

# Funhouse (S1, E17)

**Intro:** \*INTRO\*

**Rev:** So, there's a lot going on in the next month. This Saturday we have the show at Wizard World Chicago, which is kind of new information. So if you're going to be at Wizard World Chicago we will be performing a show at 7 p.m. on Saturday. That's this weekend, August 25th, in Room One.

**Tass:** Yeah, that's the first room!

**Rev:** It is.

**Jake:** So, as soon as you walk in the building. It doesn't matter which door, it's just that first door.

**Rev:** It was the first door.

**Teej:** Oh nice.

**Rev:** It's like The Room of Requirement. Like, it's just the first door you come across in the building.

**Jake:** I need a laugh. I need a laugh. I need a laugh. And then we're there.

**Rev:** If you find that you go into a door, the first door, and it's not us, there's probably signs to it.

**Jake:** That's not Room One.

**Rev:** Yeah.

**Jake:** You messed up.

**Rev:** Yeah, yeah. You may have counted too soon, or too late. Could you count too soon on door number one?

**Tass:** Yeah, yeah, sure.

**Jake:** It's door point five. \*Jake and Teej laugh\*

**Rev:** And then, the following week, we've actually got two of these games set up already. Tass I will be at DragonCon. So again, if you want to play a game you can email us at [thecast@thecritshowpodcast.com](mailto:thecast@thecritshowpodcast.com), and we will be there Thursday through Monday. If you want to play a game. So, send us an e-mail and we'll-we'll set up a little Monster Of The Week with you. We'd love to meet some of you.

**Tass:** Yeah!

**Rev:** And then September the 5th at 8 p.m. EST, we have the second half of the GenCon show which will be on Twitch, which is [Twitch.tv backslash thecritshow](https://www.twitch.tv/backslashthecritshow).

**Jake:** Forward slash.

**Rev:** Forward slash...Maybe we'll just leave that in, I don't have the set of mind right now to adjust things...

**Teej:** The wherewithal.

**Rev:** Yeah. That was just a lot of information.

**Tass:** Yeah!

**Rev:** That's really all I've got. So I guess we should probably have you guys answer the questions now. The end of the session questions.

**Tass:** Yay!

**Rev:** So, did you conclude the current mystery?

**Jake:** Yes!

**Rev:** Yeah. What was it?

**Jake:** We went to the space station, and we figured out what was hurting them, and we stopped it.

**Tass:** Yeah.

**Teej:** Mmhmm.

**Rev:** Okay. Okay. Good. Nice, full answers \*chuckles\*. I guess you guys are gonna beat up after that. Probably don't want to talk too in-depth about what happened in space.

**Teej:** Well...

**Rev:** It was a rough time.

**Jake:** It wasn't a full success-

**Rev:** Yeah.

**Jake:** -but we did it.

**Rev:** Did you save someone from certain death, or worse?

**Teej:** Someones? Yeah!

**Jake:** Yeah.

**Teej:** We saved a couple of people. Of course, we did we lose a couple...

**Jake:** We also failed to save at least a couple of people.

**Tass:** But you know clearly the target, the goal, was Riley. And, you know, for good or ill, of all the people that could have or should have died, it should have been him.

**Rev:** See? You did save the killer, at least. You lost a couple of innocents...

**Tass:** Yeah...and the people that were in its way trying to, you know, trying to get through and ensure destruction.

**Rev:** Yeah. Did we learn something new and important about the world?

**Jake:** Boy, we learned that there was a monster hunting space station orbiting around us.

**Rev:** Yeah. Or at least used to be!

**Jake:** What was-

**Tass:** Yeah.

- maybe no longer.

Oof. Yeah, just that idea of this sort of coalition of monster hunting knowledge and technology and magic. That-that's a huge thing. You know, thinking about, like, 'yeah, we're like, the Midwest division of some greater thing' is pretty cool.

**Rev:** It kind of makes me think of-if you guys have ever listened to the commentary or read articles about their original vision for the Ghostbusters movie? The movie that we saw was one of like, 30 different branches around the world that they were gonna show. And it was just like 'oh, this is kind of a documentary about how this company works, if you want a franchise.' You know- they were kind of the rinky dink made fun of ones in the thing, and that became the main movie- but it was these huge epic monster fights all over the world, and then these guys who operate out of a fire station. Then, that became the one that was most interesting, when, you know, at the time, the studios were like 'no you can't do all these crazy insane monsters, that-you can pick one.' And that was ultimately the one that they went with.

**Jake:** Boy, I feel uncomfortable having compared ourselves to Ghostbusters in any capacity.

**Rev:** Well, I just mean in the sense of that, kind of-that there are more of you out there than just you guys.

**Tass:** Yeah.

**Jake:** And also that we are easily as good as the Ghostbusters original.

**Tass:** Easily.

**Jake:** You know what, we're better,okay? Suck it, Bill Murray!

**Teej:** Oh no. Don't bring the wrath down from...

**Rev:** Unfortunately, we're only better than the Ghostbusters- that Saturday morning kids cartoon- that had the crazy car...

**Teej:** Oh,and the gorilla?

Yes, the gorilla.

**Tass:** Oh my gosh.

**Teej:** You mean the-the reason why they had to make the real Ghostbusters?

**Rev:** Yes that's right, exactly. And then, did we learn something new and important about one of the hunters?

**Tass:** I feel like we did, with this whole T.J. coming into his own with the weird science he's been doing. The fact that, um-it clicked into his brain and he was able to suddenly do these things. Not just the way he had done them before, but far more efficiently. I think that was a really cool view of 'Oh we know what it is about him that really is the defining important thing that he's here to do.' Maybe not the task, but I think we got that clear indication of 'this is the way that he operates' in an important way, for sure.

**Teej:** Definitely think it's a step in the right direction, as it were. Instead of just being mundane ol' T.J., you know, helping out every once in a while, now I have a purpose.

**Tass:** Yeah, yeah!

**Teej:** So, maybe that purpose leads on to some other purpose or some other task that Jake's god will eventually be like "This is what you need to do!"

**Jake:** Yeah, theoretically. Like, my mission didn't end when you-when your science clicked. So...

**Tass:** Right...

**Jake:** ...You're not done, whatever it is.

**Tass:** The task hasn't been presented, but your role in it has been, I think, clearly defined now.

**Teej:** Yeah.

**Rev:** And I do want to point out-when I gave the name of T J's playbook-two of the three people at this table kind of freaked out and laughed and had a bit of a moment, and I'm sure no one understands why.

**Tass:** Yeah.

And so we will share this. We have the music somewhere, and I think they found the videos, but years ago when they were in an improv troupe together, they had made some videos called 'T.J. The Science Guy' where he just did really bad or shoddy or elementary science. So we won't describe it too much, we'll just let you watch the videos- if you're instead, we'll post those later- but that is why they had such a strong reaction to the name T.J. The Science Guy.

