

The Penthouse Blitz (S1, E33)

SFX: INTRO MUSIC

Rev: So I have to start this off with some corrections. I don't know if you guys know this about me, but I'm real twitchy when information isn't correct and it's gone out into the universe. In the last two episodes, I've missaid one of the character's names a bunch. It is Lana King, not Lana Kane. I was hanging out with Jake and we were watching way too much Archer --

Jake: *laughs*

Rev: -- and that name just got my head.

Tass: I don't know how none of us caught that, either.

Rev: I don't --

Tass: Like, none of us did.

Rev: I heard the episode. I went, "Oh, God... Ugh. All right." And then the other thing, Damien mentioned the name of the road that the theatre is on. And it is Drury Lane, not Mulberry Lane. I don't know why I said Mulberry Lane.

Tass: Oh, yeah. Didn't catch that, either.

Rev: And it is relevant because, actually, Carolyn talks to me about the Drury Lane Theatre in the thing that we just recorded for the Patreon.

Tass: Oh, nice.

Rev: Which gives me a dynamite segue!

All: *laugh*

Rev: So December 14th -- this Friday -- we're gonna have the teaser for the Patreon out. The teaser: we'll have at least myself, maybe a couple of us, just chatting just a little bit about what is going to be on. And we're gonna give you some clips from Hero Salad. I'm also going to give you a clip or two from Investigate the History. Which again, is the kind

of companion podcast that my good friend Carolyn Conover records with me, where she kind of does a deep dive on myths and legends, and the history behind the things that are in each story arc. So each episode of that, we pick story arc. And so the first episode is the Halifax. So we talk about the curse of Macbeth, and we talk about vampires, and we talk about wood nymphs a little bit, but those will become more prevalent. So yeah, that'll be out on December 14th, so you guys can get a sense of kind of what the stuff is that comes with the Patreon. And then that will launch on January 2nd. Our Patreon will officially launch on January 2nd.

So, yeah. Thank you again to everyone out there who has suggested this. I did an interview the other day with a guy who is writing his master's thesis on podcasts and advertising, and all that kind of stuff. And he asked me, "How do you know when to do a Patreon if you have a podcast?" And I said, "You don't. Your audience tells you." So thank you again for everyone who has talked to me or talked to us, asking us to do more content and, you know, offering support. So again, those dates are December 14th for the trailer for it, and then January 2nd will be the official launch.

And actually, kind of along with that idea of Hero Salad. If you are an artist -- and we have gotten some submissions from artists when we did our giveaway -- if you want to take a second and look at our banner on our Facebook page, on our Instagram, wherever you go, wherever our stuff is, there's a banner that has myself in a cloak summoning six skeletons, and then Jake and T.J. and Tass on the other side, having some issues defending against them. We'd like to get some more banner art made. It would be in that same style. It'll be the game master doing something and the players responding to it, with some space in the middle for the title of, you know, The Critshow to go. So I just thought it might be more fun, instead of me going back to Fiverr and finding some random artists to make them for us, if we offered that opportunity to some of our listeners. So if you are someone that does art commissions, send me an email at rev@thecritshowpodcast.com. Essentially just kind of contact me, let me know that you're interested, and let me know what your commission price is for a piece of banner art for something like Facebook. Because I think it would just be cool to have that cycling gallery be from listeners.

Tass: Yeah. Especially with all the different games that we're going to have coming up with Patreon, and other things.

Rev: Yeah.

Tass: We're gonna have a lot of material.

Rev: Yeah. And so we already have ideas for some of the art, but I'm also totally open for options or suggestions. But we've got a couple in mind to go with some of the games that we have coming up. So again, that is rev@thecritshowpodcast.com. Drop me an e-mail there, let me know that you're interested in possibly doing a commission for us, and let me know what your price is for a, uh... A banner arts. I don't have a good segue to get us out of this. So everybody guess a number between one and twenty.

Jake: Seven.

Tass: Twelve.

Teej: Seventeen.

Rev: T.J. was closest. T.J., you get to say it.

Teej: Let's roll the recap!

Rev: Jake, you get to say it.

Jake: It's time to let the recap roll. For God's sake, T.J.

SFX: RECAP MUSIC

Rev: LANA KING: Because he wants to bring you back as The Chosen, because he then wants to kill you again and collect the soul of The Chosen. I wish I could tell you more or give you a clear path, but everything past the point of your death is a little hazy.

Rev: DAMIEN O'DOYLE: If I could get one more soul, I bet she'd trade me for that information. And I think I already know the answer to the question I'm going to ask her. And if I'm right, your friends paying back the favor they owe me will put them right next door to you.

Rev: DAMIEN O'DOYLE: He's in there!

Jake: "Who's in there?"

Rev: DAMIEN O'DOYLE: Tass is in there!

Jake: "Why didn't you tell us that?"

Rev: DAMIEN O'DOYLE: Demons... The way our magic works is it has to be a trade. We can't do anything for free.

Jake: I'm going to just tell Damien the truth. "We were about to just turn on you, full on. I'm sorry. But now we need to turn this around, and we need to get one over on her."

Rev: The elevator door opens up and she is standing there.

Rev: STROHM: You finished already?

Rev: And she starts to turn and she sees Damien --

Jake: I try to stab her with the knife! Like, "Oh my God, no!"

Rev: You jam this dagger into her and she looks surprised. And then she looks angry and she opens her mouth, and all of these scarabs start pouring out of her mouth, and she deflates.

Jake: "Ah! It's The Mummy! I've seen The Mummy! It's like The Mummy!"

Rev: From the shadows comes a giant metal set of battle armor. And from deep inside of the armor, you hear a voice,

Rev: STROHM: Oh, T.J., you done fucked up.

SFX: RECAP MUSIC FADES

SFX: REVERSE EXPLOSION

Rev: Tass, you and Damien are sitting on the couch still, having just watched the video that was left to you. Damien had suggested the idea of possibly finding a third soul to trade to Strohm.

Tass: "Do you have a bead on another soul?"

Rev: DAMIEN O'DOYLE: It's not just something that falls into your hands. You got to be at the right place at the right time. Or hell, in this case, be told where to be at the right time.

