:** Roll to hit.

**Teej:** To Kick Some Ass.

**Jake:** To Kick Some Ass.

**Rev:** Yeah. Kick Some Ass.

**Jake:** That's pretty good. Nine, +Tough. That is an eleven.

**Rev:** All right. How much damage is that?

**Jake:** I do 3-harm. 'Hand, stun, holy' -- Whatever that means to you. And I get an extra effect on that.

**Rev:** And that is?

**Jake:** Well, I get to pick. I can take +1 forward, or give +1 forward to another hunter. I can inflict terrible harm, which is an additional +1. I can suffer less harm, or I can force them where I want them. I want to force them through their own portal.

**Rev:** All right. So yeah, you kinda -- you kinda hit her, and she staggers back, hits the wall, and then staggers forward and through the portal. Even or odd?

**Jake:** Even.

**Rev:** And as she does, she drops the portal gun at your foot and vanishes.

**Jake:** I want that portal gun.

**Rev:** All right.

**Jake:** I just pick that gun up and I look at and I'm like, "We'll figure this out later."

**Rev:** Yeah. So --

**Jake:** And I put in my magic pocket.

**Rev:** You now have a portal gun.

**Jake:** Excellent.

**Rev:** With that portal gun, you can do a sneak attack, you can vanish an opponent, or you can dodge, on the success of your Kick Some Ass, or ...

**Tass:** Act Under Pressure?

**Rev:** Act Under Pressure.

**Jake:** Sweet.

**Rev:** So yeah, you guys. Rick is gone. But you've got her portal gun.

**Tass:** Oh, no. OK.

**Jake:** Now I want to find where the thing went through a different wall.

**Tass:** Yeah. Keep moving.

**Rev:** All right. So Investigate a Mystery.

**Jake:** Nope. I got a six.

**Teej:** I'll definitely investigate.

**Rev:** All right. So with your six, you hear some sounds coming from the lobby. You hear this just loud cackle, and the sounds of things being smashed. And then someone giggling.

**Tass:** Hauling ass that way.

**Rev:** OK.

**Jake:** Yeah.

**Rev:** Everybody going?

**Teej:** Yeah, might as well.

**Rev:** Good. So you guys get out into the lobby of the hotel, and you see this very regal looking Harley Quinn, almost like she looks like an evil queen. And she has got a hammer, and she is slamming it into the ground. But you don't see anything there. And all sudden you see like a little head pop out of the ground, and she slams it down again. It's almost like she's trying to play Whack-a-Mole. And every time this person pops up, she giggles and vanishes again. And you realize, after about the third or fourth time, you can see it: It's Kitty Pride. And she is just fuckin' with the White Queen -- or with their Harley Queen.

**Jake:** Um.

**Tass:** [laughs] Go ahead, please.

**Jake:** That's not necessarily a bad thing. [laughs] This seems pretty well taken care of. They seem distracted.

**Teej:** "Guys. Like I said, do we want to really, like ... I mean, this is fucking cool."

**Rev:** You have seen one dead man.

**Tass:** That's true. There's a guy in half.

**Rev:** Literally in half.

**Jake:** "I got stabbed in the foot."

**Tass:** "I got yelled at by my boss."

**Jake:** "This night's been rough for all of us, OK?"

**Rev:** I think we can all agree this is hard on all of us.

**Audience:** [laughs]

**Teej:** I'm gonna go ahead and use my Gizmoduck strength to restrain the Harley Quinn.

**Rev:** OK. Roll Kick Some Ass.

**Jake:** Talking about shit that you don't hear every day.

**Tass:** Oh, no.

**Rev:** Good. What'd you get it?

**Teej:** Hard five.

**Rev:** Hard five. Great, great. So as you roll up behind her -- literally -- to try to grab a hold of her, she hears you. And as she turns around, you see the kind of Maleficen -- M-Maleficent. I haven't even been drinking. Maleficecent ... Hmm. Ma-lef-i-cent quality starts to channel into her hammer. And she hits you so hard, it knocks you out of the armor. And the armor dissipates.

**Tass:** LOL.

**Rev:** And she is now focused on all of you.

**Teej:** How much harm do I take from that?

**Rev:** None. But you have no armor. And she is getting ready to bring that hammer down in the middle of all of you.

**Teej:** I'm going to Act Under Pressure to get the [bleep] out of the way.

**Rev:** All right, roll it. What are you gonna try to do, Jake?

**Jake:** Fire a portal underneath.

**Rev:** OK. Roll Act Under Pressure. T.J., what did you get? A hard three?

**Teej:** No. Twelve.

**Rev:** Twelve. You get out of the way.

**Jake:** Ten.

**Rev:** Ten. Great. So you fire it, right as she's getting ready to swing it down, and she vanishes. Where do you want her to go?

**Jake:** What are my options?

**Rev:** Yeah.

**Jake:** Do I have an intuitive knowledge of how this portal gun works?

**Rev:** You sure don't.

**Jake:** So does it matter where I want them to go?

**Rev:** You got to push them buttons. Some numbers.

**Tass:** Oh, God.

**Jake:** Like a safe planet?

**Rev:** Yeah. Uh-huh, uh-huh.

**Jake:** How about a padded cell in an insane asylum?

**Rev:** Why don't you give me what numbers you push?

**Jake:** Oh, do you have a chart?

**Rev:** Maybe.

**Jake:** How many digits?

**Rev:** Three.

**Jake:** Six.

**Rev:** Mmhmm.

**Jake:** One.

**Rev:** Mmhmm.

**Jake:** Four.

**Rev:** OK. All right. She vanishes.

**Tass:** What is happening right now?!

**Jake:** I hate this.

**Rev:** And Kitty Pryde pops out. She's like,

**Rev:** KITTY PRYDE: I could've handled that.

**Jake:** "I believe you. But we couldn't have." I'm going to hand the portal gun to Tass.

**Tass:** "What am I doing with this?"

**Jake:** "Point and click, baby."

**Tass:** "... K."

**Jake:** "Yeah."

**Teej:** I'm going to try and see if I can't get that Gizmoduck armor back on me.

**Rev:** Oh, it's gone. Like, it vanished. Almost like ... Like, she knocked you out of it like Dr. Strange's aura out of his body at the beginning of --

**Tass:** Oh, good.

**Teej:** Good reference. I'm going to try blathering blatherskite again. "Blathering blatherskite."

**Rev:** Yeah. Nothing happens.

**Teej:** "Blathering blatherskite?"

**Rev:** Yeah.

**Tass:** Shit. Oh, you know what I'm gonna do?

**Rev:** Kitty Pryde says bless you.

**Jake:** I put a hand on his shoulder and I say, "It's rough, buddy."

**Rev:** Yeah.

**Jake:** "Sorry."

**Tass:** I'm going to appeal to Jake.

**Jake:** Yeah.

**Tass:** And I'm going to pull out my agency-issue magnum.

**Jake:** OK.

**Tass:** And I'm going to hold up the portal gun and the magnum. "Which one do we give, T.J.?"

**Jake:** [laughs] Oh no ... "Um. I think the portal gun."

**Tass:** "I think you're right."

**Jake:** "Yeah. Like, he can't ... Ugh. Horrible things can happen either way. Give him the portal gun. It'll make for better radio."

