

Cabin in the Woods (S1, E39)

Rev: I have switched to digital comics and I love it. I was afraid to do it for years. I didn't. I didn't want to do it because I liked having the actual comics and I hated like spending money on something that I didn't have a physical copy of. But so many years of lugging around 50, 60 I think at one point 78 boxes of comic books every time I moved. And I never reread them like that's just that's the majority of my brain is comic book stories or book stories. I don't reread anything. I finally made the switch over and part of it came with like their Comixology unlimited free for month. You can just try it out and read whatever they have in stock, and I started reading the Ghostbusters stuff and it's so good it makes me want to play that like 2009 Ghostbusters game.

Tass: That was a good game.

Teej: Why don't you?

Rev: I think I'm going to. I've been streaming randomly. That's what I'm going to do I'm going to pick a game in this, when I play this game, I'm gonna stream.

Teej: But make sure guys, don't cross streams.

Tass: Oh!

Rev: Nice. Nice. So T.J., have you picked a class yet for Friday? Have you picked a playbook?

Teej: I'm thinking about the 'Hard Case'. It looks like a lot of the moves are just like pretty bad ass. Like for instance, it has a move called 'finish him' wherein, if I attack something and it suffers 3 harm I get to follow up with another attack.

Tass: Oh my God!

Jake: I saw that. That is a wild move.

Teej: Right? And then it also has one called 'unstoppable' where if you use luck to get rid of harm instead of just changing your roll around. Not only does it keep you from suffering that harm but if you have any other harm that's already on your person, it gets rid of that as well.

Rev: Oh wow.

Teej: Yeah. yeah. Its pretty OP that way. So that's pretty cool.

Tass: So what you're saying is I should build just, just impossible monsters for you to fight right.

Rev: Correct.

Tass: OK.

Rev: So that is for the livestream we're doing this Friday at 8 p.m. We're gonna have two new players we're gonna have a new guest and we're also going to have Teej who has not yet been in 'End of days'. It's gonna be a packed house, there will be six of us in here four players, Tass running the game and me on the "ones and twos." I will be in the background running the chat. So come hang out with us and see where the story goes next. We've gotten a couple of submissions for like what to call the audience. Here's the front runner you ready. Okay. "The Incritibles".

Tass: I like that.

Teej: That's pretty good.

It's, it's solid. So we found out that gosh just last night if you are in the Chicago area on February 9th and 10th at least some of us will be at 'Lodge Con' which is a gaming convention that they have, where people can come in, play a bunch of games. They have a few panels. They have some live shows but it is really a place for people to hang out and play games. So we're gonna come and we're going to run some Monster of the Week. Again that is Lodge Con and that is February 9th and 10th. Anybody got anything else?

Teej: Snowed.

Rev: Such a good transition. It didn't even snow like it was supposed to.

Teej: Yeah, they said it was supposed to be like a wintery blizzard like whatever you know?

Rev: Yeah, we were supposed to get like 8 to 12 inches and I think we've gotten an inch and a half.

Teej: Yeah it's not very big at all. I hate whenever I'm expecting eight to 12 inches and I only get an inch and a half.

Rev: Oh boy, god, is that what I go out on, is this what we've come to?. God, I'm Rev and whatev...

THE RECAP

Rev: Grigori stands a little taller and he turns back to you Tass and says,.

Rev: GRIGORI: Just remember that your friends are alive so that I can hurt them instead of you. There's a lot of people I could hurt instead of you and make you keep going. Now do your job.

Teej: I'm going to create a device that takes the spin of the earth and turns that into energy for Santa's shield.

Rev: You need a rare or weird material and it is going to be a, you need a metal that can transfer inertia. The only person you could think that would possibly have any metal like this might be Strohm.

Teej: NOEL, I found these glyphs. It almost looks like the same code that activated you. Will you go ahead and integrate it into your system then?

Rev: NOEL: Access to teleportation chamber required. This is a failsafe code that your grandfather programmed into me. He would enter it when he would leave and so entering it the first time locks off many areas of my database.

Rev: And you appear again in that very familiar white room and Saul shifts into the 'Defender'.

Rev: THE DEFENDER: Your time as the 'Defender' may be coming to a close.

Rev: And he starts to fluctuate and change and before you hovers a figure in dark armor, brandishing a flaming sword.

Rev: DARK ARMORED MAN: The time of the 'Defender' draws to a close, Jacob. You will become our 'Executioner'.

