

Lost and Found (S1, E8)

INTRO

Rev: So before we get too far into this, it is Sunday evening. It is the 17th, we're recording for the episode on Wednesday. And right before I sat down, I looked at our Podbean site. We have not even officially been out three weeks and I think we have listeners in seven countries so far.

Tass: Yeah.

Jake: So.

Jake: There's a lot of countries left to go, though.

Tass: Oh, I've just been sitting on my phone, downloading it and deleting it and re-downloading it. Does that--.

Rev: I don't think that counts.

Tass: That doesn't co--Oh, no!

Rev: I've been picking up strangers phones whenever I just see them sitting--.

Tass: Oh, good.

Jake: At the gym.

Rev: --and I just go straight to the podcast app.

Tass: Oh good.

Jake: Yeah.

Rev: Or Thecritshow.podbean.com. Why would I plug that here. If you're listening to this. You have accidentally stumbled across this and listen to it. I don't know why I'm plugging it to you.

Tass: You know where to find it.

Rev: I'm literally--.

Tass: You're in it.

Rev: --preaching to the choir.

Jake: So we've got a contest going on right now. We've got a trivia quiz.

Rev: Yep.

Jake: It is over the first six episodes. And if you answer them all right, you get put into a drawing to win some swag from one of our friends. Wes has a website where he makes super cool nerd clothes.

Rev: Yep.

Jake: And you can get 50 dollars worth of stuff from that website, if you win.

Rev: Stylish Senpai.

Jake: Stylish Senpai.

Rev: And actually, we've had a surprising number of entries, to the point where I think we've decided to add some kind of homegrown prizes. We're gonna add two more prizes into that drawing. First, we're gonna draw the Stylish Senpai prize because that is the prize du jour. But, we're also starting to record some other stuff. You know, I think in the first episode I said that, you know, The Critshow is not necessarily going to just be 'Monster of the Week', that it's going to be us playing a bunch of different games. And we're starting to record a little bit of that so that we have some content, if we need it, or just if we feel like, "Uh, we want to share something. Let's have some fun." So Tass is actually going to run a game here pretty soon.

Tass: I've heard that about me.

Rev: I know. Do you want to talk about what that game is?

Tass: Oh sure, I'll give kind of the briefest of synopses. So essentially, I found this game that is also a powered by the apocalypse system called 'Masks' and it's very much set in a superhero world. So very comic book-esque. And, um, that's where we're going to set

it. It's actually an old, old brainchild of, I'm going to say mine slash ours, because you know, you guys, you, Teej and several other friends from way back, and I mean way b-- like 14 years ago back, kind of contributed to some of this ridiculousness. And it is a story that I am calling 'The Hero Salad' and it revolves around a group of superheroes that wear these--like well-established, like Justice League or Avengers level superhero team and they fell into a trap. They got de-powered and then transformed into these ridiculous and or hideous fruit and vegetable looking people. So the whole thing's really going to kind of follow these people that were established very serious heroes that are now in this ridiculous circumstance and how do they kind of deal with that in this world.

Rev: And the reason we tell you that is because the second prize that we're going to draw out is--whoever we draw out, they're gonna have a conversation with Tass and they're going to be one of the NPCs in the game. They're going to create a superhero that will appear fairly regularly with the hero salad. They'll get to pick the character's name. Is it spoiling too much if we--if we give an example of one of the names being used.

Tass: No absolutely, go for it.

Rev: OK. So for example my character before he was transformed was Granite and he is a city based power character, where he gets his strength from the city. He can pull up rock around himself. But in his transformation the fruit that he became, he is now named the Pomegranite, because he is a pomegranate and he's super not happy about it. So the names are very, are very punny, but the situation is very dangerous. So you will get to help Tass come up with your fruit or vegetable themed superhero. And also, what they used to be before they became this.

Tass: Yelp, I'm excited about that.

Rev: So that'll be fun.

Tass: Yeah, that's gonna be a fun one for me.

Rev: I've had a lot of people, you know, message me saying that they wish they could play a game like this. I think that that is a good, kind of start, letting someone help make a character and give influence.

Tass: I also want to throw out there that it doesn't necessarily have to be one of the Hero Salad as well. It could be a villain.

Jake: That's true.

Tass: If they like.

Jake: And what are they--what's that organization called? We don't have to give it up it's fine.

Tass: No let's not, let's not give that up.

Rev: You could--you could be a heel in our story.

Tass: Yes absolutely.

Rev: Okay. And then the third prize that we're gonna draw is Jake...is Jake.

Jake: I was like, where's this goin'?

Tass: Whole night--.

Rev: That's the whole story.

Tass: --no holds barred.

Rev: Touched by an angel.

Jake: I will make you a custom dice bag. So if you get--if you draw my prize, then we'll have a talk about what you want a dice bag to look like and I'll make you a special dice bag. Dice not included.

Tass: His dice bags are so cool, too. They're really really good.

Rev: You know, I bet we could include some dice. I bet each of us could give up a die or two to some lucky person.

Tass: Oh, I've had a couple that I've wanted to melt down because of how bad they roll. I'd be happy to throw those in.

Rev: Yeah, like we--it could be a grab bag of lucky and unlucky dice. So yeah. That is the little addendum we're doing to the giveaways. We've added to other prizes just because we've had such a good response in entry, compared to what we imagined. So the other

thing I want to talk about, we record and because I can't quite yet get a firm grasp on "once we're done at the end of the day, what is usable and what's not usable." And so I never know how much content we're gonna have. And so like right now, we're an episode ahead. And I'd like to be on a schedule where we're recording, you know, on Sunday what people are going to hear Wednesday, so that you guys are with the audience in the sense of, "oh my gosh, what's going on? I don't know man." You don't have to worry about spoiling anything and you can talk with people about, you know, what's going on, what you think is happening. But, until I get more comfortable just with our process, I don't think that that's a realistic goal. So what we've decided to do, is that we're gonna keep playing and we're gonna keep recording. If we get to the end of a story arc, us the players at the table, and there are extra episodes left, that next week, we're gonna publish those. Because, we don't want the listeners to be so far behind that we're on a new story arc and they're still in the middle of the previous one. If we're getting ready to start the next one, whatever built up episodes I've got, I'm going to put out a little faster so that they get caught up with us.