**Tass:** So well-well done on that, Rev, for doing a personal callback that so wonderfully fits into all of this... makes me so happy, in the cockles of my heart.

So you guys answered yes to all four questions so that means you get two experience points. Does anybody level up from that?

**Tass:** I do not.

**Jake:** No, certainly not.

**Teej:** No, not yet.

**Rev:** Good, because you guys level up so much in that mystery! Then you also get 8 gear points. So talk to me about the actual adventure. This was-this was kind of a rough story for you guys, this is a rough mission. Kind of talk to me about it. What-what do you think's going on? What's going on with your characters? Or what do you think- if this is connected to anything? Or just, what-what theories have you got or what personal responses do you have?

**Tass:** I just think, ugh, this was tough. This was really the first one where, you know, we're starting to see the negative effects of when we either make a bad call or, you know, really the the worst version of having a bad role because lives were absolutely lost here in a way that we haven't seen yet. There's the whole idea of " Yeah, okay, these people have died so you have to go investigate this," is really all we've seen at this point. And now, you know, especially in my case, I mean in-game Tass is not going to be okay for awhile.

**Rev:** Yeah...

**Tass:** Because, even just after going through this whole montage of getting back into the training and trying to be the best version of himself for this task, you know, I still had a bad call with him. I thought-I think he had a moment of hubris of "If I show myself in a threatening or odd way I'm gonna be the focus of-of this monster's attack or ire," and somebody else died for that hubris. And, you know, there are so many other things that he's looking back, and just, "why didn't I just do this? Why didn't I just be forward about it? Why didn't I just go on the offensive and make an attack? Why did I play so sloppily in that moment of action?"

**Rev:** It's tricky too, because you know, at the time you guys didn't know a lot about this, about the poltergeist, and to know that it was an entity of rage, and that it was cool until it was messed with, and then it just went into a rage, you know. If you guys had that knowledge, you might have acted completely differently with that thing in the room with someone who was kind of an innocent.

**Tass:** Right. On that end, not necessarily digging into exactly what happened story wise and even how kind of tough the mystery was, just the bare bones of the-the stakes that we're dealing with now are really starting to sink in, and you know, that changes a lot of things for me, on how-how we're gonna approach this or at least how Tass-how I'm going to approach this.

**Jake:** I'm mostly hung up on the same thing. Boy, we screwed the pooch in a big way on this one.

**Rev:** It was definitely a different kind of-and intentionally so for me- it was a different kind of environment, you know? There is something to be said for space horror because there is nowhere to go. It is the few hallways that you have, the few rooms that you have, in this thing. Whereas, you know, in Hawaii you guys could run all over the island, go into the water, or go into a building. Here it is a very confined space, and at least for me, I find that terrifying. So I thought it'd be interesting to see how you guys coped with that.

**Tass:** You know, it's a weird mental thing that was going on with me every episode that we recorded, too, that I haven't really talked to you guys or mentioned to you until now -I kind of saving it for this- that the way that the space station was described initially when we arrived, and even in being, you know, arriving in a tense situation that it got kind of resolved fairly quickly right there in the moment. Then we kind of had a few more minutes of relaxation before it started going to hell. But just what I was picturing changed so drastically. Even after I'd locked it into my mind at first. Because at first it was like, nice clean halls of the Starship Enterprise: wide brightly lit kind of space stationy situation. But every episode, as it got worse and worse it, devolved more into the-the thin dark

flickering light, no room, no space to move hallways, of like out of Alien or out of other things. Like it just- the pressure changed my imagination...

**Rev:** Oh good.

**Tass:** ...in a way that was, yeah, it was just., ugh, I don't know. And that's, you know, all kind of the way that things were presented and the way that you were putting them out there for us, and yeah. You really-you really put some pressure on us in a very fun way for- for me to, you know,try to figure out where do we go, how do we deal with this? And yeah, so good-good shit, man \*chuckles\*.

**Rev:** I had some people actually ask me- if you're listening to this and you are on Twitch- you can find us at The Critshow on Twitch. We get on there, starting pretty regularly lately, playing some Mario Kart and we're going to play some other stuff. But if you play that you can join us. We play some matches with whoever is around. But, it's spawned a lot of conversation, and I actually had someone asking me just questions about that monster, and about, just that mystery. Do you guys have any questions? I'd, like-once the mystery is over,if it doesn't connect to the bigger story I don't have any problems talking about what was going on. Is there anything that you guys are unsure of, or that any kind of questions you have?

**Teej:** I think I did in the fact that, like, you know, Jake's deity gave him, you know, Gollum. And we were like, focused on Gollum the whole time. And then all of a sudden it's poltergeist. Which one was it? That is what I wanted to kno, like..?

**Rev:** So, I mean, it was the poltergiest, but the poltergiest had created the Gollum, and the Gollum was the thing that could actually do stuff. You know, the poltergiest all-all that it had control of were the computer systems in that room.

**Teej:** Okay.

**Rev:** And the reason that they thought they had these long downtime periods between it appearing, is that it would go out and try to do something and it wasn't going away to recharge. And if you guys had looked more at the cameras on the outside of the building, you would see the creature crawling around on the building, and it was setting up hardwire to help the poltergeist get to different rooms. And so, when the room disconnected it actually snapped the cord that it had, and so it couldn't get back out of that room. That was something that you guys didn't get a chance to see, but that was why it kept leaving, was because it was then going to essentially lay wire so that its master could get to other rooms to get control of-eventually would have been able to get



control over other sections. But you guys triggered that, kind of, what for me was the end game scenario. I thought 'oh yeah, this creature-things get too dangerous, is gonna jettison a section," and I thought that was gonna be kind of like, a like an Endgame, you know. And that was almost the first thing that happened: you guys have to be in the room with it, it was there listening, and you guys were like "Oh yeah, we got it disconnected from everything. Oh yeah, let's mess this thing up," and it was like, "well crap, goodbye!" And that's why it was on the outside, because it was actually outside working when the pod was jettisoned. That's why it came crawling around the building when T.J.- I had a little timeline so I knew where that kind of Gollum was at different points of the day, where it was working, and it just happened to be on the engineering bay.

**Teej:** So the poltergeist was the Gollum? Like, he would like, infest the Gollum and then actually physically do the work that it needed to do?

**Rev:** Uh, no, what you guys had said was correct; that it was a Gollum that was powered by the magic-the power of the poltergiest, but it was essentially getting its commands through code.

**Teej:** Okay. Oh, wow, so...

**Rev:** It was the master of the Gollum. It wasn't actually going inside of it and treating it like a suit.

**Tass:** Which totally makes sense for that to be the answer, that this, you know defender would give, because that's what his champion would have to fight to keep someone safe.