CABIN IN THE WOODS

Rev: So it is the morning of the fifth day T.J. and Tass are sitting at the Claus's table having breakfast and there is a flash of light and Jake appears.

Teej: Sup!

Teej: Welcome.

Jake: How's your week been?

Teej: Pretty good.

Jake: I bring it in for a hug. I haven't seen these guys in like, 4 days.

Teej: Oh hey buddy.

Teej: Oh too much ow, ow, ow. So strong.

Jake: What have you guys learned? What's new?

Tass: I found the other two circles.

Jake: Cool. What was in em?

Tass: Well, one of them was clean. Just like completely. They took care of it. So I have absolutely no idea. The other one we were able to figure out what kind of creature was there. It was a shape-shifter, shape-changer, or whatever you call them. But something that can look like other people because it had a whole bunch of different uniforms laying around so that it can clearly get around more easily without being noticed, I guess.

Jake: Interesting did you get any of its like DNA?

Tass: Yeah we. That's how we figured it out. It had this like powder leavings of some kind. Bleh. Just in the uniforms and so I took that back to IPT and they analyzed it and figured it out.

Jake: Did you remember to tell them, to, the badge. The law enforcement badge, remember we were going to try and make a badge that could look like any law enforcement agency but we needed something that could shape-shift.

Tass: Oh! I did NOT remember that.

Teej: Good pull.

Tass: That's a good one. I'll remember that for when we have time. Yeah I gotta remember that for when we have a minute. That's a good call. That didn't even occur to me.

Jake: Peak that, I remembered something from 40 episodes ago. Cool, T.J. you've just been working on the...what the hell have you been working on?

Teej: I've been working on a lot of things. OK. First off I have been working on my inter-dimensional multi-tool. And then I've also been learning about what it's gonna take for us to get our asses to other dimensions. Nice. Yeah it's gonna take some pretty big stuff. I'm thinking some giant magic of some sort. Some big magic. First off I need something that's going to be able to link us, like some kind of person, object, thing of some sort from another dimension.

Like a noun?

Teej: Some person, place, or thing that will somehow link us to dimensional travel. It doesn't have to be directly from like wherever it is we're going, but it has to have that spark of other-dimensionality.

Tass: OK.

Teej: And then I'm gonna have to get someone to research the spell to teleport to a different plane. And then, whoever does this spell actually has to have another spell to jump start the whole process, but it's gonna take like seven days for them to just do this spell to get it going. So yeah that's what I've been doing.

Tass: Cool. What about you buddy?

Jake: I did a few superhero missions and saved some of the common folk and then I got pulled into "God plain" again and who told that soon I will champion another god. I think in addition to, or maybe instead of. It was a little bit nebulous but I'm gonna have a big sword. So I got this and I just pulled my plastic sword out of my my inter-dimensional pocket just so I can practice in the background.

Tass: Oh dope. We gotta spar, and I like lift up the whatever, the broomstick I got to practice spear work with.

Jake: Hell Yeah.

Teej: Guys, guys! I got something to. I got, I got my old nunchucks. You guys want to chuck around?

Teej: I love "chuck around".

Teej: No, no I'll be too busy, I'm sorry.

Rev: Just the thought of Tass fighting with a broomstick and Jake with the plastic sword and T.J. swinging his nunchucks around in the background, is literally what happens before we start recording.

Tass: Oh I hate how true that is.

Jake: We are either incidentally LARPing this game in real life, or we are just LARPing our real lives in this game.

Teej: I just see a picture of Rev arduously working at editing and everything and at the computer he's got sweat on his brow, he's just so stressed out and we're just like Ha, Ha! Chuck Chuck!

Jake: We've got his light sabers in the background.

Teej: We don't do anything for this podcast.

Rev: Oh...god..

Tass: Ok. Well, very cool. We got a lot done in a few days actually. Go Us!

Teej: Yeah I'd say this is probably the most productive we've been in a while.

Tass: Oh, I did think about something and I just wanted to run it past you guys first is we haven't decided what we're gonna do with Reeves before we go because my vote is still to free her because that's what she asked for specific.

Jake: Yeah, I mean we're just, we're supposed to crush the gym, right?

Tass: Yeah.

Jake: She can either ride shotgun with somebody or not and that's less good.

Tass: Yeah.

Jake: But that was all she wanted right?

Tass: Yeah.

Jake: Okay I'll pull the gem out of the pocket dimension and kind of give like a last confirm that "I'm going to crush this gem" look to the party.