Tass: I like that, I think that's really cool too, because, these last two or three weeks in particular, have been interesting to kind of feel that, to be on the same level with them. Because, the first week wasn't like that at all, when we put out five all at once. We kind of knew--we're sitting back and waiting to hear, you know, maybe what people thought, or where they think it's going, or you know, what the little theories and things are behind what was happening with these mysterious figures. And--but now we're kind of on an even playing field and I really dig that.

Rev: Yeah. So, you know every now and then you guys might get some unexpected episodes.

sounds of a large amount of dice.

Tass: That's the sound of some of the dice you guys might get.

Jake: It's true.

sounds continue

Jake: I'm going to find some rogues, right now.

Tass: That is a giant dice bag.

Jake: Trying to find the ones that I--that I will give a new home.

Rev: And are they going to be good ones or bad ones?

Jake: I don't know. First, I have to decide which ones I'm willing to part with at all and then try and find a good balance between ones that have wronged me and ones that have done me good.

Rev: Ah, that's fair. All right. So while Jake tries to sort this out, I'm going to let the recap roll.

THE RECAP

Rev: WOMAN: They are getting blood. They're almost taking it in through osmosis. I was able to subdue them both while they were feeding on her.

Rev: MARGARET: Find whoever turned them and we may be able to save them.

Rev: ORI: There is a small island. They say that if you go by there at night you hear screams.

Rev: You do see one set of footprints that go from the firepit to the water and then back again. There is one unmarked bottle of red liquid.

Teej: Little taste off the tip of my tongue.

Rev: And a hand shoots out from underneath the bed and grabs you and starts to pull you underneath the bed. You lay on hands and you can feel that he's got damage, but there's something else he's--he seems sick.

Jake: So I will take the illness.

Rev: You raise the .38 at the ghoul and pull the trigger and there's a dull click sound. It wraps its hands around your back and carries you out towards the water.

LOST AND FOUND

Rev: Jake, you have just finished healing T.J.. Again you have this strange sensation that there was something inside of him other than the damage and you chose to take that instead of his point of damage. You turn around to see what's going on with this creature and you see it carrying Tass, over his shoulder, out the door.

Jake: Okay. I want to ask T.J. like, Hey we got to go get him you ready?

Teej: Go get him, go!

Jake: I just want to fly to Tass, how far away are they?

Rev: Not far, maybe 30 feet.

Jake: Yeah, still sounds more theatrical. I'm just gonna fly to Tass and then try and take a swing at the thing.

Rev: Okay. So roll 'Act Under Pressure' to, uh--for your teleport to get to the right spot and then swing.

Tass: Your back at home on the toilet again, aren't you?

Jake: I don't--probably. I got a 6.

Rev: So, you appear next to T.J.. In that moment you realize that you must have been confused because you were thinking about teleporting to Tass, but then you were worried about what's going on with T.J.. But, there's no need to think about that. Got to get to Tass, T.J., Tass. Tass-J, T.J., Teej-ass and you appear at T.J.'s butt. You appear behind him looking out the door.

Jake: I just go, oops. And then I guess run after it on foot, because that didn't work so well.

Rev: All right. Is there anything that you want to do Tass? I.

Tass: Want to holler a little in kind of an, ahhh, you know kind of manner.

Rev: Like a--like a, "Ahh! Real Monsters"?

Tass: Exactly. Ahh, a real monster tackled me out the door.

Rev: And you realize that you don't have your pistol anymore.

Tass: Oh yeah.

Rev: We have realized something that we've been missing, really that I have been missing.

Tass: Oh.

Rev: The nice thing about me missing stuff in the game is that it's always in your guys this favor. So as I discover things that need to be added, it's fun for me, but it's not great for you. But, I have not been doing "harm moves" like I should. So you did not take any harm from this thing grabbing you and running you--running away, but you did drop something. You dropped your pistol.

Tass: That is fine because we just discovered it was unloaded for the most part. I'm not too upset this time around..

Rev: I think 4 out of 6 ain't bad, right?

Tass: How is it carrying me? Is it, like holding me in its arms? Does it have me over a shoulder?

Rev: You are over one shoulder. You're over its right shoulder.

Tass: Got it.

Rev: Basically, it's shoulder blade into your gut.

Tass: And out the door.

Rev: Arms--Yeah, arms over the back, legs over the front.

Tass: I still have the shotgun in its holster on my back.

Rev: Correct.

I guess I want to do, kind of, whatever I can do--I don't know that just pulling it out and take it--if I'm like tilted over its back, like facing the ground, I don't know what I can do with that. So, what if I like try to--I want to, uh, like unhook the holster, the like, the shoulder rig that it's on.

Rev: Mmm.

Tass: So that it's loose.

Rev: Uh-huh.

Tass: And then, just reach behind me and twist it, so that it's like facing at the thing's face.

Rev: Oh, I see.

Tass: And, pull the trigger.

Rev: OK. All right. Yeah, roll 'Act Under Pressure'.

Tass: OK. That is a 10.

Teej: Mama.

Jake: That your catch-phrase now?

Teej: Yeah, Mama.

Jake: Mama.

Tass: Ho, ho, ho. Mama.

Rev: What you guys don't see, T.J. came in today. He's got a haircut and it's a giant blond quafier. He is in his Johnny Bravo phase of life.

Teej: *a la Johnny Bravo* Oh, Mama.

Tass: I dig it.

Rev: How much damage does your shotgun do?

Tass: 3.

Rev: OK. So, yeah this thing takes that shotgun blast essentially to the side of the head because of the way that you're positioned and it falls to the ground and drops you.

Tass: Yeah.

Rev: So that's what you see. T.J., what are you doing?

Teej: I'm in hot pursuit.

Rev: So you're just taking off right after Jake?

Teej: Absolutely.