**Rev:** That was the risk. I didn't think it was gonna kill people.

**Tass:** Right.

**Rev:** It said poltergeist. I can't imagine what it would have been like if you guys were trying to figure out how to expel a poltergeist from this Gollum that does not have any connection that!

**Teej:** Oh man.

**Tass:** Oh yeah, that would have...oof. We confuse easily as it is \*laughs\*.

**Rev:** All right, with all of that worked through, it is shopping time.

**sfx:**

\*SHOPPING MUSIC\*

**Rev:** We talked a little bit before we started recording, and we're expanding the way that you guys can spend gear points. We had a little bit of conversation before we started this recording, about different ways you guys could spend points because I thought "well, you know, it's kind of getting redundant," and Jake doesn't have anything really he can spend points on!

**Jake:** No, I've got a-I've got a jealous god and I can't...

**Rev:** You do.

**Jake:** get new weapons, I can't get new armor. That dude will be furious.

**Rev:** Yeah. So I opened up to them, I said "well, if you guys have ideas on how you'd like to spend points, I'm-I'm all ears," and-and so we've come up with a couple of things. So let's go around the table and talk about each person's-how they're gonna spend their points. The one thing that I will tell you guys about buying gear this time-is because of the damage done to the space station and the amount of time that it's going to take for them to repair things and the money and the effort that's gonna go in- there's a lot of 'all hands on deck,' you know? They are basically trying to decommission this space station, so you weren't able to get any new gear from the various people you met on the space station, and at least for this adventure you guys actually don't have access to the werewolf serum because all the scientists are 'hands on deck.' They don't have time to make anymore; they're working with everyone involved at the space station to get it out of orbit and decommission all the different magic and technological things that were on it. So that is the one thing unfortunately to keep in mind while you're shopping.

**Tass:** So I, what I had talked to Rev about was, essentially, kind of expanding my arsenal. Not so much in, you know, the kind of guns and weapons I used, but in the ammunition. So I think what we agreed on, correct me if I'm wrong, is essentially specialized ammo that works for the next arc.

**Rev:** Yeah- so if you want some shotgun shells filled with rock salt, or if you want some bullets that are made of silver, anything like that- spend one point and you can have that type of ammo for that weapon. And, we're not going to try to track bullets. That would be a very boring mechanic for everyone involved.

**Tass:** Sure.

**Rev:** You just have enough for that adventure.

**Tass:** Okay. So yeah, I like that, I dig that. So I went with three different things.

**Rev:** Yeah.

**Tass:** Just kind of the basics: for the shotgun I went with the rock salt rounds, for my .38 I went with iron and silver, so two separate types.

**Rev:** Yep. So that'll be three points and then, after we get through this mystery that's coming up, if you want those same ones or different ones again it'll just be replenishing the stock. And then I know you said you wanted some grenades, too. Those we will track, grenades will be one point apiece.

**Tass:** Yeah, because they are strong.

**Rev:** They are strong.

**Tass:** So I'm going to take three.

**Rev:** OK. Let's go to T.J., let's talk about what we discussed with you wanting to spend some points on-on some gear.

**Teej:** I definitely want, like-like, whenever we were discussing about, like, my change into the scientist, You were like "Oh, here's all this stuff that was like, you know here and there and everything." I pull on a lab coat, I grab some goggles or whatever, and I thought "Oh man, what kind of goggles," you know? Like are they-are they just like work goggles-the little plastic things you can get at Wal-Mart to protect your eyes or something? And then I was like "Man, I should probably get some goggles that helped me to investigate things." Like, I mean, I am a scientist after all, and I need to make sure that I'm investigating as thoroughly as possible. So I decided that I'm gonna go ahead and spend money on actual real nice goggles. So I decided on goggles that were mostly for investigating, at this point, but I had the idea that I want to make them better later on, so I went with electromagnetic field vision goggles so I can see like ghosts and things.

**Rev:** Yeah.

**Teej:** And then night vision, because it's always going to be dark somewhere.

**Rev:** That's the old saying: it's always dark somewhere \*laughs\*.

**Teej:** And then, infrared heat vision, which will allow me to see, like body heat and things like that, that maybe something is invisible but maybe it's not a ghost.

**Rev:** Yeah, and so the mechanic, that actually Jake came up with for this, it's very, very nicely used, so it's going to cost you- for these goggles-it' going to cost you one for the goggles, and then it's gonna cost you one for each tag you want the goggles to have. You can be in one setting of the goggles, you can be in one of those three modes, and if you're investigating something-if it's relevant- you'll get a bonus to your roll. You can switch between the different types of vision but that's what's going to cost you. So, these are powered by a battery, and the battery will have as many charges for this mystery as you put gear points into it. So, if you spend five gear points on the battery, that means you can change the vision type five times. When it's in one vision type, it could stay that way the whole adventure, but it may not be relevant. You might be like "Oh, it's the middle of the day, I probably shouldn't keep this in night vision, so I need to change it. Okay, now I'm changing it to infrared," that costs you a point.

**Teej:** Sure.

**Rev:** And so once-once you use all five points, the goggles will die. Then let's-let's move on to the big ticket item. Someone at the end of this table has got a bunch of points!

**Jake:** I do! Yeah, since I can't spend points on weapons and armor, and like, last time I dumped a bunch of points into just the stuff I need. I'm just racking these bad boys up. So one of the things that I think we really need, and that I happen to be able to afford, is a new car. So I'm going to spend a significant chunk on a real, real baller car. So one of the things that the mundane class actually gets is they get a vehicle, and you can pick from a list of them, so there's like a skateboard, or a bicycle, or classic car that's in terrible condition- and it literally says that- or a fairly new car in good condition. So I'm going with a fairly new car in good condition; I'm going to get a 2014 Dodge Charger, four door model. And so, you said that that would cost four of the points?

**Rev:** Four points just for the car.

**Jake:** Just for the car.

**Rev:** Yep, one per tire.

**Jake:** But then another thing we talked about- \*laughs\*

**Rev:** \*jokingly\* if you want a spare tire, it's five.

**Jake:** \*Laughs\* No-there's no doughnut in the trunk. There's no room. Another thing we talked about is Tass said "Oh, well, maybe we can add some of the modifications that the professional gets for their car, as like a class feature to it?".

**Rev:** Yeah. So because you guys have the IPT, I think that that is perfectly reasonable.

**Jake:** Yeah, and like, you know, they've already equipped their agents-at least one of them- with a car with modifications, so they probably know what they're doing. So, you know, Rev sort of went down the list and decided what he thinks these things cost: the more rare or specialized or whatever the more that they probably cost. I had 13 gear points going into it...