**Tass:** "Teej, I got something for you, buddy." And I'm going to --

**Tass:** "What is it?"

**Tass:** "I don't know." I'm gonna hand him the portal gun.

**Rev:** OK. So where are you guys gonna go now?

**Tass:** I want to investigate to see if I can see any more ghost splooge.

**Rev:** OK. Roll it.

**Tass:** OK.

**Jake:** Gross.

**Tass:** No!

**Jake:** Jeez. This is good.

**Tass:** Those are not sevens. They are, in fact, ones.

**Rev:** Excellent. Excellent. So. From another room, you hear what sounds like a warrior cry, and then just a bunch of hits. It's coming from the atrium.

**Tass:** Hauling ass.

**Rev:** All right. All right. This is going swimmingly.

**Teej:** I'm right behind him.

**Rev:** OK. So you guys get into the atrium. And you're kind of looking around, trying to scope out what's going on in. And you hear [whoosh, whoosh, whoosh] And you look up, and you see there is a Hawkwoman with a giant mace. And she is getting ready to dive at you.

**Teej:** Read a Bad Situation.

**Rev:** Roll it.

**Jake:** [laughs]

**Rev:** I think it's apparent to all what the bad situation is.

**Tass:** I think we've got it.

**Rev:** She's about to cave your face in.

**Audience:** [laughs]

**Teej:** Yeah. But with this, I can at least figure out ways to get in or out of a bad situation.

**Rev:** That's fair, that's fair. Anybody else gonna try anything?

**Tass:** I'm going to try to Manipulate Someone.

**Rev:** Oh. Roll it.

**Teej:** Hard five.

**Tass:** Seven. Thank you, God damn, for this seven.

**Rev:** All right. And so what do you get on a seven?

**Tass:** Um ...

**Rev:** Oh. No, she's not ... There's nothing she wants from you, other than your blood.

**Tass:** Why, though?

**Rev:** Because.

**Tass:** Please not?

**Rev:** Yeah.

**Tass:** Rev? Buddy?

**Rev:** Yeah, no. It's ...

**Tass:** Seven's good, though.

**Rev:** I can only give you so many fails before you got to get hurt. It's a hard time, for all of us. You see this Hawkwoman swoop down at Tas.

**Jake:** Can I try to protect him?

**Rev:** Roll it.

**Tass:** That'd be fine.

**Jake:** I'm just taking a swing at her, try to knock her off his course.

**Rev:** OK. Roll it.

**Tass:** Yeah, boy!

**Jake:** Thirteen.

**Rev:** Thirteen? Absolutely. So you do exactly that. You swing at her. You knock her out of the way. Tass has no problems whatsoever, and you get an extra bonus. What would you like?

**Jake:** I inflict harm on the enemy.

**Rev:** OK.

**Jake:** So 3-harm. Does she have a hammer? Or a mace?

**Rev:** A mace, she does.

**Jake:** I want to say, "Mine's bigger than yours."

**Rev:** Excellent. Excellent. So as you hit her, you see some sparks come off of your hammer, and it almost kind of looks like what happened to T.J. Like, you hit this person, and there's kind of a shimmer. And she freezes in the air. She's not attacking. She's not moving. She's not doing anything. She's just frozen.

**Jake:** Like, choosing not to move? Or like, unnaturally --

**Rev:** No. Like unnaturally, like stasis bird, mid-flap. Someone blew up the time machine and everything slowed down and stopped.

**Jake:** Uh ...

**Tass:** OK.

**Jake:** "I don't know what I did, but I think I did it good."

**Teej:** I think this is a good time to Investigate a Mystery.

**Rev:** OK.

**Jake:** [laughs]

**Teej:** That would be a nine.

**Rev:** All right. What question would you like to ask?

**Teej:** The question is ...

**Rev:** Mmhmm. Mmhmm.

**Teej:** Oh, God.

**Rev:** Yeah. Oh, God.

**Teej:** What is being concealed here? Because I just realized that this person just froze in air, after he smacked it and everything.

**Rev:** Yeah.

**Teej:** Something's got to be causing that. What is it?

**Rev:** All right. So as you're trying to look at this from different angles -- everybody's kind of looking up at this Hawkwoman -- you realize that as you turn to look at her from the front that in the back corner of the restaurant, inside the atrium, you see what looks like a little shadowy figure. It's got a couple of bracelets on, it has no legs, and it's watching you. And it sees you see it, and it starts to move towards you.

**Teej:** Portal gun.

**Rev:** OK. Roll it.

**Teej:** Was that a Kick Some Ass thing?

**Rev:** It is.

**Teej:** OK. All right. That would be a eight.

**Rev:** OK. So you fire this portal gun at this thing, and something very strange happens. As the portal comes towards it, you see this thing moves its hand, and it just dissipates. And it points its hand at the portal gun, and the portal gun all of a sudden feels very cheap and plasticky.

**Teej:** I try shooting again.

**Rev:** And it just kind of -- [pew] -- it just makes a noise. And you feel like the click of plastic as you pull the trigger.

**Tass:** And then I'm going to pull out my fucking Glock and say, "Bitch, mine's real."

**Jake:** [laughs]

**Rev:** OK.

**Tass:** And take a shot.

**Rev:** All right.

**Teej:** What was this man doing at a convention with a gun?

**Jake:** Whatever the fuck he wanted.

**Tass:** No! Hard five.

**Rev:** Oh, great. Great. So, yeah, you pull out your Glock, you're like, "Bitch, mine is real." You pull the trigger, and a flag unrolls from it that says 'Bang!' And it darts through the door of a hotel room.

**Tass:** Oh, no.

**Rev:** It's not a good look.

**Teej:** Oh God, we have to go to that hotel room. We have to go.

**Jake:** What's the deal with Hawkwoman currently?

**Rev:** She's still frozen.

**Jake:** Still frozen?

**Rev:** And actually, from where you saw this little shadowy figure, you actually see that there's another figure in the back corner of the restaurant. It was almost right in front of it. And it's kind of in shadows. It's in this cloak, and it's got these weird tentacles floating out from its face. And it's kind of standing with its arms crossed. It's got a backpack on.