Tass: That's a thumbs up from me. I'm also gonna give a thumbs up.

Jake: Okay. I'll just smooch it between my hands just, crunch.

Rev: Nothing comes out.

Tass: Uh Oh.

Teej: I assume because we can't see her in this dimension or at least in this plain of existence?

Tass: Yeah. Okay I guess I don't know what I was expecting but it wasn't that.

Teej: Yeah. I'm gonna put on my goggles and use one of my batteries for the electro-magnetic spectrum.

Rev: You don't see anything.

Teej: Well I don't see anything guys. Did Reeves decide to just go away?

Tass: I don't know maybe I thought we were fairly certain that she would be like hell, that she wouldn't fade away from that.

Jake: I mean, I can't even fathom where she could have gone. She was just kind of stuck in a pocket dimension that whole time like...

Tass: OK.

Teej: Guess that's the end of Reeves.

Tass: I just I don't know what to do about that I feel like that deserves some kind of, you know, closer look. But, I have no idea what.

Jake: I don't really know how to access that space or anything to like look for...

Tass: No, Yeah.

Jake: I can, if we made like a probe I could just put it in there. But like I don't think, I can't go into it. It's just kind of a bag of holding for me.

Tass: Yeah. So I don't think I've really tried this yet but I want to try to like access the part of my brain that I think Rachel might be. Like I know I don't feel complete yet, but I haven't, I don't think, really tried to talk to her, see if I COULD since initially waking up.

Rev: Yes that's correct. So what are you trying to do to talk to her?

Tass: I think I'm just kind of trying to visualize her and that, you know, what I had as that mental space of that crystal, that was in the room. you know? And try to visualize her there, as like an entity that I can see and address and just see if I can even sense her, feel her at all.

Jake: Roll 'weird'.

Tass: Oh I don't have that.

Rev: I know. Roll 2-D6.

Tass: 8.

Rev: You're uncertain if what you're seeing in your head when you close your eyes is just your memory of what she looks like or her, because it flickers in and out and what you hear is.

Rev: RACHEL: Going- down to- you-.

Rev: As she flickers in and out.

Tass: Yeah. All right. I think I think we just we gotta go. I gotta get this spear. I've gotta complete this, so that maybe I'll have a little better grasp of what to do.

Jake: We'll have to come up with something clever to find out what happened to Reeves anyway and it's not going to happen right now.

Tass: Yeah. Yeah that's fair.

Rev: All right, so you guys head back down to NOEL's command center and with the time of day that it is actually, as you were walking down the hallway, you hear her come over the speakers.

Rev: NOEL: Geographical Search complete.

Rev: NOEL, You finished the search for the Chosen's weapon?

Rev: Correct.

Teej: Excellent. And where does it happen to be in the Shorsky National Forest?

Rev: NOEL: I can narrow it down to a five square mile area.

Tass: Nice.

Jake: Some big improvement.

Tass: Yeah. Is there any other information you're able to get from that?

Rev: NOEL: Yes I believe that it is there because of its absence in every other part of the forest. There is a strange field blocking my sensors from that five square mile area.

Tass: Is that field do you have any indication whatsoever if that is some sort of like a magic effect or a technological effect?

Rev: NOEL: It seems to be magic in origin. I can see the flora but there is no indication of fauna.

Tass: Okay. Well I mean that that's amazing. Thank you.

Rev: So, yeah, so the coordinates come up on the screen.

Teej: Yeah I'll put those in my notes on my phone, and we got it. I think it's time y'all.

Jake: How are we getting to Russia?

Teej: Well we're gonna ship you there and then you're just going to travel us back and forth.

Rev: He's going Nermal you from Garfield and Friends.

Teej: Going to send you to Abu Dhabi first.

Tass: I guess we could call Margaret real quick see if she has a better way to get us there.

Jake: I mean that seems better than flying commercial.

Rev: MARGARET: Hello.

Tass: Hey Margaret. So NOEL just finished her analyzing the forest and we've figured out a five mile area that the spear could be. I just wanted to see if there is any possible way of getting there faster than coach on a shitty airplane.

Rev: MARGARET: Oh well I imagine we've got a couple ways we could get you there. Where are you wanting to go in this five mile area? You want to go to the edge of it north, south, east, west, dead center?

Tass: Woo, I'd say probably outside of it maybe, a mile just to give us a little room to approach and see what's going on.