Tass: "Yeah... That's just kind of what we have to do, then. Is just find a soul."

Rev: DAMIEN O'DOYLE: Yeah. Because I think that's the only way that she's gonna trade with me for what I need. And that's really the only thing that kind of makes it a believable trade, if it's something that I really want.

Tass: "Wow, this is morbid. Do we need to just go hang out at a hospital, or something?"

Rev: And as you're asking him that question, he has turned to face you. And the TV behind him starts to flicker blue and the image shifts, and you feel like you see a pair of eyes inside of it, and then it's gone.

Tass: "Damien?"

Rev: DAMIEN O'DOYLE: What?

Tass: "Somebody was looking at me through the TV! Last time that happened --"

Rev: DAMIEN O'DOYLE: That's not how TVs work.

Tass: "Oh, my God. I know, but that is what happened. Um. Wow. Can poltergeists be here?"

Rev: DAMIEN O'DOYLE: I guess it's possible. Anything that can kind of go to the mental or the astral plane might be able to be here.

Tass: "OK. Well, last time I saw a face in a TV screen, it was a poltergeist, so."

Rev: DAMIEN O'DOYLE: Oh, that's not great.

Tass: I'm gonna go up and start fiddling with the TV.

Rev: All right. Roll 'Investigate a Mystery.'

Tass: Oh. Oh, good. That's a five.

Rev: You walk up and, having Poltergeist on your mind, you touch the television trying to see, like, what's up with the screen. And you get pulled into the screen.

Tass: Oh!

Rev: And it's all just inky void around you. And you see a pulsing blue figure for a moment, and then you're spat back out of the television.

Rev: DAMIEN O'DOYLE: What the hell was that?

Tass: "I don't know. It sucked me in. OK. So when I met Lana originally it was in... Well, my head. And it was in a blue crystal. Is there any way that could be her, somehow?"

Rev: DAMIEN O'DOYLE: Where was the crystal at?

Tass: "Like, in my head. It was in a room."

Rev: DAMIEN O'DOYLE: Have you checked that room?

Tass: "Oh God, no." And I'm going to go over to that door because that... Yeah. It would have been just up into the left, I think.

Rev: So you go over and you open the door, and you see the same thing that Jake and T.J. saw: a black room with a crystal on a pedestal. But there is no glow coming from it.

Tass: "Oh, son of a bitch." I'm going to walk over to it anyway and just inspect it.

Rev: All right. Roll 'Investigate a Mystery.'

Tass: Hey, there we go. How's an eleven?

Rev: You get a hold 2.

Tass: 'What happened here?'

Rev: So you walk over to the crystal and you start to examine it, and you get glimpses of what it was that Jake and T.J. had seen. And you get a very clear vision, kind of being in your own brain space now, of this crystal lying dormant. And somehow, you know that she was able to get through and channel herself into it for a moment. But it took all the strength that she had saved up over however many years. And it wasn't like she was expelled from the crystal, she just couldn't hold on any longer. And so now it's sitting dormant again.

Tass: OK. Is there anything else being concealed here?

Rev: As you're looking through the crystal, you kind of walk around the pedestal and you see Damien through the refraction of the crystal. And he's kind of upside down, and there's a weird light there. And as you pivot a little more, you see the blue figure again, that you saw on the television. Through the crystal, like it's floating next to and behind Damien.

Tass: Oh. My God.

Rev: And it's distorted through the refraction of the crystal, you can't make it out, but it's very clearly a humanoid.

Tass: "Damien?"

Rev: DAMIEN O'DOYLE: Yeah?

Tass: "Is there someone standing next to you?"

Rev: He turns and he looks on both sides.

Rev: DAMIEN O'DOYLE: ...I don't know. Is there?

Tass: "I think there is." And I want to, like, move up a little. Like, I'm getting closer, like almost trying to use the crystal as, you know, like a monocle.

Rev: All right. Yeah. Roll 'Investigate a Mystery' again, with a +1 for using the crystal.

Tass: I'm gonna investigate this so hard. Oh! Boxcars, with my +1, is a fourteen.

Rev: All right, you get a hold 2.

Tass: 'What's being concealed here?'

Rev: As you get in closer, Damien kind of takes the cue as you approach the crystal and he starts to approach it, too. So the figure over his shoulder floats closer, and you can very clearly see, as he approaches, that over his shoulder, it looks like Reeves.

Tass: "Whoa!" I'm going to like instantly, I think reflexively, stand up and look at the spot. You know, not through the crystal.

Rev: You don't see it there.

Tass: And I'll bend back down and kind of look through it again.

Rev: And you see her there, and she's kind of looking at the crystal. Then she's looking at Damien. And when she looks at Damien, you get a sense that, like if you could look into the body and see a white blood cell detect a bacteria or a virus to know if it needs to kill it? That's how she's looking at Damien.

Tass: Oh, no. OK. "So, Damien, there is somebody next to you. Reeves, can you hear me?"

Rev: And she turns and looks at you.

Tass: "Oh, my God. What is going on? Are are you -- are you... Well, I mean, you have to be. Are you dead?"

Rev: She raises her hand and kind of does the back and forth like --

Jake: Like so-so?

Teej: Like 'meh'?

Rev: Like the so-so. Yeah. Like, she gives you like the so-so, seesaw hand.

Tass: OK. What in the actual hell? I guess I'll use my other hold for 'What sort of creature is it?'

Rev: She isn't a creature. You'd expect, looking at her, that she would be a ghost. Or that she might be a poltergeist, like you had originally thought. But she seems even less connected to the world than that. And you remember a very specific conversation that Jake had with her, about sending out your astral projection. That if you were dying, could you send your astral projection out? She said she didn't know if that was possible, but that it would be worth a shot in the last moments. And you think that's what you're looking at. You think you're looking at her astral projection.

Tass: OK. "Wow. My God. Reeves. My God, I'm sorry. We tried, but I don't know... I don't know what this is. I don't know exactly what you are. Besides, I mean, is this is -- this your projection?"

Rev: She nods vigorously.

Tass: "OK. But I mean, your body, it was out there. It killed you too, right?"