**Tass:** Oh, my God. You sack of trash. I'm going straight over to it.

**Rev:** Yeah. So you walk up to him. What do you say?

**Tass:** "OK. I don't have any coins on me but I could really use an exotic right now, brocephus. Please help me out."

**Rev:** XUR: My will is not my own. You must trade.

**Tass:** "Hmm. What do we got. What do we got?"

**Rev:** XUR: I will take your most prized possession for my most normal of trade items.

**Tass:** "My most prized possession."

**Rev:** XUR: I'm kind of a dick. And it's not gonna be the one that you want or need to finish the collection of exotic weapons, just so you know.

**Rev:** He's a very self-aware Xur.

**Tass:** [laughs] Oh, my God ...

**Rev:** It's only good for Destiny players.

**Tass:** "Ooh. Is this the sort of thing where if I trade it now and then give you the gun back afterward, we can make tradesies back?"

**Rev:** XUR: No givesies backsies.

**Tass:** "Shit."

**Audience:** [laughs]

**Tass:** "Oof. I don't hold anything dear. This is very difficult for me."

**Rev:** XUR: I'll take whatever does the most harm.

**Jake:** I feel like I'm just somewhere a little ways away going, "What are you doing?"

**Tass:** "It's Xur! It's Dest -- Never played a video game!"

**Jake:** "I don't play Destiny!"

**Tass:** "I know. You never play with us."

**Teej:** Oh, shoot! I'm going to dig through my pockets. Oops!

**Rev:** [laughs] Oh, God damn. I got you.

**All:** [laugh]

**Rev:** All right. So ... Yeah. You dig through your pockets. And oddly enough, there is a coin in your pocket.

**Tass:** Fuck you!

**Rev:** It's a really large coin in your pocket. You almost feel like you must have put someone else's pants on, because you don't remember putting that coin in your pocket.

**Teej:** I flip it over to Tass.

**Tass:** "Oh, I love you." OK. I take back the F bomb. And instead [blows kiss] Love you, buddy. "All right. You got a Zhalo for me, boss?"

**Rev:** So he holds his hand out.

**Tass:** And I give him the coin.

**Rev:** And he hands you back what looks like a little symbol of a hawk, inside of kind of a glowing tube. As you're looking at it, you realize that this is kind of the symbol that appears when a character respawns. And it has a 1 in the middle of it.

**Tass:** "OK. You know, I appreciate this, and this is gonna come in handy. But it doesn't bode well? So thanks. Oof." And gonna to go back towards the door.

**Rev:** OK.

**Tass:** "Oof. Hey, guys."

**Jake:** "Hey."

**Teej:** "Uh-huh."

**Jake:** "You ready?"

**Tass:** "Yeah ..."

**Jake:** OK, I want to kick open that hotel room door, please.

**Rev:** All right. So before this happens, I do want to give the disclaimer that as the Keeper for this game, you set rules for the creature. One of the rules for this creature was that the characters would not become malevolent unless they were on to the creature, and he would turn them against the hunters. So as you kick open the door, you see a very familiar -- I could not have rolled a worse die for you guys with the door -- very familiar red and blue figure. This spit curl turns towards you as you walk in the door, and his eyes start to glow red. If you want to act under pressure, you better fucking do it fast.

**Jake:** Yeah. Yeah. I want to get out of the way. Oh, yeah boy.

**Tass:** Oh, ten.

**Jake:** I just hit seven. Thank God.

**Teej:** Nine.

**Rev:** OK. What are you trying to do, each of you?

**Jake:** Dive out of the way.

**Tass:** Yeah, that.

**Rev:** Yeah, everybody? All right. Yeah. So you all dive out of the way and you see just two heat vision rays shoot out of the door. What do you wanna do?

**Tass:** Yell, "God damn it, Joe!"

**Audience:** [laughs]

**Rev:** You still -- you have the the the totem that you got from Xur.

**Tass:** I do.

**Jake:** I want to --

**Rev:** You hear like a deep breath in.

**Jake:** I want to hit him with a hammer.

**Rev:** So you're gonna -- right now you're behind the door. Are you gonna go inside?

**Jake:** Yeah, I think I am.

**Rev:** OK.

**Jake:** Yeah.

**Rev:** All right. So you hear this deep breath in, and you decide to go in the door.

**Tass:** This is what we call Marvel versus DC.

**Rev:** It is. It is. Roll Act Under Pressure. As you come around the corner, you see him go [inhale, exhale] and start to blow towards you.

**Teej:** I'm going to help him out. With the Power of Heart.

**Rev:** Good, good. Tell me what you roll. Yeah, you have to roll for them.

**Teej:** Oh, I do?

**Rev:** You can't just help out. Because you might make it worse, which is awesome.

**Teej:** I rolled a hard five.

**Rev:** Good.

**Jake:** That's OK, because I rolled an eleven.

**Rev:** OK. So what are you trying to do? Just dive back out the door?

**Jake:** Well, I went in there because I wanted to hurt him.

**Rev:** Yeah. But this is Act Under Pressure, not Kick Some Ass. You walked into his attack. So I'm gonna let you try to get out of it with your Act Under Pressure.

**Jake:** Can I just duck? Is that sufficient?

**Rev:** It is not. You can dive behind the bed, you can dive in the open bathroom door, you could dive back outside.

**Jake:** I like the bathroom.

**Rev:** OK.

**Audience:** [laughs]

**Rev:** We know. You've been to my house many times. I'm aware of how much you like the bathroom. So yeah, you dive in the bathroom door, and you kind of get into the tub -- almost like an atomic bomb test. And you see this huge misty cloud go by, and the floor and the bed and the curtains are all just crystallized. [pause] Gross.