Rev: MARGARET: Yeah alright. Yeah, why don't you be back here... Give it 30 minutes. I think we can help you out.

Tass: You are amazing. Thank you so much. We'll see you soon.

Rev: MARGARET: Yeah. All right.

Tass: Okay. Yeah we can do this.

Jake: So we need to head right back?

Tass: Yeah. Well she said give it a half-hour, but we might as well go back and be ready.

Jake: Okay.

Rev: Is there anything else you guys want to do before you leave the North Pole?

Tass: I don't think so. Besides- Oh should we go ahead, since she is done analyzing things, like have her shut down like in the failsafes, and all that.

Jake: Yeah put that lockdown code in.

Teej: Yeah. Okay. And I do so.

Rev: T.J. as you enter the code to essentially shut part of NOEL down, you see the same series of lights flash, but you do notice that it is in that reverse color pattern. And the doors around the room shut. And her screen dims a little bit but she is now kind of in this "safety mode".

Teej: Okay. I'll be right back guys. And I go stairs and I give a big-old hug to Santa Claus and Mrs. Claus.

Rev: They have been very nice hosts.

Teej: Yes they have.

Rev: So it's about a half hour later and you have come back to IPT and Margaret has escorted the three of you up to the roof of the IPT.

Rev: MARGARET: Well be careful boys I realize that whatever is going on is important. I assume that you'll be out of contact while you're there, but just be careful. We just got you back. I'd hate to lose you again.

Rev: And over her shoulder you see a helicopter. It is a very old Chinook and you can see that there are strange markings on the blades. And sure enough it flies through downtown Indianapolis and it lands on top of the IPT. And a man comes out in his late 70s.

Rev: OLD MAN: Well boys I heard that you need a ride someplace. Margaret called in a favor. I thought I'd help out.

Tass: We really appreciate it. I'll go up and shake his hand. Nice to meet you.

Tass: I'm Tass.

Rev: OLD MAN: Hey, Tass.

Teej: I'm Teej, I'll shake his hand and give him a salute.

Rev: OLD MAN: Nice to meet you Teej.

Jake: Jake, I will also greet him.

Rev: OLD MAN: Hey Jake. Name's Everett. So I hear you got some place to go.

Tass: Yes sir it's quite a jump though.

Rev: EVERETT: All right well come on aboard.

Rev: And as I said you walk underneath the helicopter, you can see that it looks like it's Frankensteined together. It is made from many pieces of old helicopters. You can see that there are runes carved into the blades. And once you get inside it's kind of a mess. You can tell that he lives there. There are very clearly old black and white photos. You can see that there is a bedroom. There is a little med bay. There is a library. It's almost kind of like the grandpa in Ben 10 except a mobile home, he's living out of this helicopter.

Tass: Nice. It's a cool setup you got here man.

Rev: EVERETT: Thanks.

Tass: How long of a flight is this?

Rev: EVERETT: Oh, Fuck, forever.

Tass: I'm just really wanting like the minute Kay.

Rev: EVERETT: Yeah. Probably many of them. You start counting I'll let you know when we're there. It's actually gonna be about 30 hours with stops, but we won't be detected. I mean you guys are wantin to go into kind of a "no fly zone".

Rev: Is there anything you guys want to do during this trip.

Teej: Stretch.

Rev: Yeah. I've been on a flight to China. You have to or else you're just gonna get blood clots and stuff like...

Tass: Bed sores from flying...Like I would want to talk to him but I also feel like I wouldn't want to bother the pilot. You know what I mean?

Rev: He's got a door he closes when he's-- well no.

Teej: I just assumed he had like a whole farm back there. Like there's chickens and stuff like those old timey airplanes would have going across country or something.

Rev: So he has fresh eggs every morning. Someone's job is to milk the cow every morning. The trip like he said, takes about 30 hours and you stop to gas up. He stops at a couple of military bases. He also stops sometimes just in big fields and he fills up with cans that he rolls out from one of the other rooms. But the thing that you notice as you go, is that nobody seems to take notice of you as you fly over areas, as you land. It's almost like you're invisible no one seems to pay attention until he actually talks to them and interacts with them. After essentially a day and a half passes, he gets you into Russia and he lands the helicopter in a fairly wide open clearing between some of the trees and he opens up the back and lets you out.

Tass: We really appreciate it man. Thank you.

Rev: EVERETT: Good luck. Kick some ass.

Tass: Will do.