Rev: She shrugs.

Tass: "Woof. Damien, there absolutely is someone next to you, and it's someone that we got killed. But, well, I guess you can hear me. It's some kind of astral version of her."

Rev: DAMIEN O'DOYLE: Oh, was she a magic user?

Tass: "Yeah. Yeah, she was. Is? I don't know."

Rev: She kind of gives the seesaw hands again. And as you're talking about her, she floats a little closer towards you. And you can see that as she gets closer to the crystal, it starts to illuminate a little. And she sees this, and she backs up.

Tass: Oh. Um. Hmm. "So, when Lana used this crystal, she was able to use it to communicate. Reeve, do you want to actually maybe try to go inside of it?"

Rev: She's kind of wide eyed for a minute. And then she kind of looks at you, like, 'If you think it's a good idea.'

Tass: "I mean, it's the best guess I have."

Rev: So she does. She starts to float towards the crystal, and it gets brighter the closer she gets to it. And Damien takes a few steps back, and she touches it and passes into it. And then you see her face floating in the crystal.

Tass: "Hi."

Rev: REEVES: Oh, this is really weird.

Tass: "OK. Wow. Yeah, it sure is. How the hell are you here?"

Rev: REEVES: Um. Well, when I was kind of dying in space, I... I thought I would give it a try, and just try to project my consciousness out somewhere. And I guess I must have hit you. I've been trapped in whatever this house is for a while. And I swear I saw you at one point. I was... There was a bicycle? And I saw like Jake and T.J. -- they were looking at me down the stairs and then they were gone. And then there was like a Mechazord. And

then there was nothing for a long time. And I've just been kind of wandering around in this house, trying to figure out where I'm at.

Tass: "Wow. OK. So, you've been haunting my mind palace."

Rev: REEVES: Oh. Oh! This is your, like, your brain space?

Tass: "I guess."

Rev: REEVES: Huh. I wouldn't have taken you for a two story rustic.

Jake: *laughs*

Tass: "Well, that's what they called me in high school, so... We'll just go with it."

Rev: REEVES: All that 4-H.

Tass: "Yeah, exactly... Wow. Um, I don't know what to do with this, except... Well, hell, you might be able to help. Damien, does this count as a soul, do you think?"

Rev: DAMIEN O'DOYLE: No, I don't think so. But I mean, if she can go into that crystal, we could sure pass her off as one.

Tass: "Woof. Um, OK. Reeves, have you been able to hear us the whole time, and kind of see what's going on with all of this?"

Rev: REEVES: Yeah, when I have a sense of where I am. Sometimes time is weird here.

Tass: "Yeah? How so?"

Rev: REEVES: That I don't know where I am in it. And there's jumps, and then people are here and then they're not here. And sometimes there's, like, a shadow family playing, and a dog barking. And maybe it's your memories as you're having them? Or...

Tass: "Yeah, maybe. Dreams?"

Rev: REEVES: A while ago the whole place, like, caught on fire and shook, and then it was gone. And then it rebuilt. Did something bad happen?

Tass: "Oh, yeah. I'm super dead."

Rev: REEVES: Oh.

Tass: "So you're haunting a soul's mind palace. I -- this is too much. This is too Inception for me. I don't... I don't get it. I don't know."

Rev: REEVES: That's fair. It's OK. Magic's difficult.

Teej: Magic am hard.

Tass: "Well, yeah, you're not wrong. Um, OK. So I mean, I don't know, maybe you can help. And this is entirely up to you, of course. But, you know, essentially, we need to get into a place, make contact with another soul, and get out. And with your help, we might be able to do that. We might be able to stop the guy that's... well, trying to -- I don't know. I don't know what he's trying to do. He's trying to do some bad, bad shit. And if I get this information, I might be able to get it to my friends, and we might be able to stop him."

Rev: DAMIEN O'DOYLE: The thing that you're gonna have to do, if I can get her to take the two of you as trade, is somehow you got to get the three of you into a crystal like this. She's got one. But that's the only way that you'll all be able to talk to each other, is inside that crystal.

Tass: "OK."

Rev: DAMIEN O'DOYLE: So if you want to interrogate this Rachel girl, then you've got to get in the same space as her.

Tass: "OK. I hate to say it, I don't think there's much I'm gonna be able to do about that. But if there's some way we can get the boys to get us into one?"

Rev: DAMIEN O'DOYLE: Yeah. I mean, if they break you out, it'll be there.

Tass: "I mean, that's the best... That's the best bet I have. I hate to say it, but that's putting a lot on you, man. Like, once we're in, we're in."

Rev: DAMIEN O'DOYLE: Well, it's putting a lot on them, really.

Tass: "Well, right. But it's gonna have to be you setting up whatever deal it is that gets them there in the first place, right?"

Rev: DAMIEN O'DOYLE: Yeah. Well I mean, I've already got the bargain they owe me. And if I trade her for the information that I want, like I said, I think I know the answer to the question that I'm gonna ask her in exchange for the two of you. And if I'm right, me cashing in the favor that they owe me will put them back at her place.

Tass: "OK. Then that's a nice little circle we've built."

Rev: DAMIEN O'DOYLE: Yeah. All right. Well, this next part's not gonna be as comfortable.

Tass: "OK, let's... Let's do it. Reeves, are you OK with this?"

Rev: REEVES: Yeah, I guess. I mean, if you're dead, I can't imagine that I'll survive here much longer. So if there's a chance of helping you, that's why I joined the Eye of Horus to begin with, was to help with things like this. So, yeah.

Tass: "Damien, let's do it."

Rev: Damien reaches into his pocket and pulls out two crystals, one red and one white. And he puts one in the left hand, one on the right hand, and aims one at you, and the other at the crystal that Reeves is inside of. And you feel this strong pull, and then you just feel alone. There's nothing here. It's just void. It's like being in a dark room. It's been soundproofed. You are aware, but there is nothing else but you.

SFX: FORWARD EXPLOSION

Teej: I'm gonna run out of that closet, like right now.

Rev: Roll 'Act Under Pressure.' As she steps forward out of the shadows, she draws a mace.