**Jake:** I mean, I still want to hit him with a hammer, ultimately.

**Rev:** Great. So yeah, you can run around the corner and try to hit him.

**Jake:** Yeah. OK. Cool. Sorry about this.

**Tass:** Oh. That, yeah.

**Jake:** Ten.

**Rev:** All right. And so that is a total success, correct?

**Jake:** Yep.

**Rev:** All right.

**Jake:** Choose an extra effect.

**Rev:** How much damage do you do?

**Jake:** I do 3-harm.

**Rev:** Yep.

**Jake:** Anyway.

**Tass:** It's Supes. You gotta lay on some more damage.

**Rev:** You see that he freezes, the same way that Hawkwoman did.

**Jake:** OK. Do I still get to pick an extra effect?

**Rev:** It doesn't matter.

**Jake:** I could do -- I could take +1 forward, or give +1 forward.

**Rev:** If someone else is attacking him?

**Jake:** Yeah.

**Rev:** OK. So yeah, you've got ... Uh, you can attack him again if you'd like, with +1. Who you giving it to?

**Jake:** I'm going to give it to ... What do you got, now? Anything?

**Teej:** I love my nunchucks at home, so I guess I just have my pocket knife.

**Rev:** Yikes.

**Jake:** I'll give it to Tarss.

**Rev:** OK.

**Tass:** And not having seen any of this, I'm going to run in the room, just screaming [screams] And then when he's frozen -- I see he's frozen -- I don't.

**Rev:** OK. OK. Yeah, he's frozen.

**Tass:** "OK. OK. OK. All right."

**Jake:** I'm just like, "Take this +1 forward. It doesn't matter anymore, but I got it."

**Tass:** "What is forward?"

**Jake:** "What does that mean?"

**Tass:** "What are these game terms you're giving me?"

**Teej:** "Hey, guys. I see that he's frozen, just like the hawk lady. Where is this damn thing at?"

**Jake:** Yeah. Is there any evidence that it went through a wall in here?

**Rev:** Investigate a Mystery.

**Teej:** Will do.

**Jake:** Yeah.

**Teej:** Nope.

**Jake:** God damn it.

**Tass:** I'll do it.

**Rev:** What'd you get? Oh, he's already rolled.

**Tass:** Oh, he did. Oh, he did.

**Teej:** I got a four.

**Rev:** Excellent. This could not be going better. So all of a sudden you guys feel like you start to get a headache as you're trying to figure out where this creature is.

**Tass:** Oh, darn.

**Rev:** And your noses start to bleed. And everybody takes 1-harm.

**Tass:** OK.

**Jake:** No! Wait, despite divine armor?

**Rev:** Yeah.

**Jake:** Damn.

**Rev:** Yeah. And you get visions of very painful childhood memories. I won't discuss them on air, but we all know I know them.

**Jake:** [laughs]

**Tass:** [laughs] Oh, shit.

**Rev:** This got real dark, real fast.

**Jake:** Really turn the audience.

**Rev:** Yeah, yeah.

**Teej:** You are the mystery man.

**Rev:** I am. I am.

**Jake:** No! What ... I want to think about what is happening? Have I ever experienced anything like this before?

**Rev:** Yeah. Investigate a Mystery. Or Read a Bad Situation.

**Jake:** I'm thinking ... Let me Read a Bad Situation.

**Rev:** OK.

**Jake:** [quietly] Six. [louder] Six.

**Rev:** Excellent, excellent. Yeah, so you think that the danger that you're sensing is coming from a room right next door.

**Jake:** All right. "They went that way." I'm going to that next room.

**Rev:** All right. The door is closed.

**Jake:** I'm just going to try to open this one.

**Rev:** OK. So as you start to open this door, you hear some voices like,

**Rev:** VOICE: Stay back, stay back. Don't come in here!

**Jake:** I want to use my Soothe.

**Rev:** OK. There are multiple targets. Are you gonna open the door all the way to see them? You hear multiple voices.

**Jake:** OK. Then I ...

**Rev:** VOICE: If you open that door, you're going to regret it.

**Jake:** "Whoa, hey, we're -- we're cool. We're just trying to find a spooky monster that's messing with people in here. Do you know anything about it?"

**Rev:** VOICE: Wait. You're going to help?

**Jake:** "Ideally, yeah."

**Rev:** VOICE: Yeah. This is real fucked up, man. Like, I don't like this.

**Rev:** OTHER VOICE: Yeah, I don't like it either.

**Jake:** "I agree. Can we come in? Can we talk about --?"

**Rev:** VOICE: Like, how can you prove you're not gonna try to, like, Hawkgirl us or something?

**Jake:** "Um ..."

**Rev:** VOICE: That was real messed up.

**Jake:** "It was. I mean, I kind of decimated that Hawkgirl, so, like --"

**Rev:** VOICE: Oh, way to brag.

**Audience:** [laughs]

**Jake:** "I know."

**Rev:** Phrasing. Thank you, us.

**All:** [laugh]

**Jake:** "Um, you might just have to trust me. I don't know how to --"

**Rev:** VOICE: Like, say anything to let us know that you're not ... Like, who the fuck are you?

**Jake:** "Oh hey. It's Jake. It's Jake Pierle."

**Rev:** VOICE: Oh. With the Shazam?

**Jake:** "Yeah. Yeah."

**Rev:** VOICE: OK. Yeah.

**Jake:** "Not right now."

**Rev:** VOICE: Yeah, come in. Is it just you?

**Jake:** "No, I've got Tass and T.J."

**Rev:** VOICE: Who?

**Jake:** "Tass? Tass Allgood?"

**Rev:** VOICE: What do they do?

**Jake:** "Tass does a number of things. He does the Vulture, which is spectacular."

**Rev:** VOICE: But he's never bald, though.

**Jake:** "T.J. does Snake Eric. You've probably heard of it."

**Rev:** VOICE: Oh, yeah. I've read his book.

**Jake:** "Yeah."

**Rev:** VOICE: All right. Come on in.

**Jake:** "There's new info on the wiki."

**Rev:** VOICE: Yeah, that's what I've heard.

**Audience:** [laughs]

**Rev:** Snake Eric is the worst game thread ever.

**Jake:** I open the door.

**Rev:** All right. And you see that there is a barricade made out of plastic tubs that you've seen inside of various rooms, holding photography equipment. And you see Wes and Jared and Jason, with what look like Halo assault rifles and a couple of grenades. And they're like,

**Rev:** WES: We got these from some guys who tried to attack us during a shoot. And we've been like, just trying to not get killed. What the fuck's going on, man?

**Jake:** I'm like, impressed. I'm like, "Quick work. You guys set up this barricade nicely."

**Rev:** WES: Thanks.

**Teej:** "How'd you get those guns out of the Master Chief's hands, too?"

**Rev:** WES: Well, it's like as soon as they moved towards us, we just all use the flash at the same time, and fried the sensors.

**All:** [laugh]

**Rev:** WES: People don't realize how sensitive Master Chief is that to bright flashes.

**Teej:** "Apparently."

**Tass:** "I guess they do call it photo shoots, so."

**Rev:** WES: So, wait. Like, what's going on? Like, did you stop this? Is everything okay?

**Tass:** "There's -- no. Something still out here. Some sort of, I don't know, a phantasm. It's some creature that's making this shit real."