Rev: And he closes the back of a helicopter man it goes.

Teej: As he goes away, I wave.

Jake: So, here you are in Shorsky National Park. What do you want to do?

Jake: Can I roll 'boss from beyond'?

Rev: You can.

Jake: 10, your superiors ask you to do something simple and I get to ask one question from investigating a mystery, right now. I'll go with, 'Where did it go?'.

Rev: And what the 'Defender' wants, is that for whatever good you do while you're here, he wants you to make sure that people know about it.

Jake: Just that people find out that I did good things here? All right.

Rev: So your question is, 'where did it go?'. So, as you start to approach this five square miles, it doesn't seem to be any different than anything else that you've passed. But as you step over into the five mile square there's a strange absence of birds of animal noises. You don't hear or see anything, but you do see a very strange large track and you only notice it because it's filled with water. It looks like an enormous bird's foot.

Jake: I will just kind of raise a finger to point to that for the rest of the group.

Rev: Yeah, and you can see that they head north and there is a good 10, 15 feet between them.

Tass: Oh. So these are like... what's our, what's our size equivalent here like? Each one is as long as a car?

Jake: Can I lay down comfortably in the footprint?

Rev: You can.

Teej: I want to look at the water, see if there's any of it's moving like in Jurassic Park, whenever you know something's stomping around.

Rev: There is but only because Jake is laying down in it. He's just splashing around in it.

Teej: It's really cold up here.

Jake: *in his best kid Jake voice* Aqua-Man!

Tass: Oh no.

Jake: Yeah. Seems like we're in kind of the the savage world here or something. This is a very large footprint.

Tass: I'm gonna take a picture of it.

Rev: Okay.

Jake: Me too.

Rev: All right.

Jake: I mean I have to blog about this. So snap a photo.

Tass: Oh I'll get a picture of him next to it. Like posing.

Jake: Perfect. Well I guess we follow the tracks huh?

Tass: I guess we do.

Teej: I think we should be cautious as we go though, or not, whatever, I don't care.

Tass: Yeah, let's just run screaming along this path.

Jake: I'll take point.

Rev: Okay.

Jake: Start Following tracks.

Rev: Roll 'investigate a mystery'.

Jake: Ah, Dang! 8.

Rev: All right, you got a hold one.

Jake: I guess, 'what is being concealed here'.

Rev: So the thing that you notice as you start to follow these tracks, and the three of you follow these tracks for a good 20 minutes, is they stop sometimes and you can see that it seems to settle in and as you're examining the footprint you notice that while they're large and whatever it is must be very heavy, it doesn't seem to have any talons on it. It does not seem to have any kind of what you would think that an animal would use to attack with. But it is moving it is large it is heavy, but it doesn't seem aggressive.

Teej: Whenever it settles in, does it leave any other traces?

Rev: I'm going to have you 'investigate a mystery' while you're trying to- because you're having a different idea than Jake had. So roll it.

Teej: Ok. That would be a 6. No I'm sorry. A 7.

Rev: All right you get a hold one.

Teej: 'What sort of creature is it?'

Rev: As you approach the next clearing you're trying to figure out what in the world could make this, like what is this, these huge footprints, and you're looking to see what kind of area it covers, if it seems to be pecking at anything when it settles down. And you can't get a sense of anything because it's almost entirely flat whenever you find the footprints come to an end and you start to follow them again and suddenly you hear this piercing screech and you look up from the tracks and you see this very old cottage and it rises up on giant chicken legs and starts to run away and you realize this is the House of Baba Yaga.

Jake: All right, So what I know about Baba Yaga, it's all from Pathfinder lore and she's about the most powerful thing in that universe.

Rev: So and as Jake is kind of saying this to you guys, that thing is just running away and there is just a loud almost like a siren blaring, as it just runs away and you see again, a lot of meat in motion. It is these huge legs, a shack on top of it and it's just running.

Teej: It's pretty nimble for a shack with legs.

Tass: Do we follow it. I am just dumbfounded that our house just stood up ran and let's go!

Jake: I mean we can track it clearly. It leaves big old footprints. I don't think we can catch it, right. Like it seems like it's going way faster than we do right.

Rev: Correct. Right now it is.

Jake: Yeah, I think we wait until it chills out again and we make a better approach whether that's sneakier or calmer or something, so we don't scare it off and it runs away again. We're not going to catch that thing on foot.

Teej: Yeah I agree with Jake. Let's just take our time with this.