Teej: Six.

Rev: I can always tell when it's a bad roll, because he instantly reaches out to pick the dice up. Like he's ashamed of us seeing them.

Teej: I'm like 'Don't look at my shame, please.' And that actually levels me up.

Rev: Oh, all right. What are you going to take?

Teej: Onto my fifth level up for The Science Guy.

Tass: This is the perfect time to retire this hunter to safety.

Teej: I think you're absolutely right. But no.

Jake: Literally, in-game he just goes, 'Done!'

Rev: "I'm on base! I'm on base!"

Jake: *laughs* Yeah!

Teej: I am going to mark two of the basic moves as advanced.

Rev: Oh. What two?

Teej: I'm gonna go with 'Act Under Pressure' and 'Investigate a Mystery.'

Rev: So what are the advanced versions of those two moves like? What do you get?

Teej: Oh. Well, for 'Act Under Pressure,' if I roll a 12+, you may choose to either do what you wanted and something extra, or to do what you wanted to absolute perfection.

Rev: So you do like the peak human physical condition.

Teej: Oh, yeah. Like so if I want to do some backflips away from this lady, which I'm not going to, I know, but --

Rev: Right.

Teej: I would do them, and then lock the door with my foot on the way out.

Rev: Oh, like your toe would just kick the lock.

Teej: Yeah. And then 'Investigate a Mystery,' if you get a 12+, you may ask the Keeper any question you want about the mystery, not just the listed ones.

Tass: Nice.

Rev: Holy crap.

Teej: Yeah.

Rev: That's super dangerous.

Jake: 'How do we solve it?'

All: *laugh*

Rev: All right. So after you level up. You know, the other end of the spectrum of 'Act Under Pressure' is that things go to hell, if you remember. So T.J., you take 1 point of damage, armor-defeating. Jake, you were standing out in the lobby area, getting ready to go over and investigate kind of what you assume might be the kitchen. And you see T.J. stagger out of this door, and he's kind of holding the back of his head, like he's been hit with something. And you see the back of a scarab look like it's trying to burrow its way into the back of his head.

Tass: *gagging noises*

Jake: I'm going to teleport next to him and just grab that thing and try and crush it. Like, yank it out of his head and just *squish*

Rev: Jake, roll 'Protect Someone.'

Jake: Thirteen. So on a 10+, choose an extra. I am going to suffer little harm. -1 harm.

Rev: Yeah. So you teleport over to T.J. and you pull this bug out of his head and you squish it. And you see the shadow moving towards you and you duck to the side as this mace passes by. And you see that the mace spikes are beetle heads, and they're kind of squirming.

Jake: Gross!

Tass: You've made a gross thing.

Jake: You've made a gross thing. How dare you.

Teej: Gross-o.

Jake: In-character to her, "You've made a gross thing! Bad!" I need to destroy that mace. Oh, the hell of it. I want to try and get that. Get that mace, disarm this suit of armor.

Rev: All right. T.J., what are you doing?

Teej: I'm going to recover from what I was doing and blast this thing, now that my protector's with me.

Jake: *laughs*

Rev: All right. T.J., roll 'Kick Some Ass.'

Teej: Ten. I think I want to suffer less harm on this.

Rev: So you turn around and you blast right past Jake with your wrist blaster, and you see that a couple of the scarabs on the mace pop. And she swings at you and it hits, but it's not an area that's got a beetle on it. And so you don't take any damage.

Teej: Sweet.

Rev: Jake, you're up.

Jake: I want to try to wrestle the mace away from her.

Rev: Roll 'Act Under Pressure.'

Jake: Nine.

Rev: So you can get this mace away from her. But you're either going to catch it by the head and one of the beetles is going to try to burrow into your palm, she's going to grab your hammer as you swing the mace and you guys are gonna exchange weapons, or you can destroy it, but the beetles are going to swarm you.

Jake: I think I'm gonna go with that. I'll take the beetle swarm.

Rev: So you catch this mace as she swings it down on you and you crush it. It's like a pinata of horror. It breaks, and beetles just swarm down your arm, onto your body.

Teej: I just imagine this as like a slow motion shower scene. You in a chair, like bending backwards.

Jake: *laughs*

Teej: And all these beetles just showering down on top of you.

Rev: Just pulling a rope and just... Beetle rain.

Jake: Oh, my God.

Rev: Damien comes around the corner, having heard the commotion, and he's still got that fire chain. He's jumping rope with it now.

All: *laugh*

Rev: DAMIEN O'DOYLE: Oh, God. Is she back again?

Teej: "Yes! Attack the armor! Go, Damien, go!"

Rev: DAMIEN O'DOYLE: I'm not a fucking Pokemon.

All: *laugh*

Rev: He does, though. He spins the chain around and whips it at her. You can see the armor is scored from the heat of the chain. T.J., what are you doing?

Teej: I'm just going to blast her again, because that's all I can really do at the moment.

Rev: Roll 'Kick Some Ass.'

Teej: An eight.

Rev: You shoot this at her again, and you can see the electricity crackle through the armor. She has lost the mace, and just straight kicks you backwards. You take 2 points of damage. The armor is looking pretty beat up, though. Jake?

Jake: I'm going to shock my own armor again to murder all these beetles.

Rev: Yeah, so Jake puts the knuckles against his side. And, T.J., you see him kind of having a real hard time with this one. But the beetles do fall to the ground dead.

Teej: Awesome.

Rev: And she starts to move towards Jake, who has fallen towards the ground. And you can see that she is reaching out for his hammer.

Teej: I'm going to rush and tackle her.

Rev: Roll 'Protect Someone.'

Teej: Oh, this is a bad idea.

All: *laugh*

Teej: I have a -2 on Tough.

Rev: Sounds right.

Teej: Yeah. So that would be a six.

Rev: So you rush forward to try to knock her out of the way. You slip on some goo on the ground, and you fall onto Jake, who is still slightly electrified. And you take 1 point of damage.

Teej: Oh, God.

Rev: So, Jake, you have a T.J. on top of you.

Jake: I'm going to basically, like, push him up and away, in the hopes that I get him back on his feet as he goes.