**Rev:** WES: Like a little -- like a little shadow thing?

**Tass:** "Yes."

**Rev:** WES: We saw that.

**Tass:** "Where did it go?"

**Rev:** WES: Well, not like right now. Like, if we saw it again, you'd have heard these grenades going off.

**Tass:** "Well, that's not great, in a closed room."

**Rev:** WES: Well, fair. Yeah. But, you know, if I'm gonna go out, I'm gonna go out swinging.

**Jake:** "We're photographers, not soldiers."

**Rev:** WES: What do you want from us? No, we saw it. We saw them when those guys started acting crazy.

**Tass:** OK. I'm going to call in for intel again.

**Rev:** OK.

**Tass:** I need to roll that, technically, don't I?

**Rev:** Yeah, you do.

**Tass:** Uh ...

**Rev:** That's why she was so shitty with you the first time. She's like, "You don't even roll, you get nothing." Wow, that was Jerry Seinfeld.

**Tass:** That's a ten.

**Rev:** Great. And so what do you get on a ten?

**Tass:** Uh ...

**Rev:** Don't dance until you give me information. No victory yet.

**Tass:** Sorry, sorry. 10+, I'm good. My request for gear or personnel is okayed, or your slip up that I would be reporting -- which is not necessarily the thing. So with this in mind, calling for my --

**Rev:** For information.

**Tass:** Yeah. My intel.

**Rev:** All right. So what do you tell her this time?

**Tass:** "OK, we've seen it." And I describe this shadow kind of figure.

**Rev:** Yeah, and she's putting it into the database.

**Tass:** "It can move through walls, it leaves some kind of goo or ectoplasm behind. I watched it wave its hand and make things either become real or not real. An example, a real gun -- my real gun -- turned into a toy bang gun. And a gun from a video game became real, and then turned back into a toy. And the same with people. Actual people are turning into, say, fictional characters with their real abilities from the thing."

**Rev:** IPT: Was there anything else about it physically that you saw?

**Tass:** "I'm sure there was ... Yes!"

**Rev:** It had bracelets.

**Tass:** "Oh, it had bracelets that I remember!"

**Rev:** It had some hot bling, yeah. She's like,

**Rev:** IPT: Yeah. That doesn't match the exact description, but it almost seems like ... We've only encountered one of these before, it almost seems like a genie. The description isn't right, though. Like, they're not shadowy.

**Tass:** "Who -- is this Barbara?"

**Rev:** BARBARA: Yeah. Would you like tickets for Noises Off?

**Tass:** "Transfer me up to Margaret. God damn it, Barbara."

**Rev:** Yeah. And Margaret's like,

**Rev:** MARGARET: No, yeah. She's totally right. Noises Off is really good. I mean, it seems like a genie. But the description ... Like, those aren't shadowy.

**Tass:** "Oh."

**Rev:** MARGARET: But I mean, it seems everything you've described seems like a genie. You know, your buddy with the with the magic hammer? The things that the genie is doing, that magic is counteracting it and stopping it. And it's, you know, it's basically changing reality to suit its desires. And the way that you have to stop it, at least if it is a genie, is you either gotta find its lamp, or you have to destroy its bracers to set it free.

**Tass:** "OK. Perfect. That'll work. I am assuming magic versus magic is a good situation here?"

**Rev:** MARGARET: No, it's great. They kind of cancel each other out.

**Tass:** "Would a gun, do you think, hurt the bracers?"

**Rev:** MARGARET: If you specifically hit the bracers? Maybe.

**Tass:** "Hell yeah."

**Rev:** MARGARET: I give you a hard maybe.

**Tass:** Ooh. OK. I'm going to haul ass out to my sweet car, that's a monster hunting car. If I can get there.

**Rev:** Yeah. What do you want?

**Tass:** My shotgun.

**Rev:** OK. It's in the room.

**Tass:** Oh, OK. Then that's where I'll go. [laughs] I knew it was in the room.

**Rev:** Why would you -- why would you not sleep with your shotgun next to your pillow? I don't understand.

**Tass:** I am a monster hunter. That's dumb. I'm an idiot, and I feel bad.

**Teej:** And since we're all since we're going out to our cars, I'm going to go out to my 2005 Chevy Cobalt, and I'm going to look for something to kick ass, too. So, Oops.

**Rev:** [quietly] Oh, God damn. All right. Roll it.

**Teej:** That would be a nine.

**Rev:** All right, so you find ...

[pause]

There wasn't anything in the parking lot, but I want to give you something. You find a bandolier of leftover grenades. Nothing could go wrong with this. But they look strange, they don't like normal grenades. Like, they just have a button. And they're completely round.

**Tass:** What color are they?

**Rev:** No, no, no. Not quite that bad. They're almost kind of a translucent blue.

**Tass:** Yeah, boy! Did you find some sticky, son?

**Teej:** I found some sticky.

**Tass:** Oh, my God.

**Teej:** Some sticky icky.

**Tass:** Some people are gonna die.

**Teej:** Oh my God.

**Tass:** So many innocent people are gonna die.

**Rev:** You guys almost drink in unison.

**Jake:** Can I have one? Can I hold -- can I take one of the sticky grenades?

**Teej:** How many grenades are on this bandolier?

**Rev:** Four.

**Teej:** I will hand him one whole grenade.

**Jake:** I used to be really good with these in Halo 3, so.

**Rev:** These are these are Halo 1 sticky grenades.

**Jake:** Oh, no. Everything's changed.

**Teej:** They'll travel farther, then, is what you're saying?

**Rev:** Yeah, exactly. They'll be more accurate.

**Tass:** He lightly tosses it, it goes a mile and a half, for some reason.

**Jake:** Somebody's right in front of me ... [throw, explosion] "OK. Everybody's all kitted up?"

**Tass:** "Yep. Aim for these bracers if we see it. Otherwise, we've got to find that lamp. Maybe one of us ... Maybe we should split the party. No, let's not."

**Audience:** [cheers]

**Teej:** Audience, what do you think?

**Audience:** Split the party!

**Tass:** Oh, OK!

**Rev:** I'm going to say no, because we got about 19 minutes before this place closes down.

**Jake:** "I mean, where would its lamp be?"

**Teej:** "Maybe we should ask the photographers?"

**Jake:** "It all started in the ballroom. The lamp could be somewhere in the ballroom."

**Tass:** "Possible."

**Jake:** "Um ... Yeah, I don't know. I don't know, man. That's not my jam. I hit things real hard. I don't ..."

**Rev:** [quietly] Mmhmm. Mmhmm. Mmhmm.

**Teej:** I'm going to go ahead and ask some of the photographer friends of ours if they've come across a magical genie lamp.