**Teej:** Sheesh!

**Jake:** Yeah, right? This car, grand total, costs twelve- but Tass is going to kick in for some of the smaller features- we're gonna pool our points. So, what this thing has is 'concealed weapons', so we can stash our weapons and our gear like under the seats or something, somewhere hidden, the 'anonymous' tag, which we figure means it has no VIN-it has a license plate that can sort of rotate Green Hornet style to be unrecognizable-it is just, like if we ditch it and the cops find it they're just like "This-this thing doesn't exist. Like this is in-this is nowhere. What is this car?" And you know if somebody looks at it they wouldn't be able to identify us. 'Stealthy': so it's-it runs quiet, it's got a real good muffler and some special tires that are quieter on gravel or something. It's just a sneaky car. And then 'tough,' so it's got like, a bull bar on the front, it's got a roll cage in it, it just...it can take a beating. If we have to smash down a gate with it, it'll survive that. If we...

**Rev:** Have to take a hard jump?

**Jake:** Yeah. If we take it off a ramp, it'll land and it'll be okay - It's got great shocks. And I think that it is real cool looking. It is not just a stock Charger.

**Jake:** What color is it?

**Jake:** Gun metal gray.

**Rev:** Good choice. I like that.

**Jake:** And it's got like, the air hood and it's got like a cool front bumper. It's a-it's a mean looking car.

**Rev:** 'Kay. And yeah, there are a lot of people on Reddit, actually, who've been talking to me about our gear system. I will put all this in there, but really it is just-it is just another way of taking these gear points and finding ways for them to purchase things that are, kind of assets, but not necessarily moves, you know? The mundane just gets a car. So we're not really-I don't really think we're breaking anything by letting you buy a car, even though for some people it's a move, you know? It'd be different if we were letting you spend gear points to buy =...

**Tass:** -like the Chosen's weapon, or something...?

**Rev:** Exactly, exactly.

**Tass:** ...It's just too much.

**Jake:** But every schmuck has a car.

**Rev:** And this is specific, too, because you guys have the IPT. If you guys burned a bridge with the IPT, maybe you weren't working for them, you could probably just get the car, you couldn't get these modifications done. But, since the modifications come from the professional, and you've got a professional in the group, and you all work for IPT, I think this is perfectly within the bounds of-the kind of-the logic of our worlds.

**Teej:** Agreed.

**Rev:** Excellent. So is that all for the shopping?

**Tass:** I think so.

**Rev:** All right.

**sfx:** \*SHOPPING MUSIC ENDS\*

**TITLE:** SEASON 1 EPISODE 17: FUNHOUSE

**Rev:** So you guys are cruisin' around in Jake's new ride and your cell phone rings. Tass?

**Tass:** I will look and see who it is.

**Rev:** It's Rev.

**Tass:** Oh! I will answer it.

**Rev:** You answer the phone and there's nobody there, it's just-it sounds like crackling energy or static on the other end.

**Tass:** "Bud? You there? Hello, hello, hello? Rev?".

**Rev:** You just hear more of the same.

**Tass:** "OK guys, I don't love this. Rev's callin' but all I'm hearing is, like, nothing. Like static or just dead air."

**Teej:** "Maybe he forgot to pay his bill?"

**Tass:** "But why would he call? It-No.Let-let's get over there."

**Rev:** All right, so you guys heading over there?

**Tass:** Yeah. Yeah, I think so. I would make him \*laughs\*.

**Rev:** OK. So you guys get to the outside of the building.

**Tass:** OK. Yeah, I'm going to run in towards the front door and down the hall towards his apartment.

**Jake:** Does anything look off from the outside?

**Rev:** As you get closer, as Tass runs down the hallway towards the front door, the front door is slightly ajar.

**Tass:** Ooookay. I'm gonna go ahead and get the shotgun out then, I guess, and approach the door.

**Rev:** Alright, what are you guys doing?

**Teej:** I'm gonna get my electro-blaster ready. I mean, if he's sensing this danger it's probably something pretty close by.

**Jake:** Yeah, I'll have my hammer out. I'll flank the other side of the door from him.

**Tass:** I think I'm going to boot the door.

**Rev:** There's a moment where it seems that the lights go out, and then they come back on, and you're standing in a very long hallway that's very dimly lit.

**Teej:** Instead of on the stairs?

**Rev:** Correct.

**Tass:** "Uhm, Rev?"

**Rev:** There's still a door behind you that you just came through.

**Jake:** Does what's outside that door look the same?

**Rev:** It does not.

**Tass:** "Whhaaat, though?".

**Jake:** What's out the door we just came through?

**Teej:** Yeah? I'm gonna take a peek since I'm on the flank.

**Rev:** So if you look out the door, you see what looks like 20,30 feet of grass, and then it drops off and there's nothing.

**Tass:** "Oh God. I wonder if just coming in sort of unannounced triggered some kind of magic trap?"

**Teej:** "Could be." I'm gonna knock on the door.

**Rev:** You hear the satisfying knock of wood.

**Teej:** \*whispers\* Delicious.

**Jake:** I'm gonna start moving down the hallway.



**Teej:** Yeah, we're-as soon as I'm done knocking, I'm just gonna close the door and then we'll head down the hallway.

**Rev:** You guys walk down the hallway for what feels like 30,45 seconds but you don't feel like you're getting any further into the building.

**Tass:** "OK. oof, I don't like this. "

**Rev:** You're all glancing back at the front door, and then you turn back down the hallway -towards the door that doesn't seem to be getting any closer- but when you turn to face it,it's right there, like a foot in front of you.

**Tass:** I'm gonna try the handle.

**Rev:** As you open the door, you guys see him vanish. You both see, in the open door: Tass sitting, hovering mid-air, below him floats a bucket, below that is a vast sea. And he has a handful of stones and he is examining them, and he drops one into the water, and then he examines two or three and he drops them into the water. And every time the water gets hit with the stones, a little of the water from the bucket pours out and lands in the sea. And with every drop of water from the bucket the sea gets darker and starts to churn and bubble, waves appear. It gets more and more tumultuous with every drop from the bucket.

**Jake:** "What the hell is this? Tass?" Gonna kind of like, wave my hand, see if he responds at all?

**Rev:** No he continues to examine the stones. Sometimes he polishes one and drops it into the bucket.

**Jake:** I'm going to, kind of like, slowly reach a hand across the threshold of the door and see if anything weird happens.

**Rev:** As you reach your hand across the threshold of the door, you suddenly are someplace else. You find yourself sitting in a chair, and there's a bucket below you,and you hear this sound of pebbles falling into the bucket, and you look down and inside the bucket you see there's like, a dozen teeth. And as you're looking, you see one more,two more,three more teeth fall into the bucket and then you realize that they're yours.