Rev: So, T.J., you have been pushed backwards, and you are back on your feet again. And you see her reach down and pick the hammer up.

Rev: STROHM: I'm going to add this to my collection.

Teej: Then I'm going to just shock the hell out of her with my wrist blaster again.

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

Teej: That is a five.

Jake: Wow.

Rev: As you go to shock her, the armor opens up. And the body inside of it starts to run away, but the armor steps forward and closes you inside of it.

Teej: I'm inside the armor?

Rev: Yes.

Teej: Oh, God.

Rev: And it is moving you around.

Teej: Oh, shit.

Rev: Damien says,

Rev: DAMIEN O'DOYLE: Uh... What should I do?

Jake: Which one has my hammer, currently?

Rev: The armor does.

Jake: What was the body that came out of it? It wasn't the same person we saw upstairs, was it?

Rev: Correct. Scarred up, hairless, naked, and barefoot.

Jake: Which direction was it taking off?

Rev: The body is running back towards where the dog sleeps.

Jake: "Head off the mummy!"

Rev: DAMIEN O'DOYLE: All right.

Jake: "T.J., how's it going in there?"

Teej: I don't know. How is it going for me in there?

Rev: Warm. A little sticky.

Teej: Ew.

Rev: And you can't control the movement of it.

Teej: "It's warm and sticky and I can't control the movement. Uh... Help. Help, help, help."

Jake: Could I get purchase on this thing to just tear it open and get him out of it? Or am I gonna have to disassemble it piece by piece, does it look like?

Rev: From the scoring that Damien's chain did, you think that you could get some fingers in there and try to pull it apart at the chest.

Jake: OK. I'm going to try to do that. Just rip this thing open, whole cloth.

Rev: All right. Roll 'No Limits.'

Jake: Seven.

Rev: OK. What's your consequence?

Jake: *sigh of relief* That was a bad roll. That was so close.

Rev: You just would have torn T.J. in half, inside of it.

Jake: Oh, no!

Teej: Then it would be all you doing all this.

Rev: Oh, no. You'd still survive. You would just have to have robotic legs.

Teej: I've always wanted robotic legs!

Rev: Makes me think of the second Iron Man movie, where they're showing the military trying to make the suits, and the one just turns 180 with guy inside of it.

Teej: Yeah.

Jake: I think I need to rest, right now.

Rev: So you're able to grab a hold of the armor and wrench it apart. And as you do that, it stops struggling to move, but you pulled something. You wore yourself out a little bit. T.J., roll 'Act Under Pressure' to get out of the hole that he has made.

Teej: That is a ten.

Rev: Yeah. You are able to clamor out of the hole that he has created. And what are you gonna do? Jake has sat down on the ground. He's breathing little heavy.

Teej: I'm a little injured, and so is he. We need to heal, or something. I'm going to call out for Saul, if he'll answer to me. "Saul! Saul! Come out. Come out, please."

Jake: When he calls out for Saul, do I need to, like, kind of... Will him out, instead?

Rev: Yeah, I think so.

Jake: But that's fine. I would. Be like, "Oh yeah, that's a fantastic idea."

Rev: SAUL: Oh, what's going on?

Teej: "Jake is injured. You need to help him."

Rev: SAUL: Oh!

Jake: "Please."

Rev: SAUL: OK.

Teej: "Oh, I'm sorry. Please."

Rev: And he puts out a pulse of light, and you are healed that damage and stabilized.

Teej: "You feeling good now?"

Jake: "Yeah."

Teej: "Let's go get her."

Jake: "OK." I'm gonna wrench my hammer out of that stationary armor's hand, and get ready to fight.

Rev: All right. You guys come charging around the corner towards the doghouse, and you see that the dog is holding Damien in its mouth.

Rev: DAMIEN O'DOYLE: Hey, guys, it's not going so hot over here.

Jake: "Herkless? Buddy?"

Rev: It growls.

Jake: "Hey..."

Rev: And it starts to move toward you.

Jake: "Who is your friend? Who gave you the tummy scratches, huh? Who's my good boy?"

Rev: And it starts to bite at you.

Jake: Aw, OK. I deserve that.

Rev: 2 points of damage, not armor-defeating.

Jake: "Bad Herkless!" And I'm gonna hit him... Which head's got Damien?

Rev: The middle one.

Jake: OK. I want to kind of jump up and try to bring the hammer down, and like conk on the top of the head, in the hopes that it drops him.

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

Jake: Nine.

Rev: All right, so you exchange harm with the dog. It takes 3, you take 2 -- not armor-defeating. T.J.?

Teej: I want to see if there's, like, a dog toy around. Like, in and around his house, or something.

Rev: Roll 'Investigate a Mystery.'

Teej: OK. That's a six.

Tass: Wow.

Rev: So you sprint into the doghouse, you look around, and you don't see any toys in here at all. Jake, what are you doing back outside of the doghouse? Isn't it nice to be out of the doghouse?

Jake: Yes. Ooh, finally. Man, I don't want to hurt the big doggie, even though he's hurting us. I'm going to try and pry his jaws open, specifically to get Damien out now.

Rev: All right. Roll 'No Limit.'

Jake: Ten.

Rev: Yeah. No problem. You reach up and you put your hands on both sides of Damien, getting a hold of the dog's jaw. And you pull apart and Damien falls out, covered in slobber.

Rev: DAMIEN O'DOYLE: She went down the stairs. She came over to the dog and like, the dog smelled her. And then he just turned on me.

Jake: "She's probably got more of her organs in jars down there, and she's going to protect them, or something. Get T.J. and go after her. I'll deal with the dog."

Rev: And Damien runs past, into the dog house.

Rev: DAMIEN O'DOYLE: We got to go.

Teej: "What about Jake?"

Rev: DAMIEN O'DOYLE: I don't know, he said to get you and to go.

Teej: I'm just gonna go with Damien.

Rev: All right. So you guys head towards the stairs that lead down to the first floor.

Jake: I just yell, "Shut the door behind you!"

Teej: I guess I'll shut the door behind me, then.