Tass: Yeah. Okay. Yeah. Let's let it relax, I guess, and sneak up on the house.

Jake: Yeah. I mean God. Do we have like cell service here or anything. You do not. Yeah.

Jake: So, no researching this thing.

Rev: Yeah and asking that question you pull out your phones and your various devices and just like NOEL said, nothing seems to be getting through here.

Teej: All right well let's do some good old fashioned trial and error as they call it I believe.

Jake: Yeah I mean I think wait until this thing is kind of out of sight and then start just following the tracks again at normal speed. I assume we can hear it beyond when we can see it, right?

Rev: Once it gets out of sight it stops screaming. Oh I think that it goes silent once you are no longer in its proximity.

Jake: Oh OK. Well what do we want to do? Do we just want to walk up on it again and be kind of less threatening hands in the air, or do we want to try and sneak up on it in which case do we want to try and circle it? It's a house.

Tass: I like the non-threatening approach first because that just seems more honest to me. I don't want to attack this chicken house or anybody living in it. You know we just assuming that the spear is in there. That's all we want. So let's see. Let's try that.

Jake: Yeah I mean I wonder if Baba Yaga is even aboard or is she elsewhere in this forest right at this moment in chicken house just went to get her or something like this. We'll find out.

Tass: Yeah. OK let's do this.

Jake: All right. So yeah I just I mean put my hammer in the pocket dimension and follow the tracks for a while until it seems like we might be getting close again like where it went quiet and then just kind of keep hands up as we keep moving.

Rev: All right. Roll luck.

Jake: I don't have a lot of that left but I have enough. That's a, no. Well it's a 9.

Rev: So it's about three hours of walking before you think you see it in the distance. Settled back down. So how are you going to go about approaching?

Jake: I'll kind of like a whisper to them, like, do I go first or do I not go first because I'm like the biggest and I don't know what threatens this thing or...

Tass: Oh that's a good question. Maybe I should just try approaching it alone first.

Teej: Maybe pretending like you're a lone wanderer or something you got a stick or something you can use is like a travelling cane or something. We're in a forest.

Tass: Again, I don't want to lie to this thing is the best way I can think about wording that I just want to be clear that I'm not trying to break into a house and do anything dishonest. So I think maybe I just kind of walk up hands raised alone and maybe even try to talk to it.

Jake: Okay, yeah we'll keep eyes on you and if things break bad I'll try and extract you.

Tass: Yeah that works ok. Here I go. And make sure everything's like holstered and strapped down and you know, I have my hands just up and out and just slowly approach.

Rev: So you guys see Tass approach. And T.J. you remember trying to study this thing and how close you were when it started screaming and he gets about the same distance away and you hear that wail start to fill the forest and it gets up and it runs and Tass is just standing there with it screaming running away from him.

Tass: And I'm going to try to call after it. I mean no harm !! I. I mean no harm! I'm here. I'm a friend. Baba Yaga Hello?

Rev: And as you stand there, Tass watching kind of calling out to it, you feel something brush against your leg.

Tass: I'm going to look down and see.

Rev: You look down and you see this very large snake and it looks up at you and it opens his mouth and inside of its mouth you see Reeve's face and it hisses and she screams and it vanishes in a puff of smoke.

Tass: What the fuck?! I'm gonna turn on a heel and sprint back to them.

Jake: That went well.

Tass: It did not go well. There was a huge snake and Reeve's face was in its mouth and it screamed and it disappeared.

Jake: Could we see or hear the snake?

Rev: There was nothing that you guys saw or heard.

Jake: Are you hallucinating?

Tass: I don't know!

Jake: I mean what did you do before that happened?

Tass: I mean I was just trying to be calm and like not threatening and I yelled after it, to like just you know that I'm not a threat. I said Well I...I said the witch's name. Maybe that did something bad?

Jake: What, you just called out Baba Yaga?

Rev: And as you say that Jake you feel a hand on your back.

Jake: What part of my back?

Rev: Like the small of your back.

Jake: I want to look at the source.

Rev: You turn around and you see this bloated corpse. Its hair is hanging down and you can see that parts of it are caved in and it's standing as if bones are broken, but you can just barely make out the clothing and you are just hit by this sensation that this is what Reeves looked like when she died in space when you could not touch her hand.

Tass: Oh do we see this?

Rev: You do not.

Jake: *Jake yells in terror*

Teej: Are you okay pal?