**Jake:** Dude I have nightmares about my teeth falling out, like all of the time. I can-I can viscerally imagine this. I'm pretty sure I've dreamed it before.

**Teej:** This is horrid!

**Rev:** Jake roll plus weird.

**Jake:** Eleven!

**Rev:** OK. T.J.-as Jake vanishes the door slams shut, and then it reopens and a wave of water rushes at you, and you instinctively block your face with your hands and then you hear the door shut. And you open your eyes, and Jake and Tass are both just standing there looking at the door still.

**Teej:** "What the what?".

**Jake:** I just literally touched all my teeth to make sure that none of them were loose.

**Rev:** He did, he did. They're all still there.

**Tass:** Do I remember anything?

**Rev:** You don't, but Jake does.

**Jake:** "I had like a fever dream that my teeth were just falling out into a bucket."

**Teej:** "What the hell? "

**Jake:** "I don't know! And you were dropping pebbles in a bucket!"

**Tass:** "Is this like a poop joke?".

**Jake:** \*laughs\* "No. No, God. I was trying so hard to not let it be."

**Tass:** "I don't understand what you're saying? I tried to open the door?"

**Teej:** " So, yes. And in that moment that you opened the door, you disappeared and you became almost like a vision in the door. And in that vision,you were suspended over this bucket and you were dropping pebbles- like actual rocks- into this bucket. And every time you did, water came out of the bucket. And every time the water came out of the bucket, it hit in the ocean and the ocean got crazier and crazier."

**Tass:** "Ok, ok. I've got an idea," and I'm gonna spin on my heel and start walking back towards the entrance door.

**Jake:** Yeah! Good call, I'm following.

**Rev:** All right. So yeah. You guys get to the front door. It is closed, T.J. had closed it.

**Tass:** "Well T.J.?"

**Teej:** "Yeah?"

**Tass:** "Go ahead."

**Teej:** "No."

**Tass:** \*sighs\* I'll try the door handle.

**Rev:** You grab the handle, and you get this very clear vision of you fending off the soulbats at the theater, while Jake tries to retrieve his hammer, and they swarm you. You can feel them climbing into your mouth, into your eyes, into your ears, and they cover you entirely and you feel the murderous rage of this creature and you turn and you attack Jake. Roll weird.

**Tass:** Oh..kay. That's a seven.

**sfx:** \*GAME MECHANIC BREAK\*

**Rev:** FUTURE REV: So I'm gonna jump in here: I'm actually Rev from the future. I'm gonna give you guys a little bit of mechanic talk. So when they roll these plus weirds, I have a chart here and depending on what their score is changes how they can communicate. And so they roll the dice, they tell me the number, and then I'm going to give them the way they have to communicate, and I'm giving it to them on a piece of paper so that the other players don't know. So now you get to listen and enjoy their struggle as they try to talk to one another in these various fashions. So for the die roll that just happened, Tass, for now, can only speak in nouns.

**sfx:** \*GAME MECHANIC BREAK ENDS\*

**Rev:** I've just handed Tass a piece of paper.

**Tass:** \*laughs\* I'm processing.

**Rev:** Yep, that's fair. Jake and T.J., Tass touches the doorknob and freezes for a moment and then he turns and he looks at you, and he has rage in his eyes, and he takes a step towards you and then he shakes his head and seems like his eyes clear.

**Jake:** "What was that?"

**Teej:** "You okay, bub?"

**Tass:** \*effected by noun spell\* "Jake! Soulbat!"

**Jake:** "What?"

**Tass:** \*effected by noun spell\* "Door! Soulbat door! Jake!"

**Jake:** "What is happening to you?"

**Tass:** \*effected by noun spell \* "Mouth? Soulbat!"

**Jake:** "Is there a soul that on the other side of the door?"

**Tass:** And I'm just, like, literally doing what I'm doing now; my hands are up, and I'm just kind of shaking my head like \*stammers with confusion\*...

**Jake:** I'm just gonna be like "Right, chill. I'm going to ask you sort of yes or no's, nod or shake your head. Can you do that?"

**Tass:** And I nod.

**Jake:** "Okay!"

**Tass:** And I like, almost cry, I'm relieved. \*laughs\*

**Jake:** "Is something keeping you from talking?"

**Tass:** Shrug.

**Jake:** "Is there a soulbat on the other side of the door?"

**Tass:** I'll shake my head but look confused, kind of. Vision?

**Jake:** "Okay, so you probably had a vision like what happened to me, and what you don't remember. Like something weird happened."

**Tass:** Finger guns. \*laughs\*

**Jake:** "It's weird that you can't talk now, though. It makes me kind of nervous to open this door now."

**Teej:** I'm going to knock on the door.

**Rev:** At the front door?

**Teej:** Yeah.

**Rev:** You touch the front door.

**Teej:** No, I knock on it.

**Rev:** And suddenly you're in the air, and then you're in the water, and it's a very clear memory of you swimming down trying to find Jake's hammer. And you see it, and you're able to let everybody know where it's at. But as you go to indicate to them where it's at, vines start to wrap around you and pull you further and further under into a dark cave. Roll 'weird.'

**Teej:** Ten! High weird.

**Tass:** I think Rev -listening audience- just gagged himself with laughter.

**Jake:** Yeah, I'm not sure a high roll is necessarily a good thing in this case.

**sfx:** \*GAME MECHANIC BREAK\*

**Rev:** FUTURE REV: T.J. can only communicate through smells: whatever he's thinking, whatever he's feeling, comes across as a smell.

**sfx:** \*GAME MECHANIC BREAK ENDS\*

**Rev:** Tass and Jake- T.J. knocks on the door, then turns into a puddle that splashes to the ground, then reforms and becomes T.J. again. And he's on the ground, he's kind of panicking.

**Jake:** Yeah, no shit! "You just turned into a puddle!"

**Teej:** And I open my mouth, but all you guys smell is salty sea air.

**Jake:** \*Laughs\*

**Tass:** Like, coming out of your mouth?

**Teej:** Yes!

**Tass:** Just like a wave of ocean?

**Rev:** No, it's not even just out of his mouth, it is just emanating from him. Like, you just smell that when he tries to talk.