**Rev:** So you're going back to the room?

**Teej:** Yeah.

**Rev:** OK. So as you're headed back towards the room, you hear some splashing coming from the pool.

**Tass:** Oh, no.

**Rev:** Just so you know.

**Jake:** What is it?

**Rev:** I don't know, are you going over there?

**Jake:** Yeah.

**Rev:** OK.

**Teej:** And since we're not splitting, I guess we're all going over there.

**Rev:** Yeah. Good. Good, good. So as you guys approach, you don't see anything in the water. Or at least, on the surface of the water.

**Tass:** Oh. Well, that ain't great. "Hello?"

**Rev:** How close do you get?

**Tass:** I'm at the gate. [laughs]

**Rev:** OK. Yeah. You don't see anything.

**Tass:** I'm what you call 'in shotgun range.'

**Jake:** I'm gonna be on the outside of the fence. Um ...

**Teej:** I feel like we don't have enough time for this, so I'm just gonna go ahead and take one of these grenades and throw it into the pool.

**Jake:** That was my thought!

**Rev:** Roll Kick Some Ass.

**Teej:** All right.

**Jake:** "What if it is a child, just swimming?!"

**Tass:** "Well, in theory, it's a magic grenade. Cause technically, it's like a construct."

**Rev:** Roll it.

**Teej:** It can't be a child.

**Rev:** Roll it. Stop chatting. Roll it.

**Teej:** That would be a seven.

**Rev:** All right. So with a seven, you get to ... Do you add one condition for a seven? Oh, you add nothing. You get nothing.

**Jake:** You trade harm.

**Rev:** Yep. There is no harm to trade. You throw this grenade in the water and you hear [explosion] underwater. And all of a sudden, Ariel floats, belly up, to the top of the pool. And you see that there are a couple of items that it seems like she had been collecting that come up with her, broken and shattered. Some of them look like vials with corks. Some of them look like scrolls, but it's all destroyed.

**Tass:** [laughs]

**Jake:** I'm going to make another tally mark on the list of casualties for the night.

**Rev:** Yeah.

**Tass:** I want on record that he found -- we did not give -- T.J. the god damn grenades.

**Teej:** Just to let you know that Ariel is my favorite of all the Disney princesses. And I'm very saddened by this.

**Rev:** You take +1 forward for depression for the rest of the game.

**Teej:** Sounds about right. "Well, guys, I think I fucked up."

**Rev:** As you guys are kind of standing there, looking at just the carnage that is the pool water. [laughs] If only they could. You hear just a slight tinkle. Not like a pee, but yeah.

**Tass:** He's peeing on her dead, floating body!

**Rev:** Favorite Disney princess, my ass.

**Jake:** "T.J.! T.J., bad!" I get out the no-no can, and i shake it at him.

**Teej:** Urinetown is my favorite musical.

**Rev:** Yeah. You hear this tinkling sound coming from behind you. You realize that it's coming from the gym.

**Jake:** OK.

**Tass:** Gonna go.

**Teej:** We should go to the gym.

**Tass:** We should. God.

**Rev:** Yeah.

**Jake:** Another one on the list of things I don't hear from you very often.

**Audience:** Oh ...

**Jake:** Oh, no!

**Rev:** Oh, no.

**Tass:** It's because of my leg, you jerks! Rude.

**Rev:** I can't decide if this is the time to point out all the times you've canceled on me, or not.

**Jake:** Hey.

**Rev:** So you guys walk into the gym.

**Tass:** Finally.

**Rev:** And you see a figure sitting in the middle of the floor, meditating.

**Teej:** Who is it?

**Rev:** It is March. From March story, if you're familiar with that.

**Tass:** No.

**Rev:** I can tell by the blank looks on your faces. It is ...

**Tass:** Can we just switch it to Dhalsim? Like, while we're --

**Rev:** No.

**Tass:** Oh, OK.

**Rev:** And this character is ringing a bell. And when they ring the bell, they kind of look a direction. And they ring it again, and you see that they're kind of slowly changing where they're watching.

**Tass:** "Hey, buddy. What you doing?"

**Rev:** MARCH: I'm trying to track where it's at.

**Tass:** "Thank God. That's helpful. We've got a guy grenading people, so. That's a good answer. We would like to help get it. Where should we go?"

**Rev:** MARCH: Well, it's moving all the time.

**Teej:** "Do you happen to know where its source of power is?"

**Rev:** MARCH: No, I can only sense it.

**Rev:** And she -- the person tinkles the bell again.

**Jake:** "Do you want to come with us?"

**Rev:** MARCH: Hmm ... Roll something. Because I don't particularly feel like leaving this room. I've still got a couple sets to do.

**Jake:** Is this Manipulate Someone?

**Rev:** Yeah, I suppose so.

**Tass:** Can I help him out?

**Rev:** Sure.

**Jake:** I wish you would. I wish you would. I don't think it matters.

**Tass:** It does not.

**Rev:** I think it matters.

**Jake:** Four. No. You can't give me a +3, can you?

**Rev:** All right. So what do you say? What do you try to say? And then I'll tell you what you actually say.

**Jake:** I try to say that, "If we could just find it, we are pretty well equipped to kill it. It's just the finding it that's the problem. And it seems like you've got that on lock."

**Rev:** MARCH: I tend to disagree that you are equipped to do anything. All I've seen you do so far, or heard of you, is accidentally killing people, punching things, and generally not knowing where to go.

**Tass:** "Well, you got it in one."

**Rev:** MARCH: I would lend you this bell, but you should never touch things that you do not understand.

**Tass:** "I mean, you're not -- you're not wrong on anything. Like any of that."

**Teej:** As she's saying that, I'm just like passing grenade, like between my hands. Like, "I don't understand. Just know what?"

**Rev:** And she sets the bell down, and she sits back down and meditates and closes her eyes.

**Tass:** I'm-a pick up that bell.

**Rev:** All right. Roll Act Under Pressure, because you're going to try to steal from this.

**Tass:** Yeah.

**Rev:** Yeah.

**Tass:** Nine.

**Rev:** All right, so I have the option to give you a worse outcome, a hard choice, or a price to pay. The worse outcome, instead of getting the bell, is you will not get the bell. Simple enough. The hard choice is that you can get the bell, but she's going to know right away. And your price to pay is that you can get the bell and get away, but only two of you will get away.

**Tass:** [pained laugh] Let's just -- let's just move this along. And I think I am going to take over some pros, here. Now, I start to jump in to get it and her eye opens, and I'm like, "Fuck!" And I just backpedal.