Rev: Okay, so you both see Tass, kind of, pivot his gun on his back and fire a shell right into its face and it kind of flies sideways a little bit, dropping him onto the ground.

Jake: Is it still moving?

Rev: It is.

Jake: Then I'm going to cu de gras that bad boy.

Rev: I don't think it works that way, but give it a shot.

Jake: I want to smash it with me hammer.

Rev: All right. Roll 'Kicks Some Ass'.

Tass: Wreck it, Ralph.

Jake: Uh, 7.

Tass: Oh. OK. Phew!

Rev: You slam your hammer down on the ghoul and it wraps one hand around the arm that is holding the hammer at the same time. You take 1 point of damage, but you don't actually, I believe, take any damage because of your armor.

Jake: Accurate.

Rev: But, you do see that it gets a little stronger. You can feel it sucking energy from you. It got a little--just a little gap in your armor. It's touching skin somewhere and you can feel like a little--*makes tiny sucking sounds*.

Jake: Well, super.

Tass: Ewwwwwwwww.

Teej: Yick.

Rev: And you take -1 forward. T.J., are you doing anything?

Teej: Absolutely. I'm going to go ahead and swing my nunchuckus at this thing's face.

Rev: All right roll 'Kick Some Ass'.

Teej: Absolutely. That would be a 10.

Rev: Excellent. What is your additional effect?

Teej: I'm going to suffer one less harm. *should be 'suffer little harm'*

Rev: So, you take no damage because of your choice of take one less harm. *not a real choice*

Teej: Excellent.

Rev: Tass.

Tass: I kind of wanted to--uggghh--God. No, I don't think I do this in the moment. I was going to say, I kind of want to take it in and be like, "Does this look like somebody that's recently turned?" or "is it male or female?", but you know, hell with this thing.

Rev: You gonna sex the ghoul, is that what you're saying?

Tass: Kinda, yeah. I just want to see what's going on with its downstairs mix up.

Rev: Yeah. I don't--I don't mean sex it like--*makes porn music*.

Tass: Ohh, Oh.

Rev: But, I mean sex it, like find out if it's male or female.

Teej: Oh, kind of like what you would do with a puppy whenever it first is born. *silent awkward pause* Do you not do that?

Rev: No, I think you have to do it to things that have internal genitalia, not external.

Teej: Oh.

Rev: You're just fiddling with puppy dicks at that point.

Tass: Yeah, I think I'm trying to be in this noble mindset of like, "Oh, well I'm going to try to understand the"--nah, I'm gonna shoot it--

Rev: All right.

Tass: --In the face.

Rev: Roll 'Kick Some Ass'.

Tass: Okay. Ohohoh no!

Teej: Terrible.

Teej: Oh, good, good. What's a--hypothetically, if someone were to have rolled a 3 in this situation--.

Rev: On one die or both?

Tass: Let's say, sake of argument, you know, in this mythical scenario that isn't the truth of the present, it were a total of 3. I am--what I want to know is, like what good stuff do I get to hear from you?

Rev: I think the thing that you get to hear is that you get a point of experience in this second.

Tass: I do I guess

Rev: I think that's--that's the good news.

Tass: Thanks buddy.

Rev: The bad news is--what's the range on that shotgun?

Tass: Close.

Rev: Great. You take a step forward, to shoot at the ghoul, and you have a moment of thinking, "maybe I should switch from the shotgun because this is like the third time that I've gone to pull the trigger and just shot wildly into the air." Because, the ghoul charges at you and once again body checks you--.

Tass: Uhh!

Rev: --knocking the shotgun out of your hand and running with you towards the sea.

Tass: Oh, good!

Rev: Would you like to do anything now, Jake?

Jake: Yeah, I want to hurt it.

Tass: Just for the sake of knowing, because this is supposed to be an immediate thing that kind of resolves after the action--.

Rev: Uh-huh.

Tass: --I have leveled up.

Rev: OK, well, what are you gonna take?

Tass: Well, I think for flavor here--.

Rev: Shotgun proficiency??

Tass: No! No!

Rev: Is that a thing?

Tass: No.

Teej: How about 'hold onto your weapons' proficiency?

Tass: I hate you guys. No, I think as I'm dangling there over his shoulder, I notice--oh my God, this whole time, my vest has been unbuttoned. So my armor hasn't been what it could be. Silly me. And so as I'm flopping, you know, against its ass, face to ass. Um, You know, I'm buttoning up my vest and now I have +1 armor.

Rev: Great.

Jake: I like that your bulletproof vest buttons.

Tass: Yep, it sure does.

Rev: I like that while laying over somethings shoulder, you could notice something on your chest was unbuttoned.

Tass: Hey man.

Rev: We're gonna test this with Jake. Jake, pick him up.

Tass: Oh, God!

Rev: Jake are you teleporting to this thing? Are you going to run after it? You gonna throw the hammer?

Jake: How far away has it managed to get?

Rev: You could catch up to it.

Jake: I'm just gonna--.

Rev: Try to hit it in the back.

Jake: I'm just gonna catch up to it and hit it then.

Rev: Okay, roll 'Kick Some Ass'.

Jake: 10.

Tass: Oh, niice!

Rev: And you do 3 you said?

Jake: Yes. And for my extra effect I'm gonna do an additional 1.

Rev: Good call. It goes down.

Jake: Yeah.

Rev: It collapses to the ground releasing its catch of the day for the second time and it's just laying on the beach now, dead. I hope you're happy with yourselves. This creature was in its natural habitat in the wild trying to survive.

Jake: Well it hunts man, so...

Rev: I mean it is--

Jake: Not thrilled with it.

Rev: --the most dangerous game.

Tass: All right. Solved it. Let's go.

Jake: Yeah.

Teej: Right?

Jake: Let's, uh, take a look at this thing. Except, I don't know what I'm looking for. So hey, Tass, take a look at this thing.

Tass: Yeah. So, I mean, I kind of recognized it. I think we established last time, right when I was taking that shot. So, what do I know about ghouls? Like what does that translate to on a literal "Hunter knows the prey" kind of situation?