Rev: So as Damien leads you towards the stairs, just as a reminder on the map, you know that the door at the bottom of these stairs has the magic that requires some of her DNA to get through.

Teej: "Damien, you said you stomped on her lungs, right?"

Rev: DAMIEN O'DOYLE: Uh, yeah.

Teej: "Check your shoes for schmutz, come on."

Rev: Yeah, he puts his foot towards the door, and there is some lung goo. Lung...

Teej: Some alveoli stuck to it?

Rev: Some bronchial tube.

Tass: *laughs*

Jake: Gross.

Rev: Sheesh. Yeah, there's some -- definitely some paste on the bottom of his boots.

Jake: No!

Teej: It just gets worse!

Jake: Yeah.

Rev: And as he steps towards the door, he puts his right foot in --

All: *laugh*

Rev: -- and puts his right foot out. And the door does open.

Teej: Awesome. Let's go through.

Rev: All right. So you guys go through the door, and you see another suit of armor. It looks very different than the first set that you encountered. And it is just in pieces, on the ground.

Teej: Then I want to look on this floor to see if I can find the other jar.

Rev: OK. Where specifically are you going?

Teej: Um. I'm gonna probably go to, like, the top left corner.

Rev: So, Jake, you've got this dog by the jaw. Since it's the center head, the other two heads can't quite reach you to bite at you. And you're just kind of in a stalemate right now.

Jake: I'm going to teleport to T.J.

Rev: Yeah. You appear next to T.J.

Jake: And I look and make sure that, like, the magic door is shut, that they shut the door behind them?

Rev: Yes.

Jake: Perfect. "This is exactly what I was hoping for." I'm going to go look for a different set of organs, then.

Rev: OK. Where are you headed?

Jake: We're kind of on our way to that, like, northwest corner, right?

Rev: Yeah.

Jake: I will head to the southwest corner.

Rev: So the two of you go to the far pedestals and Damien goes to the third one. Jake, you do find, on a pedestal, the other kidney in a glass jar.

Jake: Cool. Smash and stomp.

Rev: T.J., there is not a organ on your pedestal, nor is there one on Damien's.

Teej: Is there anything on my pedestal?

Rev: There is. There is a book.

Teej: OK. I want to look at the title.

Rev: It is The Legend of the Five.

Teej: I'm gonna go ahead and put that in my backpack.

Rev: Where are you going, now?

Jake: "She came down here. She must be in this vault area. We need to get in here, somehow."

Teej: "Right. Damien, did you find anything?"

Rev: DAMIEN O'DOYLE: No.

Teej: "Not, like -- there wasn't anything on that pedestal?"

Rev: DAMIEN O'DOYLE: No. On this one? Nuh-uh.

Teej: "Really?"

Rev: DAMIEN O'DOYLE: Yeah.

Teej: "Oh, OK."

Rev: DAMIEN O'DOYLE: Maybe she used it.

Teej: *slowly* "Oh boy..."

Jake: *laughs*

Rev: *hums "Oh Yeah" by Yello*

Teej: Uh, yeah. So I'm gonna go ahead and I'm going to re-work my wrist blaster into a code breaker.

Rev: OK. Roll 'Weird Science.'

Teej: Seven.

Rev: All right. So what is your requirement?

Teej: My requirement is that it won't be very reliable.

Rev: And my requirement will be... It's gonna take a lot of power.

Teej: OK. I'm gonna take the battery for my goggles, and I'm going to use that. And I guess you'll have to tell me whether or not I use enough of it.

Rev: Yeah. Yeah, all right. I like that. Yeah. So you use two charges from your goggles to power this. Well done. You know, in talking about the advanced version of 'Weird Science,' what is the advanced version of 'Weird Science?' What is the reward for that?

Teej: On a twelve or more, you gain +1 ongoing when operating the device.

Rev: Hearing that, that's not a rule I'd heard before. Makes me assume that when you're trying to operate these devices, you should be rolling something. Like the 'Weird Science' is to create it, and then you have to use it. And since you've chosen it's unreliable, I assume that you have to roll something like with a -1, as opposed to an advanced where get a +1.

Teej: Yeah. It doesn't even say anything about, like, using it. Just says 'when you want to create or adapt a device.' But I guess if whatever I'm using the device for would depend on the independent roll of the basic move or something, like that giving it a +1.

Rev: So what might you roll to use a code breaker? Sharp?

Jake: That's what I would say.

Tass: Yeah.

Rev: All right. So, yeah, let's roll Sharp for you to hit the real-time event fast enough to crack the code.

Teej: Oh, mama. That would be a twelve.

Rev: Yeah. And so then, with your -1, that's an eleven. So yeah. It... Absolutely. So it beeps and you hit the pound button a couple times, and the numbers lock into place, and the screen flashes, and the door unlocks.

Teej: Nice.

Jake: I'm going to move through it.

Rev: Inside this room are a bunch of lock boxes. Like, at a bank. Just boxes, lining the wall. And at the end of this room, you can see a another door that is closed.

Jake: "OK. That next door has some kind of magic on it. I have no idea what it is." I just want to get something and I want to throw it at that door, just to make sure it's not going to liquefy us as we touch it.

Rev: Just like grab the gauntlet?

Jake: Yeah. And just like Android 16 it at the door.

Rev: So you throw the gauntlet at the, what you assume is still magic door, and there's a huge spark of energy and the gauntlet flies back in your direction.

Jake: "I'm glad I did that."

Teej: "Yeah, same."

Jake: "We have to get through this, somehow. I have no idea. We didn't plan for this one." *laughs* I want to look around and see if there are any runes carved into anything, or if any of the... Are the boxes numbered?

Rev: Roll 'Investigate a Mystery.'

Jake: Eight.

Rev: You get a hold 1.

Jake: I am kind of leaning towards 'What can hurt it?' Because I'm trying to figure out sort of what powers it or keeps it up, and like what I could do in this room to take that magic down.

Rev: If you could find something inside of here, whether it's this room or just her place in general, that could dispel magic, you think that that might be the easiest and maybe only -- to you guys -- accessible way of getting to it. Getting through it.