**Rev:** Oh, no, no, no. You have to choose. Oh, you're not getting it?

**Tass:** Right.

**Rev:** OK, OK.

**Tass:** Right.

**Rev:** All right. Yeah.

**Rev:** MARCH: What did I just say, fucker? Don't touch what you don't understand. I don't know how to be more clear. Get out of my gym.

**Tass:** "K."

**Rev:** MARCH: Do you even lift, bro?

**Tass:** "Clearly not." I'm out the door. "OK, well, did anyone catch what way she was looking last?"

**Jake:** Yeah, that's what I was about to say. I just want to go the general direction that she seemed to be sort of tracking when we walked in.

**Rev:** Yeah, you can tell that it is near some of the rooms right next to the lobby.

**Jake:** Ok, I just wanna eyeball it, sort of.

**Rev:** OK. Yeah. I mean, you can -- you can kind of guess that it's one of two rooms that she was looking in the direction of.

**Jake:** "All right. Which one, guys? Which one you think?"

**Teej:** "102 or 101. Uh ... 102."

**Jake:** Yeah, OK, fuck it. I try to open the door to 102.

**Rev:** OK. So you open the door, and you kind of hear some gruff talking. You hear a couple of voices. And ... Are you peeking in? You opening the door all the way? What are you doing?

**Jake:** I want to open it a little bit and call out. Like, "Hello?"

**Rev:** VOICE: Hello?

**Jake:** "Housekeeping."

**Rev:** And you kind of hear some growling, and --

**Jake:** "It's just a joke. I was just kidding. My name's Jake."

**Rev:** Would you like to do anything?

**Jake:** I would --

**Rev:** You start to see what looks like sand coming from underneath the door.

**Jake:** Oh. I want to ... Is it like, under my feet?

**Rev:** It's getting there.

**Jake:** Yeah. I want to get away from that.

**Rev:** Roll it.

**Jake:** OK.

**Tass:** Fuck you.

**Jake:** Twelve.

**Rev:** Yeah. Oh, God. You backflip. Like, over the pool, over Ariel's corpse ... And yeah, no problem.

**Jake:** Over Ariel's corpse, I pluck a fork out of the water as I go.

**Rev:** And as you do that, the door just shoots off of the hotel room in a tidal wave of sand. And you see Kraven the Hunter just sprint out of the room, followed by what looks like Spider-Gwen, but a symbiote. And then from the sand rises the Sandman. And they're all just looking at you three. And then they start to advance on you. What would you like to do?

**Teej:** I'm going to use Panic Button. Beep!

**Rev:** OK. What's that do?

**Teej:** When you need to escape, name the route you'll try, and roll Sharp.

**Rev:** You're not anywhere near the microphone now.

**Teej:** I'm sorry?

**Rev:** Lift the microphone. There you go.

**Teej:** On a 10+, you do exactly what you want to do.

**Rev:** OK.

**Teej:** And other things happen to other ...

**Rev:** Good.

**Jake:** Hey! Well done.

**Teej:** Look at that! Thanks. That will be a twelve.

**Rev:** All right. So what happens? You gave me gibberish.

**Teej:** So as they are advancing on us, I tell my guys, "Let's go this way!" And head towards the lobby, but around on the other side. Past the breakfast nook there, you know?

**Rev:** Oh. Uh-huh.

**Teej:** Because, you know, they're coming this way, we're gonna go this way.

**Rev:** So behind Xur. You're running behind Xur.

**Teej:** Yeah. Yeah.

**Rev:** OK. Back out into the lobby.

**Teej:** Yeah.

**Rev:** OK. So, yeah. You guys get to the lobby. You run around. Does this make it so that you aren't pursued? Does it just make it that you know how to get to the lobby?

**Teej:** That is correct, yeah. On a 10+, you aren't pursued, and the person -- there is no more danger.

**Rev:** Okay, great.

**Teej:** Yeah.

**Rev:** So yeah. They, uh ... Kraven starts pooping in the sand and burying, I don't know.

**All:** [laugh]

**Rev:** I guess maybe if it was Catwoman. Anyway. All right. So, yeah. You guys get the lobby. Kitty's hanging out, eating a pizza. Talking to the hotel manager. He's like,

**Rev:** MANAGER: It happened to me, too. But I was wearing my just regular work clothes. This world sucks. This is the fantasy I got turned into.

**Jake:** [laughs]

**Rev:** MANAGER: And I'm self aware. I've never been sadder.

**All:** [laugh]

**Teej:** [sad trombone]

**Jake:** I feel like the hotel manager's listening from outside the door right now. Just a single tear. We're never invited back.

**Teej:** Nope.

**Jake:** "Hey, have either of you guys seen a creepy shadow with bracelets recently?"

**Rev:** He's like,

**Rev:** MANAGER: Oh, yeah. It actually just did this to me a couple seconds ago.

**Jake:** "Which way did it go?"

**Rev:** MANAGER: It went into the bar.

**Jake:** OK. Into the bar.

**Teej:** We go to the bar.

**Rev:** Yeah. You guys go into the bar.

**Teej:** Two grenades in each hand.

**Rev:** And sure enough, you see it there. It's next to the bartender in there. And Al and Peg are still just kind of bickering, and talking about never having sex, and never having food. And it's, you know, 90s America.

**Jake:** I want to blast the bracelets.

**Rev:** OK.

**Jake:** I guess.

**Rev:** Blast them, like ...?

**Jake:** I mean, I don't think I actually wield the lightning, unfortunately.

**Rev:** Yeah. So you want to move to it and hit it.

**Jake:** That sounds less cool.

**Rev:** It does. It does. You want to throw your hammer? You can throw it.

**Jake:** I -- ooh. Ooh! Yeah. Hell yeah I do.

**Rev:** All right. Roll it.

**Jake:** OK. I don't think it does.

**Rev:** No, no. Never.

**Jake:** But that's OK, because I just rolled double sixes. So a fourteen.

**Rev:** All right. Pick your additional. What else happens to it?

**Jake:** Um ...

**Rev:** All of this silence.

**Jake:** So it it takes the 3-harm. And I'm going to take +1 forward, but I'm going to give it to Tass.

**Rev:** All right. So yeah, one of those bracelets shatters. Like, you can see that it's reaching out, and it maybe was going to do something to the hammer, and just shatters.