Rev: So, what you know about ghouls, just from seeing them in books and stuff. They can be created by cannibalism. They can be created by people spending just too much time near or around death, cemeteries, long time ago plague houses. They usually live underground. They don't like the daylight and they have kind of systems of tunnels and really they exist and thrive off of causing fear and eating.

Tass: Ok. Well, yeah I'm just gonna get down and, you know, inspect it. Kind of just go over it see if it's--I don't see what I can see.

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

Tass: Oh, Okay. I will. Is a 9.

Rev: You get a hold 1.

Tass: I guess, I just essentially want to know what's being concealed here.

Rev: As you get closer to it, you know the anatomy of a ghoul, the things that you should see. You can see that its hands are larger than normal and the claws are very tough. The claws normally are just extensions of monstrous fingernails, but these almost have a metallic feel to them and you can see that the teeth in its mouth are pretty blunted. You'd be used to seeing a whole lot of predatory teeth. And with what you've seen on T.J. and Jake, you do see that there are pores on the hand that almost look like little suckers. And then as you inspect its neck, you actually see a pair of gills that you didn't notice before.

Tass: Oh God! Look at this guys. And I'm going to especially show 'em the gills.

Teej: Is that thing able to breathe underwater then?

Tass: I, I mean, yeah. This is clearly gills.

Jake: And I imagine that those claws or the hands are how it just kind of sucked some of the life out of me a second ago.

Tass: Is that what it did? Are you okay?

Jake: I think so. It felt like it kind of drained some of my blood or something, I don't know what exactly happened, I want to like look at where I felt that happen.

Rev: Yeah, and you see just a little area of blood blisters.

Tass: Ok so--.

Jake: So not a normal ghoul then.

Tass: No. No.

Teej: Almost like a water ghoul.

Tass: Yeah. Did we just take care of this? Was this, maybe, what hurt the other people, like infected them and turned them into ghouls?

Jake: Maybe. We need to find out how to cure it or else I think I'm going to turn into a ghoul.

Tass: Oh God.

Jake: I don't think I said this out loud ever. Did I?

Tass: No. No. We're like, "What!?"

Jake: Because, we were just in the middle of shit. Yeah. When I healed T.J. back in the room, I could feel that there was more going on than just the damage that he had taken from the creature. He had some kind of illness and I don't know if it was from him drinking the gross, rotten, meat drink behind the bar or if it was from when it got hands on him, but whatever it was I took it. So, you should be okay now, T.J., but something is wrong with me and I don't know what it is, or when or how it will manifest.

Tass: Oh God. Okay. Um. I mean, let me call in--let's clean this up. Let's, um, you know, kind of report in at least and then I'll call IPT and see if they have any information about that. If there's anything we can do to stop you from--God, if that's going to turn you into one of these, like those--like those people.

Jake: Well worst case scenario, I've got a bad knee. So let me just write down a list of all of my weaknesses and you can take me out, lickity-split

Tass: Okay, yeah. Don't love that.

Jake: Actually, you know what one of my main weaknesses is?

Tass: What?

Jake: Is bullets, so--

Tass: Oh.

Jake: --just use those and I'll probably go down.

Tass: Does one of you want to go get Ori? Go fetch him and bring him to see what's going on here and I'll call Margaret?

Teej: Yeah, I can do that.

Tass: Awesome.

Teej: Yeah, I'll go get Ori.

Rev: So what are you guys doing while he's gone?

Tass: I'm gonna be down, like next to this body, just kind of ready to describe things and I'm gonna use my move 'Deal With the Agency'.

Rev: Okay.

Jake: I'm just gonna be on guard while he does...

Rev: Gotcha.

Tass: Uh, 7. Which says, "On a 7-9, things aren't so great. You might get chewed out by your superiors and there'll be fallout, but you get what you need for the job."

Rev: So the phone rings and she answers.

Rev: MARGARET: So what's--what's the news?

Tass: Ok. Well pretty instantly we took out a ghoul. We found an actual ghoul in the same room where the people were attacked.

Rev: MARGARET: Oh!

Tass: It made off with me. It almost got me to the ocean, like it was going to take me, somewhere and I don't know I assume, eat me. That's what they do. But there's all sorts of weird stuff about this. It's clearly a ghoul, but it has gills and like suction cups on its hands--like not exactly, they're tiny, but they're like suckers. And we're pretty sure it infected Jake. So, that's kind of why I'm calling, is just that I don't really have a precedent for this. I don't know if there's a way to heal him, or make whatever's infecting him stop. You know we don't want him to turn into one of those things like the others.

Rev: MARGARET: Let me put you on hold. I'm going to talk to the guys down in the lab real quick.

Tass: Okay.

Rev: So, you get to the main office, T.J. and Ori's in there. He's in behind the desk.

Teej: Ori, it looks like we might have taken care of your problem.

Rev: ORI: Oh good. Problem solved. You guys--everything will be all set before the next group staying here arrives?

Teej: Possibly. When is the next group arriving?

Rev: ORI: Well, they'll be here in about seven days and the rest of the crew will be back in about five.

Teej: Ok. All right. Well, uh, we wanted to actually show you what the problem might have been.

Rev: ORI: Oh, Okay.

Teej: Yeah. So if you want to come with me, we'll go see something. And just to warn you, it may be a little shocking.

Rev: ORI: Is this optional?

Teej: I would say, no. I think you definitely need to come see this.

Rev: ORI: Ok.

Rev: And he follows you. Margaret comes back on the line and you can tell that she's on speakerphone.

Rev: MARGARET: Describe what it is that's strange about this ghoul. I want these guys to hear this.

Tass: Okay, So actually while I'm describing, I'm also just kind of holding the phone away and taking pictures of the gills and you know opening up the palm and taking those and I'm texting them to her while we're on speaker.

Rev: Okay.