Jake: And you blink and it's not there.

Tass: What!?!?

Jake: The- do- tha- dead Reeve's-- bloated dead.... She was just right here. You didn't see that?

Tass: Wait you guys didn't see the snake right.

Jake: No.

Tass: OK OK. OK. So that that makes sense. That's it. That's the answer. Nobody say Baba Yaga.

Rev: Tass, as this word escapes your mouth, you feel like a gentle tug at your ear lobe. You turn and it is Dr. White and his chest is caved in and you can see his beating heart. And as it beats, blood just comes gushing out of his mouth and his ears and his nose.

Tass: I made a mistake, I made a mistake.

Jake: What is it? What do you see?

Tass: White.

Jake: Yes. There is snow.

Tass: No. No. Dr. White. Is he still there?

Rev: Have you looked away?

Tass: I don't think I have.

Rev: No.

Tass: I think I'm just kind of staring to see if it does anything else.

Teej: I'm going to ask him like, where is it?

Tass: Directly in front of me, wave your hand through it.

Teej: And I'm going to jump in front of him and just wave my body around like I'm trying to hit something invisible.

Rev: It's like 'Ghost Dad'. You see T.J. pass through Dr. White's body.

Tass: Ugh, and I'm gonna look away.

Rev: And when you look back then it's gone.

Tass: Oh my God. I hate all of this.

Jake: All right. So taboo on the name don't say it it's like Voldemort now. We don't say the name.

Tass: Ok. Well I guess we got to do it the hard way then.

Teej: OK sneak up on it?

Tass: Yep.

Teej: All right.

Jake: Does it have eyes. Not that you see. Yeah.

Jake: So it just it just has a preternatural sense of when you get within X distance of it. I can't imagine how we're going to sneak up on it.

Tass: Yeah, I mean, I think that answer that if we are certain we're doing this sneakily and get to that same distance and it runs away anyway then there's something else that's got to give and we got to trial and error until we get this. I mean we can't possibly think that the spear is anywhere else. Right?

Jake: I doubt it.

Jake: We can just link arms and start walking this whole area and hope we stumble upon I guess.

Tass: Five square miles?.

Tass: All right.

Rev: I've just put it in a random stump like the Master Sword.

Tass: We just burn bushes until we find the one that is a stairwell down.

Jake: That the Deku tree. Oh. I'll be damned.

Rev: So how are you guys going to approach this time?

Jake: I guess I could get kind of to where we can see it again and then fan out like try and go wide in that kind of- can we estimate the distance? Like, T.J. had kind of an idea of like how far it is from the house.

Rev: Yeah absolutely he can tell that it's like 300 yards away.

Jake: So do we want to kind of get get on the edge of that. And then two of us fan out until we have it triangulated.

Teej: Sure. I don't see why we couldn't.

Jake: And then start trying to creep in and see what happens. But no matter what direction it goes kind of towards one of us?

Tass: That ain't bad.

Jake: I mean it ain't good.

Tass: Well all right. Alternatively if we want to do the real dick move thing, I can just kneecap it.

Teej: That sounds so much better.

Jake: Wow!

Tass: I hate that, I do I hate the thought of that, but a lot is riding on this.

Teej: Could you imagine it in motion as you kneecap it? Its a whole house, *Makes house crashing sound*

Jake: We're just, we are stepping firmly over the line at that point as soon as you shoot it in the legs. We are enemies.

Tass: All right let's try it. Let's try this triangle sneak.

Teej: OK.

Rev: All right everybody roll 'act under pressure'.

Jake: 6.

Teej: 9.

Tass: 7.

All right so, you guys fan out and you start to sneak up on the house after making a triangle and it senses T.J. and Tass and it runs towards Jake and he takes two points of damage, as it steps on him and over him and away. It is heavy.

Tass: Because of the, because it's a house...

Rev: Because they're enormous legs. Thick thighs, no lies.

Tass: Please come back! We're just... it's gone now.

Jake: Well not the first time I've been hit by a house and our misadventures.

Teej: That's true. That's very true. I'm gonna help Jake to his feet.

Jake: Thank you.

Rev: I will tell you, since two of you had mixed successes, that the idea was sound.

Tass: Oh fair.

Rev: That it noticing two of you seemed to rout it towards the third.

Tass: Oh okay.

Rev: I think that you guys can grasp that much from what happened, that it just went straight at Jake.

Tass: Ok. So we kind of did it though.