**Jake:** Excellent.

**Rev:** Yeah.

**Tass:** And I'm going to use that forward to level my shotgun at the other bracer.

**Rev:** All right. Roll it.

**Tass:** Ooh, boy. Oh, yeah baby. That evens out to a ten.

**Rev:** All right, so pick your additional effect.

**Tass:** Oh, shit. Where are those.

**Rev:** No, don't do that. Actually, a ten? No, absolutely do that.

**Tass:** OK. [quietly] Where are these? Why can't I find these? This is good radio, right here.

**Rev:** Kick Some Ass.

**Jake:** Yeah. Right here.

**Tass:** Oh, it's right -- OK.

**Rev:** There you go. Literally, the one your thumb is on.

**Jake:** Literally the first column on the first page.

**Rev:** You couldn't read it cause you were covering it with your hand.

**Tass:** I'm going to go ahead and inflict terrible harm. So that will be 4 damage on those motherfuckers.

**Rev:** That is a very good choice.

**Tass:** Yeah, boy.

**Rev:** You see the other bracelet shatter. And the genie doesn't necessarily solidify, but you can see that kind of the angry look on this shadowy face changes. And he kind of sits more upright and says,

**Rev:** GENIE: What is your wish?

**Teej:** "The Nile! I wish for the --"

**Jake:** "No!" I want to put a hand over his mouth as soon as he starts making noise. I don't care. I don't -- I don't want to deal with this.

**Rev:** Let's see. Roll a Protect Someone. I think you're protecting ... You're protecting everyone else in the world.

**Jake:** The universe. What is that? Plus ... Oh, +Tough. Nine.

**Rev:** Yeah, OK. So, yeah, you get your hand over his mouth.

**Jake:** OK.

**Teej:** [muffled noises]

**Tass:** "I wish that all of the harm that was done to anyone tonight by your magic or otherwise, in this area, from these circumstances, is undone and back to normal."

**Rev:** GENIE: So you wish everything back to normal?

**Tass:** "Yes."

**Rev:** As you say that, you see that the figure, the shadowy figure, turns into a person and drops to the ground. And you see that the Rick kind of pops out of a portal and wakes up, and you start to hear people all over the building. Everything's turning back to normal. The guy on the ground is very shaken. He's like,

**Rev:** GENIE COSPLAYER Oh, man. What happened? Where am I? What's going on?

**Tass:** "You were ... I don't even know where to start. Uh. Drugs. Somebody -- somebody spiked the something in the somewhere, and oh God, everybody just had a bad time. Are you OK?"

**Rev:** GENIE COSPLAYER: Yeah. Yeah, I feel okay. I feel weird, but I feel real tired.

**Tass:** "I can imagine you do."

**Rev:** GENIE COSPLAYER: Yeah.

**Tass:** "You've had a night. You were running all over."

**Rev:** GENIE COSPLAYER: Oh, man. Was it fun? Did I have a good time?

**Jake:** "Yeah, it was."

**Rev:** GENIE COSPLAYER: I felt like I had a good time.

**Tass:** "Yeah, somebody in the pool had a really good time."

**Rev:** GENIE COSPLAYER: Oh, yeah. Yeah.

**Tass:** "Yeah ..."

**Rev:** Yeah. So what do you guys want to do now? You ...

**Jake:** Is this a person that we recognize? Or is just some --

**Rev:** Yeah.

**Teej:** Who is it?

**Rev:** Um, it's uh ...

**Jake:** Doesn't matter.

**Rev:** It's Gabe.

**Audience:** [laughs]

**Jake:** OK. Gabe the genie.

**Rev:** It's Gabe.

**Tass:** You son of a bitch.

**Rev:** Yeah, it's Gabe.

**Jake:** "What's the last thing you remember?"

**Rev:** GABE: I remember shopping at Goodwill. Like, I was looking for some stuff.

**Jake:** "Did your eyes settle on a shiny lamp?"

**Rev:** GABE: I mean, there were a couple things. Yeah, you know, I did see a lamp.

**Jake:** "Cool."

**Rev:** GABE: Yeah.

**Jake:** "Well, enjoy the rest of the weekend."

**Rev:** GABE: Thanks. Thanks, You guys are greatest. You're the best.

**Teej:** "Where's your room at, Gabe?"

**Rev:** Oh.

**All:** [laugh]

**Rev:** This turned into erotic fan fiction really fast. No, I mean,

**Rev:** GABE: It's down -- it's down the hall. Why?

**Teej:** "Oh, I just wondered." [whispers] "Guys, we should probably go to his room and see if he's got the lamp there."

**Rev:** GABE: Do you guys want to come hang out? Is that what you're talking about? Whispering?

**Tass:** "No ..."

**Rev:** GABE: No?

**Jake:** "Yeah, let's go. I want to see this lamp. It sounds real cool."

**Rev:** GABE: Oh, I don't -- I don't know if I ... Like I remember like, seeing stuff. And like picking stuff up to buy, but I don't remember ever doing it.

**Teej:** "Which Goodwill was this?"

**Rev:** GABE: Gosh, I don't remember. I went to so many.

**Jake:** "Can we go ... Let's go talk about it in your room."

**Rev:** Excellent. All right. So, yeah. You guys go back to the room. You do a thorough search of the room. There's no lamp. You guys hang out. You have a couple drinks. What do you do for the rest of the weekend? Do some bomb-ass photo shoots?

**Tass:** We'll see!

**Rev:** Yeah. All right. No, you don't get to end the show. All right. So we kind of end on the three you guys sitting around, running to the pool to check and make sure that the Ariel's OK, everything's cool. And we fade away from the Four Points Sheraton.

As we do, we see a flashback. We see Gabe walking around a Goodwill. And he's picking up a couple items, because he knows that there are a couple people that he wants to do shoots with. And he's got a couple ideas for some really good props for those shoots. And he's got a couple friends there with him, and they're kind of just chatting. And he sees this lamp. He's like, "Oh, this'll be great." And he's kind of talking to people. And he's kind of polishing up, and he doesn't see this little form appear from the lamp. He's like, "Man, one of my favorite things about being a photographer is like, I can just make people feel like they really are these characters. Like, it makes them feel like this is all real. Man, I wish I could make this all real." And all of a sudden he kind of gets a little dizzy, and he drops the lamp. And then he and his friends leave. And the shop owner comes by, and he sees that there's stuff on the floor. And he picks that lamp up and puts it back on the shelf.

End of story.

**Tass:** Woo!

**Rev:** Thank you all so much for joining us on The Critshow. You have been a wonderful audience. I'm so glad that more of you did not die. Again, I am Rev.

**Tass:** I'm Tass.

**Jake:** I'm Jake.

**Teej:** I'm Teej.

**Rev:** And this has been a Critshow.

**SFX:** OUTRO MUSIC