Tass: Yeah. So here, kind of on the neck, behind the ears, there are actual gills and I mean when it had me, it was clearly hauling towards the ocean. Like that's where it was gonna take me to feed or whatever it is. And the hands are a little larger than they should be and I'm kind of sending them of the one showing and getting real close up on the--the suckers on the hands, or the pores, I guess. And these claws in particular are different. They're almost metallic, like they're kind of larger and thicker than an average ghoul. Yeah it's, I mean, it's clearly a ghoul, but with extra.

Rev: MARGARET: Wonder if it's maybe it's some kind of--ghouls don't really evolve do they?

Rev: And you kinda hear some guys in the background, "you know, that doesn't make sense, like they don't--they're not--that's not how they work. They're just--they're created and they don't spawn--they don't." You kind of hear these guys just having conversation behind her.

Teej: These scientists guys are very lackluster.

Rev: They are.

Rev: MARGARET: And you think that your friend was infected by one of them?

Tass: It's Jake, the one with the sort of divine touch.

Rev: MARGARET: Uh-huh, yeah.

Tass: So, it was actually T.J. that got hit. But when Jake was using his divinity to, you know, to heal him and make him feel better, he he felt that disease and he essentially sacrificed himself in a way to take that disease off of T.J..

Rev: MARGARET: I think you're going to have to find a way to get us that body so we can study it, if there is a disease within it. That's not how ghouls work. They don't spread themselves. You know, they are created. You can't catch ghoul. So if it's carrying something, we need to find out what. Because the things that you're describing on this ghoul, they don't match the symptoms that the people that we have here are showing.

Tass: Oh, okay. Clearly if those guys were ghouls, specifically now, we'd know that.

Rev: MARGARET: Yeah. Oh, yeah. I mean it's been a couple of days.

Tass: So--so, okay. So whatever this is has something else. It's not turning them into ghouls it's doing that. Oh God. I guess we'll do something to figure out how to get this body to you.

Jake: All this is on speaker phone right?

Rev: Her side is I don't know if you're on speaker. Mine was because I was taking pictures, yeah, yeah.

Jake: I've just got my back to you and I'm just, like sweating profusely, in terror. No no no no no no no no no no.

Tass: I want to use my move, 'Deal With the Agency' so that I can get a way to get a body to them--

Rev: Yeah.

Tass: --in Indiana.

Rev: Yeah.

Jake: T.J., weird science us a teleport.

Tass: Oh, my God.

Tass: Oh.

Rev: MARGARET: Because you clearly don't have one on the team. Goodbye.

Rev: As she hangs up.

Tass: That's how I got yelled at!

Rev: You could hear--She actually thinks that she's hanging up, she's like.

Rev: MARGARET: What a bunch of idiots.

Jake: How's it work transporting a dead thing?

Rev: Just like transporting a live thing.

Tass: Oh no!

Jake: I still have to roll to--

Rev: Yep

Jake: --figure out if I go the right place?

Rev: Yep.

Tass: And if you don't it will appear somewhere random.

Jake: Yeah, then it's just gone.

Rev: Yeah. That's risk-reward, baby.

Tass: OK. Hear me out. Before we do this, we spend 12 hours with this thing, Weekend at Bernie's style.

Jake: Until I know it very well.

Tass: Yes! That way you can teleport right to it in case it fails.

Rev: The dead cannot be known.

Tass: Paint up its face and...

Teej: What's the movie with Geoffrey Rush, where he plays the Marquis De Sade?

Rev: Mystery man

Teej: Touche'.

Rev: All right, so you get back, T.J., with Ori as Jake is sitting and sweating it out.

Teej: There it is.

Rev: ORI: Oh God.

Teej: Yeah. Pretty horrid, right?

Rev: ORI: Yeah. Thanks for this, I guess.

Teej: Good.

Rev: ORI: I'm glad I have seen this now.

Teej: Well now you know what to look out for for next time.

Rev: ORI: You know you could've told me just anything not human I would've looked out for, man.

Tass: I mean, really I'm sorry. I know this is just awful, but I mean it's important for even people that kind of believe that this weird stuff is going on, to see that this is actually a monster. You know? Like this is real and we're not sure that this is the only one.

Rev: ORI: Oh, OK.

Tass: So I mean yeah, I'm sorry.

Rev: ORI: No, it's okay.

Tass: I know it's shocking. I just--.

Rev: ORI: I mean, I don't believe that--I don't disbelieve they're real. I mean, two of them did eat one of my staff.

Tass: Yeah. No, that's fair. But, see that's the thing, is that's--that's not what they were. They weren't this way. They were maybe infected by this and that's really where we're at right now. We gotta figure out what exactly that was doing, because if there are more of them, it's going to keep spreading that.

Rev: ORI: Oh so there's like two problems.

Tass: Yeah.

Rev: ORI: That's not great.

Tass: No it's not.

What!?! Really?

Rev: ORI: Yeah, bad news man. Apparently there's two kinds of problems. You told me problem solved, but the problem multiplied.

Jake: Singular, problem solved. Problems persistent.

Rev: ORI: Wait, wait. What's the--what's the problem that's solved.

Jake: This ghoul is dead?? That ain't nothing.

Rev: ORI: Yeah, that's--that's true.

Jake: I high five Ori.

Rev: ORI: Yeah.

Rev: He gives it back.

Jake: Should you show Ori the vial of disgustingness, that you found in the bar. Maybe he'll know what it is.

Teej: Oh, Uh, I guess.

Rev: ORI: I don't like any part of that sentence.

Teej: I pull out the little bottle--I pull out the little bottle of red liquid with the little cap on it and I take it off and I'm like, Here you go.

Jake: Don't drink that.

Rev: ORI: Oh.

Jake: But do you know what it is? It was in the bar.

Rev: ORI: No. Man, you got to be careful. Don't, like uncork something that looks like a flask and just say, "Here it is." I was gonna slam that.

Teej: Oh.

Tass: I like you Ori, we can hang.

Jake: Your reflexes are questionable, Ori.

Rev: ORI: Well, I work at a place that's just rich people drinking and having sex.

Jake: So which one's in that vital.

Everyone: *groans*

Rev: ORI: Probably both.