**Jake:** "What the hell?".

**Teej:** The look on my face is lik- like kind of panicky: all you smell as salty sea air.

**Jake:** "Okay? Can you like do the 'nod and shake' thing? If I ask you questions?"

**Teej:** I nod my head, but you smell hardwood. Like...

**Jake:** \*laughs\*

**Teej:** Yeah, you know what I'm sayin.

**Tass:** Mahogany?

**Teej:** Mahogany, yeah.

**Jake:** "Okay? I am living in a three stooges bit. Okay, did you have a vision?"

**Teej:** I nod my head, and then you get the smell of salty sea air again, and then also pineapple and coconut.

**Jake:** "Okay, was it something to do with Hawaii?"

**Teej:** I nod my head, pointing at you, and you smell more coconut, more pineapple, more mahog-mahogany.

**Tass:** I'm kind of like waving my hands like 'Oh!Oh! Oh!'.

**Jake:** "Yeah?"

**Tass:** \*effected by noun curse\* "Communication. Smells. Nouns?"

**Jake:** "So you can only say nouns?"

**Tass:** \*effected by noun curse\* "Jake!"

**Jake:** "And you can only communicate by creating smells?"

**Teej:** I shrug, and...

**Rev:** ...you smell a fart. \*laughs\*

**Teej:** You smell what you would smell like after a shower, I guess?

**Jake:** "What is happening?!"

**Rev:** I like that he knows what you smell like shower \*laughs\*.

**Teej:** We were roommates.

**Rev:** That's fair.

**Jake:** "I don't know how to fix this. Do I touch the door?" I'm seeing some-I'm seeing the no?

**Teej:** I'm waving-I'm waving off and you smell sulfur.

**Jake:** "Ugh! Okay, no, bad. Got it."

**Tass:** I'm gonna gesture. \*effected by noun curse\* Door-hammer?"

**Jake:** "Like, smash it? Or just like, touch it?".

**Tass:** \*effected by noun curse\* "Hammer."

**Teej:** And I nod and you smell ozone.

**Jake:** Okay.

**Tass:** \*effected by noun curse\* "Lightning!"

**Jake:** Yea-I'll try and smash the door with my hammer, I guess.

**Rev:** All right, you pull back your hammer, and all the sudden you're in a business suit with no weapons.

**Jake:** Is it crisp?

**Rev:** It's not.

**Jake:** \*disappointed\* Aww.

**Rev:** It looks like you're wearing your father's business suit. It's too big, like it's hanging past your sleeves, the shoes are too big, the tie is way loose.

**Jake:** Am I a little?

**Rev:** You are.

**Jake:** I'm- am I looking up at them?

**Rev:** You are.

**Jake:** And I just go \* childlike voice\* "hahahahaha!" and I flap and stomp around \*laughs\*.

**Tass:** I'm just ready to cry.

**Jake:** Oh no. Do I sound the same or do I sound like a little kid?

**Rev:** You sound the same.



**Tass:** \*effected by noun curse\* "REV! Rev?".

**Jake:** I'm going to jump up and try and get the doorknob. I'm just- I'm kind of of the mindset that like, 'Well, I already got hit by whatever this is-'

**Tass:** If he's starting to jump-

**Jake:** -hopefully it's done.

**Tass:** -Can I try to grab him out of the air before he touches it?

**Rev:** Roll straight 'tough.'

**Tass:** Damn it. That's a five.

**Rev:** You reach out to try and stop him, and as he grabs the handle, it turns you and both tumble out the door. Jake- you are standing in front of the tribunal of the five gods.

**Jake:** Oh no.

**Rev:** And they all look very sad. And the Defender reaches his hand out and pulls energy from you, and as he does you feel your bones start to shift and crack, and your jaw gets longer , and your teeth get longer, and you turn into a wolf and you howl. Tass- you are standing in the Eye of Horus, and there's the sound of metal being wrenched apart and you are pulled violently backwards, and you fly past the metal Gollum -which has torn out a wall on the station- and you feel intense pressure and heat as hundreds of stars fill your vision and something inside of you ruptures! Both of you roll 'weird.'

**Tass:** \*sighs\* God...uh, three.

**Jake:** Nine.

**sfx:** \*GAME MECHANIC BREAK\*

**Rev:** FUTURE REV: Jake can only talk in book titles, and Tass has to talk backwards.

**sfx:** \*GAME MECHANIC BREAK ENDS\*

**Rev:** T.J., as they tumble through the door, it looks like they both scroll through the color wheel: red, blue, green, yellow, and then they hit the ground and they're back to normal.

**Teej:** I'm gonna go to them.

**Rev:** Yeah. You're able to walk outside the door, no problem.

**Teej:** I opened my mouth to begin to speak, but all they smell is fresh grass.

**Tass:** I'm gonna clear my throat and kind of give a solid nod. \*effected by backwards curse\* "Now sentences full in talk can I think I...bitch a of son!"

**Teej:** I look at him and he smells a clean classroom with chalk and...

**Tass:** \*effected by backwards curse\* "Backwards," and I beat my hands on my sides.

**Jake:** \*effected by book title curse\* "What To Say When You Talk To Yourself."

**Tass:** \*effected by backwards curse\* "What? No oh!"

**Teej:** I look like, so confused, at both of them and they smell vomit.

**Tass:** \*effected by backwards curse\* "That answers that well. Worked kind of that. One last, now just. \*annoyed\* Shit!"

**Teej:** I kind of, do laugh at him a little bit, because it is kind of funny because it reminds me of Ya-Yoda, but all he smells is like...

**Rev:** Dagobah?

**Teej:** Dagobah \*laughs\* You know, the swamp. Smells like swampy.

**Tass:** I'm gonna shake my head and start looking around.

**Rev:** There's nothing out there. There's not space, there's just nothing. And then, what you're on seems like a platform of green grass and it's just existing in liminal space. But there is a building that you've just come out of, and you turn and you look at it, and it's very square building, very symmetrical. There are windows but they all have shades on them, some of them are drawn, some of them are not. It looks like it's about three stories and it is made of smooth metal.

**Teej:** Is there light shine-like, illuminating this building?

**Rev:** There's not, but you can see it very clearly for there not being any light.

**Teej:** Before I go, does this building look familiar?

**Rev:** It doesn't.

**Teej:** I'm going to go to the edge of it, and I'm going to look underneath it.

**Rev:** There is dirt that tapers away.

**Teej:** I come up from my look and I kind of look at them, like, uh, they smell fresh dirt that's been dug up.

**Tass:** I give him a thumbs up. \*effected by backwards curse\* "Inside." I'm looking at Jake...

**Jake:** I got nothing, dog. Oh man.

**Tass:** \*effected by backwards curse\* "All that talk, can't you?"

**Jake:** \*effected by book titles curse\* "How To Talk About Books You Haven't Read."

**Tass:** "What?!".

**Jake:** \*effected by book titles curse\* "So Many Books, So Little Time?"

**Tass:** "Kay," and I'm going to head back in.

**Rev:** Okay.

**Teej:** I recognize those immediately, and he smells fresh books.

**Tass:** \*effected by backwards curse\* "Titles books?"

**Jake:** Yeah, I nod feverishly.

**Tass:** "Kay! In."

**Rev:** Everybody following him?

**Teej:** I'll follow him.

**Jake:** Yeah, yeah.

**Rev:** Okay. You guys go back inside. Do you leave the door open, you close it?

**Tass:** Leave it open.

**Rev:** You all head down the hallway, and as you walk you feel like you can see the floor under you flickering and shifting; carpet, wood, stone, steel then back to carpet again, and then you're at a T in the hallway.