Jake: "We need, like, an object that can dispel magic. There's gotta be something. She's got a lot of gizmos around here. Something's got to be able to do it. I don't know if it's in one of these boxes." I just wanna start trying to, like, tear open boxes and look through them.

Rev: So these are pretty sturdy. So if you want to tear one open, roll 'No Limits.'

Jake: Absolutely. *rolls* I said absolutely. And I just want to roll that one back.

Tass: Oh, no.

Jake: Take it back. Six.

Rev: So you start to pull open this lock box, and it gives way. The metal peels apart, and scarabs pour out of it.

Jake: You've gotta be shitting me.

Rev: And they are swarming all over your body.

Jake: I want to just start trying to smush 'em, indiscriminately. Just like, slamming into the wall. And then backing up, and slamming my back into the other wall.

Teej: So I'm going to help out by whipping him around, like wrestling-style, and help him to, like, launch into the wall a lot faster.

Rev: *laughs* All right. Yeah. Roll 'Help Out.'

Teej: That'd be an eight.

Rev: All right. So, Jake, you get a +1, and you're gonna roll 'Act Under Pressure.'

Jake: OK. This is fine. Eight. Thank you for your help out.

Teej: You're very welcome.

Rev: So with your eight, you're either going to hit a little too hard and hurt yourself, or you're going to damage a bunch of the lock boxes to the point where they won't be able to open, or you're gonna spread these scarabs to Damien. Because, in T.J.'s trying to help out, he exposes himself to the trouble and the danger. And so some of the ones that he's trying to stomp start climbing up his legs.

Jake: I will take a little bit of damage, smushing.

Rev: All right. So you take 1 point of damage as you slam against one of the metal walls of drawers. And T.J., you have some of the beetles starting to crawl up your pant leg as you stomp around.

Teej: I will follow suit on what Jake is trying to do, and I will start to shake them out of my pants. Come on, twelve... That's a nine.

Rev: You can either get them off of your legs, but you're going to bang your knee against the wall as you're trying to shake them out and it's gonna give you a -1 on your movement for a while. Or, you can get them off of yourself, and accidentally spread them back to Jake. Or you'll take a point of damage as you get rid of all of them, from the tiny bites they put on you.

Teej: I'll take the damage. I mean, Jake took damage, I can take damage. No problem.

Rev: All right. So, yeah, you get the remainder of the scarabs off of you onto the ground, and you take a point of damage in doing so. And Damien slams this fiery chain on the ground as they fall off of you, and kills the remaining few.

Jake: "God, I wonder how many of these boxes are just full of scarabs."

Teej: I'm gonna go ahead and take my goggles, and I'm going to use my last battery to turn it to heat vision and look at all of the different lock boxes with heat vision, to see if there's any heat body signatures.

Rev: Roll 'Investigate a Mystery.'

Teej: That would be a hard five.

Rev: So you spin around to look at the wall of boxes, and you flip too far, and you go to night vision. And you're momentarily blinded.

Teej: "Ah, God, ow! Ow!" I throw the goggles off my face, because ouch.

Jake: "Well, I think I know what you were going for and I loved the idea, but it seems like it didn't work very well."

Teej: "No. And now my battery's dead. I can't tell which one of these is filled with beetles or filled with bullion, I guess."

Jake: Beetles and Bullion is our new band name.

Tass: *laughs*

Jake: "We need to look around at the other stuff she's got in this place and try to find something that can dispel magic. I think, before we start opening more beetle boxes, let's go establish what's on the pedestals that we can just see. Damien, there was nothing on that pedestal that you went and looked at?"

Rev: DAMIEN O'DOYLE: No, it was empty.

Jake: "Man, I wonder if she took the only thing that could get us through this door on her way in."

Teej: "The only thing I can think of right now is... Oops!"

Jake: *laughs*

Rev: Yeah. So you stumble backwards, as you're kind of looking around.

Teej: Always stumbling backwards, on this power.

Rev: And one of the lock boxes, you realize, has been released. And your hand kind of touches it and you feel it's a little springing, so you open it up. And inside is a newspaper clipping. And there is a woman in the photograph. It looks like it's about 20 or 30 years old. But the article title reads 'Woman Saves Family of Seven from Fire. Claims to be Chosen by the Gods.'

Teej: Eff Yes. Awesome. Oh, that's so cool. It doesn't help us now, but, man... "Jake, check this out."

Jake: "This is just a treasure trove of stuff that I need to know, but not right this second."

Teej: "Put it in your pocket dimension, for safekeeping."

Jake: All right. That's three items in there so far. I'm getting close to capacity.

Rev: Running out of space, yeah.

Teej: "Damien, do you have any suggestions for getting through this door?"

Rev: DAMIEN O'DOYLE: I don't even know what it does. It was kind of... I don't know if you remember back, like the smash-cut of, like, the plan of breaking in here, is like "Research this, and figure this out!" I don't suppose you guys did that part, did you?

Jake: "Well, I mean, I threw the thing at it."

Rev: DAMIEN O'DOYLE: Oh, is that the research, or was that the solving it?

Jake: "That was the research."

Rev: DAMIEN O'DOYLE: Oh, OK.

Jake: "So we know that it's gonna kind of zap and blast something away if you try to get through it."

Rev: DAMIEN O'DOYLE: That's fair. I couldn't remember if the research phase comes before or after the betrayal phase.

Teej: Oh, shit.

Jake: I just nod like, "Yeah, I deserve that. Mmhmm."

Tass: Oof.

Teej: I'm gonna see if I can't open another one of these lock boxes.

Rev: So T.J., roll Luck.

Teej: That's a twelve.

Tass: Nice.

Teej: On Luck.

Rev: As you start to reach towards one of the lock boxes, you hear a voice from above.

Rev: STROHM: What would it take to get you three out of my home?

Rev: And you look at where the voice is coming from, and you see a little speaker and a very tiny lens.

Teej: "It would take you giving us all three of those souls in there."

Rev: STROHM: Put everything you found back, and you have a deal.

Jake: "She didn't say anything about not taking pictures of it, first." I'm going to grab the little slip and pull out my phone and snap a picture of it first and then --

Rev: STROHM: Oh, well that's... Fine. It seems to be.