Everyone: *Uber Groan*

Tass: Okay. Jake, if you think that you can get this thing back, maybe take the vial too? Because, that's a good point. If he did put some of that in his mouth, this thing may not be infecting people.

Jake: Well, I mean at the very least I can get the vial there.

Tass: Yeah. I mean, absolutely.

Jake: Worst case, I lose this ghoul, like in the middle of Times Square or something. If I lose it, I have no idea where it goes.

Tass: Yeah. No, that's fair.

Teej: What if we somehow took its blood.

Tass: Yeah, I mean, that's what I was gonna suggest, even with him is, I mean, if he's infected with something, clearly they can at least get some of that.

Teej: Right.

Tass: So that's good. But, I mean ideally, if they could--if they could have this that'd be great.

Teej: Do you got like any "blood taking things" in your first aid kit?

Tass: I have 17 of them ready for this right now.

Teej: Good.

Tass: For sure.

Teej: Yeah?

Tass: I'm not looking to my left for verification--.

Teej: You got it.

Tass: --on whether that's true. I'm saying definitively.

Teej: Alright. I believe you.

Tass: I do have a med kit, though.

Rev: Yeah. A first aid kit.

Tass: First aid--first aid kit.

Rev: So, no I don't think you have any needles.

Tass: Pretty sure there's like 17 needles in the first aid kit.

Rev: Yeah, but those are just the heroin ones that you smuggled across on the plane.

Jake: That you collect whenever you find them on the mission.

Rev: All you're going to do. Yeah. All you're gonna do is just give them a little of Jake's blood with some heroin in it. And they're gonna be like, "Well that's his addiction. That's what--that's what he got.".

Jake: I'll feel real good, though.

Rev: But, I don't think you have any needles for taking blood in a first aid kit.

Tass: Sure.

Teej: So then we need to somehow get--.

Tass: A bottle and a knife and...

Teej: Yeah.

Jake: Oh yeah, just bleed this thing.

Tass: Yeah.

Rev: Ori, do you have any empty bottles anywhere we could borrow?

Tass: And, I'm already just getting out a water bottle and dumping it out.

Rev: ORI: No, man.

Teej: Oh.

Rev: ORI: No glass containers on the island.

Tass: Nice.

Teej: Good. No. That's good, because you don't want glass on the sand. Understood.

Rev: I mean you know that's not true because--.

Jake: We broke one early.

Tass: Yeah, we did. I forgot about that.

Jake: Surely, you've got a pocket knife or something.

Tass: Yeah.

Teej: I pull out my utility knife.

Tass: Oh, yeah, there you go.

Teej: Here you go enjoy cutting this thing open and grabbing some blood.

Tass: Sure. And I do, like I--over the side of the porch of the bungalow, I just dangle a foot and hold the bottle of water, err--that you know--the empty bottle and just make a little nick in like the sole of its foot.

Rev: All right. Roll 'Act Under Pressure'.

Tass: 'Act Under Pressure'?

Rev: You're dealing with some dangerous, monstrous, thing's blood. That you're not sure if it's infectious. You're not wearing gloves. You're using a utility knife and a water bottle to collect it. 'Act Under Pressure'.

Tass: Okay. That was an 11.

Rev: All right. So you, against the will of God--.

Teej: And all of science.

Rev: --cut this thing's ankle right at the Achilles tendon.

Tass: Oh, god!

Rev: You bleed it into the water bottle. You notice that the blood is not red.

Tass: Oh, gross.

Rev: Like, it's black.

Tass: I'll put the cap back on. I'm gonna hand it to Jake. Say, make a little teleparty.

Jake: Alright, so I'm taking a water-bottle full of blood, a bottle full of 'I don't know what' and I'm still trying to take the ghoul's whole body or not?

Tass: I would say--.

Teej: Yeah. They'll definitely need--.

Tass: I think this is just--I would say this is just, you know, kind of insurance ideally that they can have this whole thing to study. Awesome. At the very least they have a pretty hefty portion of its blood and yours.

Rev: Ori is in the background just watching this thing, just still constantly bleed onto the ground.

Jake: Get a Band-Aid out of your first head kit.

Tass: Oh! Oh, that's such a good call and I'll--I'll like, just wrap it up so it stops bleeding.

Jake: Back to my concern, though. Do I want to accidentally dump this body somewhere, or should we just leave it here and hope the blood's enough? How about I ask them?

Rev: I mean, they told you already specifically, they want the body.

Tass: Yeah, I think--I think you need to try to take it. I mean those guys turned overnight. We can't chance that with you, man.

Jake: Okay. I'm going to scoop the body up.

Rev: Roll it.

Tass: Can I help out in some way--.

Rev: No, uh-uh.

Tass: --like tenderly hold his bum with my hands.

Rev: This is--I don't think you can help out on someone's character playbook moves. You don't know how to do it.

Tass: That's fair.

Jake: I mean a soft bum touch would really calm my nerves.

Jake: God damn it!

Rev: What'd you get?

Jake: I got a three.

Rev: Jake, you try to teleport and the body vanishes in a flash of light.

Jake: Oh my God. Oh no. Oh no. Okay. This is the worst thing I've ever done. And I'm just gonna like, go some places. I don't know. Like, I want to, whatever I can think of, just in the hopes that I sent it somewhere I am familiar with.

Rev: Okay, so Jake decides to rapidly teleport to see if it might be at some place he remembers. He appears in the basement of the Halifax. He appears at a Wendy's. He appears in the parking lot of a blockbuster that's empty with broken windows and a tumbleweed goes by. You appear in your bathroom on the toilet. You appear--you appear outside of Rev's apartment. You appear at the top of a ferriswheel and then you appear back here and you didn't see it the whole time.

Jake: I lost it. I sent it away. I lost it.

Tass: Okay, um, Wow. That ain't great.

Teej: Do you still have the vial of blood and red liquid.

Rev: Yeah.

Jake: Yeah, yeah I've got those. That's--that's not nothing, but--Oh my God! Oh God!

Tass: Just--just--just take 'em to IPT, just take 'em there...

Teej: And if they ask you any questions just don't--.