**Tass:** \*effected by backwards curse\* "Right?"

**Teej:** I shrug and they smell pizza.

**Jake:** I point right, and I will say "'From Russia With Love.'".

**Tass:** \*effected by backwards curse\* "It do let's!" And \*chuckles\* I head that way.

**Rev:** As you go you notice that you're footfalls sound like horse hooves on a paved road.

**Tass:** Oh, my God \*laughs\*

**Teej:** I'm going to look down at my feet. Am I- are my feet hooves?

**Rev:** No, no they're they're just normal feet. You guys canter a little further and then you reach a door.

**Tass:** "Welp!" and I knock on it.

**Rev:** You touch the door and it opens. you see T.J. in the room, and you look back over your shoulder and T.J. is not there, but you see him in the room. And he's sitting at a workbench and there is this blue energy-it almost looks humanoid-and it is picking up pieces of apple off of the bench and putting them in to T.J.'s mouth, and he chews and swallows them. Then, as he does that, his hands move over a large book. You can see that the book is blank, but as he chews, he moves his head around and you can see in his eyes mathematical equations just scrolling as his hand slide across the book.

**Tass:** \*effected by backwards curse\* "Hell the what?"

**Rev:** And this blue figure just continues to feed him slices of apple.

**Tass:** \*effected by backwards curse\* "J.T.? Hello?" I want to fish around for,like, a nickel in my pocket or something.

**Rev:** Roll plus 'weird.'

**Tass:** That's a-that's a five.

**Rev:** Tass, you feel something in your pocket, and you pull it out and you open your hand and it's a butterfly, but it has the head of your third grade teacher on it. And it looks at you and it sniffs, then anoints, and then it flies over your hand and flies down the hallway.

**Tass:** What is happening? Rev, what are you doing to us right now?! You know what,just-I'm just goin' through the door now. I'm gettin out of the hellscape and going into another one. Why not?

**Rev:** You take a step inside and your foot lands on the cobblestones in an alley. You hear someone running down the alley.

**Tass:** I- I turn and look.

**Rev:** It's Ori. He sprints past you, breathing heavily, and from behind him in the shadows you can hear the click of sharp claws and the sound of large leathery wings. And you see the fear in his eyes, and the ragged breath of whatever this thing is that is pursuing him gets closer. Roll plus 'weird.'

**Tass:** Seven. This is so far my favorite episode to record just based on watching Rev's reactions to our rolls.

**sfx:** \*GAME MECHANICS BREAK\*

**Rev:** FUTURE REV: Tass can speak only in emojis.

**sfx:** \*GAME MECHANICS BREAK ENDS\*

**Tass:** \*gasps, laughs\* Ohh! Oh, no!

**Rev:** Jake, as Tass steps in the door slams, and then it pops instantly back open ejecting Tass and Teej onto the floor of the hallway, and they're both there. They each stand up and they're both a little foggy.

**Tass:** Uh... \*laughs\* I open my mouth, and above my head a little chat bar appears with the poop emoji.

**Teej:** Like we clearly see this?

**Rev:** Yeah!

**Tass:** And then next to it like, 19 of the angry ones, and one of them rolling its eyes.

**Teej:** I'm both in awe and also, just like, in hilarity at this. And you smell- you smell Chuckie Cheese. That's what you smell.

**Tass:** The little arrow pointing down the hallway appears, just a left arrow. And I turn on my heel and start walking the other way.

**Teej:** And I'm going to follow him.

**Jake:** Yeah, same.

**Rev:** You'll turn to go down the hallway, and remember that you're standing in an elevator, and it goes up a few floors and then opens into a short hallway with the door at the end.

**Tass:** I'm just going with it by now-anym-whatever. Okay, yeah. We're in an elevator now. That makes sense. Yep.

**Teej:** This all feels normal to us, right?

**Rev:** Uh, yeah, I mean it doesn't feel unnatural. Maybe doesn't feel normal, but it doesn't feel out of the ordinary.

**Teej:** So weird...

**Tass:** I just kind of put my hands up and step back with the irritated emoji popping up.

**Jake:** I just shrug. and I go \*effected by book title curse\* "'Catapult Soul,'" and then I reach out open the door.

**Rev:** Jake touches the door, and you both see inside Jake sitting at a large dinner table with enough food and drink on it for hundreds of people. And inside this room there are four other tables just like it around the room, but you can't see the people seated at them; they appear to be made of mist. At the center of Jake's table you can see the symbol of the defender. Next to him ,on the right, is an open seat and then there are 10 more seats around the table each with a person in it.

**Teej:** Is it people that we recognize?

**Rev:** It is not. They are all armor clad and they are eating and cheering and laughing and telling stories. They all seem to very clearly be from different time periods but there is a blank space between them and Jake, and Jake's plate is empty.

**Teej:** I'm going to go into the door.

**Rev:** You're suddenly sitting in that empty seat next to Jake and he turns to you and says, "That's not your seat," and you turn and you look and there is food on the plate now but it's rotten and moldy and churning and you can see again that the other 10 people the table look at you as they eat, and Jake sits there with a bare plate, and the moldy food starts to pulsate and grow. T.J., roll plus 'weird.'

**Teej:** 14!

**Rev:** Tass, as T.J. steps in, the door closes gently and then behind you you hear another door open and then close. And you turn around, and they're just standing there next to that wall. T.J., you can talk normally.

**Teej:** "Oh! Look at me! I'm talking in sentences guys! I think I have a theory on this. Anytime one of us goes into a door, another person goes in, something happens to them. I think we need to all three go into a door."

**Jake:** \*effected by book title curse\* "'How Stella Got Her Groove Back?'"

**Tass:** Blank stare: thin mouth emoji with the flat eyes.

**Teej:** "Seriously, guys! I think we all need to go into one of these doors. All three of us together."

**Tass:** Both arrows, like left and right, and then question marks over-over face.

**Teej:** "I'm probably going to say that we need to go in any of them and maybe deal with what's going on in those doors. Together."

**Tass:** Thumbs up.

**Jake:** Thumbs up.

**Tass:** I'll shrug and just start given a 'three, two, one,' and then reach for the door with you guys?

**Teej:** Yeah, I better do it though. So I actually say, "three, two, one..."

**Rev:** You all reach out to the door, trying to touch it at the same time, and the closer your hands get to the door the smaller the door gets, until you touch where the door should be and it's just completely gone, because it's so small it's invisible.

**Tass:** I have to tell you that that image is so visceral, that I, the player sitting here-I'm kind of getting dizzy trying to picture it.