Jake: And then I'll be like, "OK, we'll take that deal. But I want my bow back, too, then. We'll give you back all your stuff, you give us back our stuff. The souls and the bow."

Rev: Roll 'Manipulate Someone.'

Jake: Oh, man. That's the worst one...

Tass: Oh!

Jake: Eight.

Rev: STROHM: Very well. But the price for that bow is the necklace.

Jake: I'll look at Damien.

Rev: You turn back, and he's not there.

Jake: "Son of a bitch! OK. Well evidently, that part of the deal is off the table now, because he has eloped with the necklace. I can't really fault him." *laughs*

Teej: "We did some pretty terrible stuff. I did some pretty terrible things that I was going to do -- but didn't do. So, I mean, technically, I didn't do them. But I still was thinking about them."

Jake: "Is there anything else I can negotiate for the bow? He took the necklace. I can't... Couldn't do that one now if I wanted to."

Rev: STROHM: What have you got? I like your hammer.

Jake: "I super can't give that one up, I'm sorry. I've -- ooh, I've already gotten in trouble for accidentally dropping that. Can't imagine just handing it over."

Rev: STROHM: What does this bow matter to you? You didn't even know you had it.

Jake: "Well, while we're on an honesty kick? Now I don't trust you very much, and you seem like you might do bad things with it, and you said it's very, very powerful."

Rev: STROHM: You don't trust me? You're the one who betrayed me.

Jake: "His deal was more important. It mattered more, in the grand scheme of things."

Rev: STROHM: Why does that turn into you not trusting me?

Jake: "Well, because now I know you're a spooky mummy and I'm a monster hunter. Like, straight up and down, I don't have a high trust of creatures."

Teej: And as he's saying this, I'm taking that Necklace of the North Wind out of my pocket, and just kind of fiddling around with it in my hands. Clearly, that she can see it. And I'm just kind of, like, testing its durability.

Rev: You hear the ring of what sounds like two wineglasses being clinked together.

Jake: "What was that?"

Rev: STROHM: Oh, just two of the three crystals. I can play that game as well.

Teej: "Damn."

Jake: "Yeah, man."

Teej: So I just kind of put it back in my pocket, then. Actually, you know what? I'm just gonna put it back into one of the lock boxes that's open. "There you go. Fine." Close it.

Rev: STROHM: I must say, you're all taking a very long time to decide on something I thought was a no-brainer. You seem to desperately want your friend's soul, but maybe that's not the case?

Jake: "Fine. Deal. Give us the souls, you can keep the bow, and we'll put back everything we've taken, fair and square. Even trade, we'll go." I'm gonna take the book out of the pocket dimension, again. Take some pictures of pages, real quick. Like, "Just a sec!" Snap, snap, snap, snap, snap, snap, snap, snap.

Rev: Roll Luck.

Jake: Eight.

Rev: OK.

Rev: STROHM: Both of you put your hands in the magic field.

Teej: "Um... No? Because it will destroy us?"

Rev: STROHM: It won't. I'll alter the spell from the inside.

Jake: "How do I know that this isn't just gonna zap us and kill us when we touch it? It's zapping and killing other things."

Rev: STROHM: I guess it's a risk you'll have to take. But I, unlike you, have yet to break a promise.

Jake: I'll reach out and touch the door.

Rev: Nothing happens. Your hand passes through, into the field.

Rev: STROHM: Now your friend. Same time.

Teej: I do.

Rev: And you feel a little tingle. And she -- actually, this time -- repeats the bargain. That you will put back everything you got, and you will get the three souls in return. And you feel a little weird wash over you. And then the door opens. And she is in bad shape. You can tell that the body she went into was specifically designed to kind of operate that armor. It's very muscular in weird places, and its hair is all gone. But she has put a robe over herself.

Rev: STROHM: Right this way.

Teej: I'll follow her.

Jake: Yeah, I'll go in.

Rev: And in this room you see that it goes down a little bit. There's a couple more items in here. And then around the corner is a large blue crystal. And then three little podiums, each with a crystal on each one.

Teej: "A large crystal?"

Jake: "What's that? What's the big one?"

Rev: STROHM: This is one of the... Essentially, viewing crystals. It's what allows you to take a soul or an essence or a spirit, and you can set it inside of one of the openings there, and see what is inside. Communicate with what is inside. And you can also put in multiple ones, to allow them to communicate with each other.

Jake: "Is it okay if we place these three crystals in there real quick, just to verify that they are who we need?"

Rev: STROHM: Yes, of course.

Rev: And at this point, Strohm has left to start putting things back where they were, and taking inventory of things that might be missing.

Jake: OK. I'm going to do them one at a time.

Rev: There is a white one, a green one, and a red one.

Jake: I'm going to do the red one first.

Rev: You put the red one in, and you see Reeves from the Eye of Horus.

Rev: REEVES: Oh, I don't really care for this.

Jake: "We're getting you out of here. Just stay calm."

Rev: REEVES: I wouldn't know where to go. I think my body was destroyed.

Jake: "Well, better your soul's in a crystal in our possession where we can do something to pass you on, than in the crystal in a vault, where it is right now."

Rev: REEVES: Oh, This isn't my soul. I tried to get away when I got launched into space. And, um, this is essentially my astral projection. I was trying to get my mind someplace, and I didn't make it.

Jake: "Well... I mean, we'll figure out how to help you, Once we get you out of here."

Rev: REEVES: OK.

Jake: And I'll withdraw her crystal and I'll put in the... Put in the green one.

Rev: It's Rachel.

Jake: Oh!

Rev: RACHEL: Oh, hi.

Jake: "Hi."

Teej: "Sorry."

Jake: "Sorry."

Rev: RACHEL: Yeah. Um, me too. I wasn't quite myself.

Jake: "Well, we're gonna hopefully get you out of this thing. And maybe you can be yourself again."

Rev: RACHEL: All right.

Jake: So I'll take that crystal back out, and then I will put the white one in.

Rev: Jake, you place the white crystal into the viewer, and Tass appears.

Tass: "Oh, that sucked. Oh, hey boys."

SFX: OUTRO MUSIC