Jake: Disappear, got it.

Teej: --just get out of there.

Jake: Okay. I'm going to go to IPT.

Rev: Where are you going at. In IPT. Oh, you know what? Doesn't matter. You appear outside of the IPT. They have wards against this kind of stuff.

Jake: That's a good choice.

Rev: Yeah.

Jake: I'll go in the front doors, then I will go to the lab.

Rev: And there's some guys there.

Jake: Hey guys from the Hawaii field team--.

Rev: LAB GUY: Oh, hey where's the body?

Jake: That's a fantastic question. Here's a vial of its blood. Here is a bottle of rotten meat smelling stuff that one of our guys tasted because he found it in a bar. Thought maybe those could help you in your investigation.

Rev: LAB GUY: Okay.

Jake: I lost the body. I accidentally sent it somewhere, I don't know where.

Rev: LAB GUY: Oh, so do you want to report that or?

Jake: Do I need to.

Rev: LAB GUY: M-Maybe.

Jake: I'm very new here. I don't know the policies.

Rev: LAB GUY: I assume that if you've lost a possibly toxic creature, we might want to report it to somebody.

Jake: Okay. Who?

Rev: LAB GUY: Not it.

Jake: Where's Margaret.

Rev: LAB GUY: Probably in her office. She was here, but she left just when she hung up the phone.

Jake: Okay, I'm going to go to Margaret's office and good luck.

Rev: LAB GUY: Wait, wait. Are you the one who might be infected?

Jake: Yeah.

Rev: LAB GUY: Let's take some your blood.

Jake: Good choice, probably. Do you know what? Just take it all. Just kill me. Okay. I'll let them draw some blood.

Rev: LAB GUY: We could totally turn you into a Gollum, if you want. We'll just--.

Jake: What!?

Rev: LAB GUY: We'll just fill your body with, uh, with magic clay and we'll take the blood out and replace it with magic Clay.

Jake: That's real cool. Like, I like.

Rev: LAB GUY: No one's ever volunteered. I mean you won't, like have control of your thoughts or anything. You'll just be like--like an actual Gollum. If someone has the power word and they can just activate you and use you.

Jake: We'll save that.

Rev: LAB GUY: Maybe Margaret will want to turn you into that if you lost his body.

Jake: Yeah, okay.

Rev: She's got a whole bunch of scrolls of power words.

Jake: Oh gosh. Have they taken my blood yet?

Rev: They were doing it as you guys are having this pithy banter.

Jake: Well once that's done I'll go see Margaret.

Rev: All right.

Jake: Knock, knock, knock knock.

Rev: MARGARET: Oh, come in.

Jake: Hey Margaret. I dropped off a vial of the ghouls blood and a sample of my blood. And this bottle of suspicious liquid no one could identify, that we found on site, down with the boys in the lab.

Rev: MARGARET: Oh great.

Jake: Just one little thing that they said I might want to tell you. So you know--you know I can like--I have angel wings and stuff. I can like go places and take people with me.

Rev: MARGARET: Oh, right, that's how I assumed you got here so fast.

Jake: Yeah. Right. It doesn't always go off without a hitch...and there was a hitch.

Rev: MARGARET: Go on.

Jake: And the ghoul is somewhere. I don't know where. It's dead--it's dead, but it's elsewhere.

Rev: MARGARET: Like, you got some options or...?

Jake: I tried a handful of options and none of them panned out, so...

Rev: MARGARET: How does your teleportation work? Where is it limited to?

Jake: Any place that I've been.

Rev: MARGARET: Like today, or...

Jake: Nope, like--.

Rev: MARGARET: Ever?

Jake: Ever.

Rev: MARGARET: Mmm, That's not great.

Jake: Or anybody I know well, but I assume that I'll get a text if that's the case. That, if just showed up on one of my friends couches, I'll find out about it on Facebook or something.

Rev: MARGARET: Yeah, I have a feeling we're gonna find out about it, no matter what.

Jake: Well, I just thought you ought to know and if I needed to fill out any paperwork, like say the forms for my termination, I should come see you about it.

Rev: MARGARET: Go deal with the current problem. We'll deal with this when you get back.

Rev: She reaches into her desk and starts looking at a scroll and eyes you.

Jake: I salute because I don't know to do in this power structure and I--.

Rev: She does a slight head tilt.

Jake: And I go way back to Hawaii.

Rev: Uh, you don't because it doesn't work in here.

Jake: Damn it. I walk back down the stairs.

Rev: She watches you stand there and strain and grunt for a second.

Jake: *strained like he's constipated* Nope

Rev: MARGARET: Yeah, that won't work in here.

Jake: I walk back down the stairs and outside and I look both ways to see if I'm clear and then I disappear back to Hawaii.

Rev: So anything you guys are doing while Jake is visiting Margaret??

Tass: Uh, yeah, I think we're disposing of that brackish blood, some way.

Rev: And Jake's back.

Jake: All right. Well I, um, dropped off the things, had a concise and amicable conversation with Margaret. What now?

Teej: You actually talked to her? I thought you were gonna just kind of jump out of there.

Jake: Well, the boys in the lab said there might be paperwork involved. There wasn't yet.

Tass: Okay, uh, we got to put our heads together here, boys, because we're not really a hundred percent sure this is over. I mean as far as I know, we got it, but there could be more of these things if like a lot of people have been disappearing.

Jake: Well, we've got a couple of things that were leading us toward the water.

Tass: Yeah.

Jake: Literal tracks and the way this thing was going. So do we need to go for a swim?

Tass: Well. I mean, ideally not a literal swim, but I would turn to Ori. Is this beach, like this side--is that where that island is, the haunted one?

Rev: ORI: Like, this side of the island?

Tass: Is it that--I mean that direction?

Rev: ORI: No, it's that side of the island, but not that direction. We're kind of northeast. The island is like southeast.

Tass: Okay.

Teej: What about that village?

Tass: Well, that's the place that, um, the people would have to have been disappearing from, right? I mean that's the only other populated part of the island.