**Teej:** "Let's go down the hall to the other one and see what happens?"

**Tass:** Thumbs up emoji.

**Rev:** You turn back to go down the hallway, and there's a wall with a ladder on it.

**Teej:** "Should we all try to go up this ladder at the same time?"

**Tass:** Bemused smirk and thumbs up.

**Teej:** Just going to start crawling up the ladder then.

**Rev:** OKay.

**Tass:** I'm going to gose him as he goes.

**Teej:** "Ah! You old scamp!".



**Tass:** You comin'?

**Jake:** \*effected by book titles curse\* "A Walk To Remember."

**Tass:** Thumbs up and we go.

**Rev:** As you climb the ladder, clouds start to flip by your head, and then a few birds.

**Jake:** "Cloudy With a Chance of Meatballs."

**Rev:** You get to the top of the ladder and there is literally a door at the top of the ladder. So, they are still below you on the ladder.

**Teej:** Dammit.

**Tass:** Oh, like a hatch in the ceiling kind of thing?

**Rev:** Yep, but it's a full door.

**Jake:** \*effected by book title curse \*""Where The Sidewalk Ends.""

**Tass:** Irritated emoji.

**Teej:** Can I reach the door handle?

**Rev:** You can.

**Teej:** I'm going to reach out for it, to touch it.

**Rev:** You touch it, and it swings open. Inside this room you can see boxes shuffling around, some invisible force is moving them. They stack, they get on shelves, they get moved down, they open, they close, they reorder. Just boxes and boxes moving around the room.

**Teej:** Since the doors open, am I able to crawl up into this room?

**Rev:** You can.

**Teej:** Are any box is gonna hit me if I do?

**Rev:** It doesn't seem like it.

**Teej:** Okay. So I'm gonna go up inside the room.

**Rev:** As you get into the room, the door slams shut behind you.

**Tass:** Just him on his own?

**Rev:** Yep.

**Tass:** Damn it.

**Jake:** \*effected by book curse\* ""The Never Ending Story.""

**Tass:** "Cackling emojis."

**Rev:** So now you're in this room and there's boxes moving around.

**Teej:** I'm gonna try the door.

**Rev:** Nothing happens.

**Tass:** I also am going to try the door.

**Rev:** Roll plus 'weird.'

**Tass:** Oh, no. Six.

**Rev:** As you touch the door handle it turns to wood, and it is the steak that you have impaled into Rachel's chest.

**Tass:** "Frowny face. Crying face."

**Rev:** T.J.- so you were in the room alone.

**Teej:** What kind of boxes are they?

**Rev:** All kinds: boxes with lids, boxes with the edges bent over, just boxes.

**Teej:** Cardboard boxes?

**Rev:** Yep.

**Teej:** Oh okay. Well, um, I'm going to find one that isn't moving on a shelf and I'm going to open it up.

**Rev:** Yeah. As you approach one-any of them actually you approach- they stop.

**Teej:** Oh! Okay. I'll, uh, I'll just grab the nearest one and open it up.

**Rev:** You open it up, and inside of it is a stone wall, on it is a painting and it's a painting of four circles with 10 colored blobs around the perimeter of each circle. Three of the circles make up a triangle. The other circle is in the middle of the triangle, and there are ten blobs of color on the outside of each circle. Roll plus 'sharp.'

**Teej:** Twelve.

**Tass:** Tass- you are holding this bloody stake, and your hearing Rachel scream and it tumbles from your hand and it falls down to the shaft that the ladder is in and it hits the ground. And when it hits the ground, it spouts arms and legs, and then in a matter of a couple of seconds it grows and it morphs into T.J. who is now at the bottom of the ladder.

**Tass:** Jesus! Whaaa! \*laughs\*

**Teej:** Was I just meat?

**Rev:** Wooden stake.

**Teej:** Oh sorry.

**Jake:** \*laughs\* He was like a-.

**Tass:** \*cackling with laughter\* That is way more disturbing! Oh, God! Just a T-bone, I love it.

**Rev:** It just- flap on the ground.

**Tass:** \*makes disgusted noises\*

**Teej:** "So, I saw in one of those boxes. I was able to open it up and inside is a painting of four circles; three and a triangle one in the middle, and colorful blobs around it- about ten." Do I think that those look familiar in any way, especially the 10 colors on the outside?

**Rev:** Right now it doesn't seem to mean anything to you. Like, you try to focus down on that idea, and all of a sudden you're thinking of the theme song from your favorite cartoon when you were a kid.

**Tass:** Which was...?

**Teej:** \*starts singing the theme song to DuckTales\* Life is like a hurricane...

**Rev:** So yeah, you're thinking about how some of the colors around that circle look like the colors that all the triplets wear.

**Teej:** You mean Huey, Dewey and Louis?

**Rev:** And The News.

**Teej:** \*laughs\* And the news.

**Tass:** Uh, I am just flashing the thumbs down to Jake over and over again trying to get him to go down the ladder.

**Teej:** So I get off the ladder.

**Jake:** I also will descend the ladder.

**Rev:** As you all get to the bottom of the ladder, the conveyor belt under your feet starts moving and it very quickly brings you to another door.

**Teej:** \*laughs\*

**Tass:** \*Laughs\* Okay. I'm just gonna grab the handle.

**Rev:** You open the door. Inside of the room, hundreds of ants and they are moving around small pieces of cardboard, and it seems like they're matching them up together- almost like they're putting together a puzzle- but it's blank.

**Tass:** Shrug emoji. I'm going to walk in.

**Rev:** You step inside and the door slams shut.

**Tass:** Oof.

**Rev:** As you step in, the ants finish this square and they scatter to the edges of the room.

**Tass:** I'm going to inspect it.

**Rev:** You walk up to it, and as you peer down into it, a medieval plague doctor comes out of the puzzle-and it looks at you, tilting its head, and then it reaches up to the glass lenses on the mask and it slowly and unscrews them and a green gas begins to pour out of the eye holes and fill the room. Roll 'sharp.'

**Tass:** Ten!

**Rev:** As the gas moves towards you, you have this moment of clarity; whatever or wherever this place is, it's off, it's-it's wrong. But with everything that you've been through,one thing sticks out to you-every time you've been in danger or been in pain the rush of the adrenaline seems to remove you from the situation, you don't stay in that danger, and as you have this realization-the gas reaches you and you feel it burn everywhere it touches you, and you take three points of damage. Jake and T.J-the door opens. You see that the room that Tass is in is just filled with green gas, and you see a plague doctor inside of the room. And this gas is coming from his eye holes, and Tass collapses to the ground, and as he does the plague doctor pulls out a very jagged saw and descends upon him.

**TBC:** \*TO BE CONTINUED\*

**sfx:** \*THEME MUSIC PLAYS AND FADES\*