Rev: ORI: Yeah. No, that's--that's where we've gotten reports of--is that the people, again not a whole lot of people, but there have been some disappearances from the island over the last half a year.

Teej: Well, then we should probably go check that out, see if there's any clues that we can find.

Tass: Yeah. That's a good call. Let's see what we can find out. Okay.

Teej: Ori, thanks for your help. By the way, which way is the village?

Rev: ORI: Just follow the road.

Teej: Will do, thanks.

Tass: I think we might take a minute to actually go into the room and maybe search it and stuff again, first. See if there's any actual, obvious points of entry that this thing might have used to get in.

Rev: Who's searching what and how?

Jake: I would be waiting for direction from Tass, I think then. If you wanna go search the room, tell me what to do.

Tass: Yeah. Well, let's divvy this up. Is this essentially like one of those couples resorts where it's just a big room with a couple of extra little rooms? Is this actually like a mini house? Is that what--what are we...

Rev: Yeah, so you go in. There is the main room, that is the living room and the kitchen. And then off of that, there is the master bedroom. That's where you guys went in and flipped the bed. And then there is another spare bedroom that also has a master bed and it--just no bathroom attached to it.

Teej: Okay, I will search the secondary--the guest room, as it were.

Tass: I'll go to the master bedroom.

Jake: And that leaves me with the rest of the place. So I will do that.

Rev: So roll Investigation.

Tass: 9.

Teej: I got a 6.

Jake: Likewise.

Rev: So Tass, you get one hold. Jake and T.J., you both get to reveal information about yourselves. As far as your characters know, nothing happens.

Tass: I would like to know what happened here.

Rev: In the bedroom?

Tass: Mm hmm.

Rev: So you're able to see that the ghoul came in through the door. Hands and feet. You can find some marks where it's touched the wall, like it was sniffing around. And then it looks like it was sleeping underneath the bed. And then you guys startled it awake.

Tass: I'd bring him in and kind of show him. And it does look fairly clear like it had been walking on its hands, too?

Rev: Mmm-hmm

Tass: Guys check this out OK. So this kind of does connect. I mean it all connects. If we found these handprints on the beach, like it was walking like that, I mean we didn't really see it walking like that but--.

Rev: Looking at the marks around the room too, you actually get the feeling that it uses its hands when it's being more delicate, almost like it's reading the area when it's trying to sense.

Tass: Oh, OK. I think I'd kind of feed that idea in then. Maybe that's even just it's kind of restful pose. How it got in, that's the--that's the weird part. I mean the door was clearly locked.

Teej: Unless somebody let it in??

Tass: Oh.

Teej: Or some thing let it in. That's a good point. Would this be going into like light switch mundane-ness territory to just ask, are there windows open? Like--.

Rev: Yeah, I mean, they would have discovered that looking around.

Tass: Okay, it's pretty basic either way.

Rev: Yeah.

Tass: Well I say, this is sort of a dead end and I think we should check out that village.

Tass: Yeah, I, ,I I agree.

Teej: Jake?

Tass: Yeah, and just kind of pile our stuff in finally and head for the Jeep.

Rev: You guys pile into the jeep and pull out of a little parking lot and you head up the road just a little bit and there is the left fork on the road. And it's either that or the road continues north and it'll take you back to the dock. So the drive is seven or eight minutes it's not very long, it's not a very big island. Like they told you is about 10 miles from end to end and as you approach, you can see that it is a number of shacks and some very small very old boats and a couple of piers and you can see a few people working, dragging in nets, doing repairs on boats, hanging clothes out to dry.

Tass: We park. We get out and walk to the buildings and see what we see.

Rev: Knocking on a door?

Tass: Yeah.

Rev: Walking in?

Tass: I'm not just gonna walk into--you know knock.

Rev: Nobody answers.

Tass: What are we doing? I'm just going to look for the first--the closest visible person.

Rev: You see a--you see two people, a younger woman and an older woman.

Tass: Are they just sit around?

Rev: They're working on one of the piers.

Tass: OK. Oh. Let's. Yeah. We want to talk to them?

Jake: Yeah.

Teej: Yeah of course.

Tass: Head that way.

Rev: OK.

Tass: Hi. Sorry to bother you. Do you guys have a quick minute?

Rev: The older woman looks at you and she speaks in a language you don't recognize. And the younger woman looks at her and looks at you.

Teej: Do either of you speak English?

Rev: She speak some more and the younger woman smiles and nods.

Teej: Uh, so we're from the mainland. We've heard some tell of some pretty awful things happening around here. We wondered if you knew anything about that.

Rev: The older woman tilts her head at you and the younger woman smiles and nods.

Teej: I feel like we're getting the--the--the sort of, you know--.

Tass: The polite.

Teej: The polite Yeah. Huh, huh. Yeah.

Jake: The young woman's like nodding when we ask yes or no questions, though?

Rev: Mm hmm.

Jake: I want to look directly at the younger woman and be like, do you understand what we're saying.

Rev: She smiles and nods.

Jake: OK. Is there any particular reason why you're not speaking.

Rev: YOUNG WOMAN: I don't know who you are. Why are you here.

Jake: Well, we were sent to the resort specifically to investigate, because something bad had happened there. And while we were there they told us that some people had gone missing from around here. We thought they might be related. So we just wanted to come ask some questions.

Rev: You can see she looks down at the older woman and she speaks a few words to her and the older woman looks at the three of you and then gets up and goes into the door that you had knocked on previously and closes it.

Jake: I take it she doesn't want to talk to us.

Rev: YOUNG WOMAN: No I don't want her to hear this.

Jake: Oh OK. So you do have information we can use?

Rev: What do you mean, Information you can use?

Jake: Did you know any of the people who have gone missing?

Rev: She looks at you a moment and then her gaze drops to the deck and as you look down you can see that there is a set of scuff marks and you can tell that something was dragged off of the dock into the water. Her gaze follows that drag mark and she looks up into the sunset and she shakes her head a little bit and turns back to you and says--.

Rev: YOUNG WOMAN: I do know someone, um, the last person taken was my father.

TO BE CONTINUED