Teej: The only thing I can think of to do is straight out of 'Return of the Jedi'. And it's put up vines across the trees and hope that we can herd it towards one of those vines and trip it up.

Jake: You want to rout it into a trap.

Teej: Yeah.

Jake: That ain't bad either.

Tass: I like that a lot. Okay. What do we use. What do we got.

Teej: Are there any vines around? I'm just going to look around the forest for any vines or any thick viney looking...

Tass: I can't imagine this is the rain forest of Russia. I mean lots of, even Indiana has vines but they're like, they're not. Yeah they're like grow up the trunk hard vine like or not.

Rev: And I think that this forest is mostly, pine is not the right type. but it is yeah, evergreen some kind.

Jake: Conifer, those are trees that make cones I think.

Rev: Yeah yeah right.

Jake: I mean it would probably take a while but we could like do a pit trap instead. Doesn't have to be the size of the whole house just needs to be the size of a leg.

Tass: Yeah. Yeah. This is more danger on you, but we route it towards you and you just get a good swing on a kneecap.

Jake: I mean. Sure. I suppose. How high are the kneecaps?

Rev: They are about 15 feet up.

Jake: I don't know about that one. It's got awfully tall knees.

Tass: Fair so shooting at it would probably be the better if we're gonna go that route with one of us doing it. Oh man. But I just don't I just feel so fuzzy even trying to use my guns.

Jake: I mean I guess what we could do is somebody get up in one of the trees and we rout it under one and drop onto the house.

Tass: Oh ok.

Teej: I like that plan.

Jake: And if one of you does it I can get there presumably with the other one.

Tass: That's good. That's solid. OK.

Jake: I want to real quick make sure my teleportation works in this crazy cube.

Rev: It does.

Jake: Excellent.

Tass: Yeah. All right I'll jump out of a tree onto a chicken house.

Jake: That's the best sentence.

Tass: Oh my God.

Jake: I'll never hear it again.

Rev: All right. Explain to me your plan again.

Jake: So we're going to circle around it like outside of its panic range and kind of occupy the three points of a "Y", three equidistant spots and then get Tass up in a tree over there and then me and T.J. try and circle so that Tass is the third point of the triangle and we drive it under his tree.

Rev: All right. So Tass you climb up into the tree, after they have found the house again. Jake and T.J. start to sneak around it and it starts to run roll 'act under pressure'.

Tass: Come on my plus nothing. I'm going to take so much damage. Okay here we go. That's an eight.

Rev: So you can land on this house, but the weather vane is gonna go through your shoulder, or you can bounce off the roof but keep a hold of the back and try to pull yourself back on, or you can get on and know that Jake won't be able to teleport to you for some reason.

Tass: Oh boy. Those are all really good. Damn you.

Rev: This is what I do.

Tass: Yeah. I think. I think I'd take the hit. I think there's weather vane's going through my shoulder. Whuuu.

Rev: All right you take two points of damage and you have a minus one ongoing, when using that arm. Anything physical anything using one of your weapons. You have a minus one that you are on that roof for good. Someone put a pin in it.

Teej: Quite literally.

Rev: And so you guys see Tass hit and you hear Tass scream and you might even see just a little bit of crimson spray. And it continues to run with him on it.

Teej: Let's get after it.

Jake: Yeah, I'll grab T.J. and try to teleport to him.

Rev: All right. Roll 'angel wings'.

Jake: Whoo. Double sixes 15.

Rev: All right you guys appear on the roof and this thing is just running.

Teej: I'm holding on for dear life.

Rev: After a couple of minutes it stop screaming and then it kind of shifts back and forth and you can see that it's kicking a little bit and it nestles down and it is close to the ground again.

Tass: Get me off of this

Jake: We just rode out the two minutes with you...I was just like hold, hold on.

Rev: It's safer. It was safer you know, that way you know he's not going to fall off.

Jake: Yeah. I'll pull him off of that. What condition are you in?

Tass: I have two damage.

Jake: Do I try to fix it now when it won't kill me if I screw up, or not fix it yet?

Tass: Don't. Yeah. Let's just hold, let's hold on. I'll be all right. This sucks but I'll be all right. T.J., just in case, can I take one of your serum just to have ready.

Teej: And I'm quite hesitant about handing over one of my serums. Kay I guess you can have one.

Tass: Thank you.

Jake: OK. Do we just climb down to the front door and knock.

Tass: Like what does it look like. Is there like a porch.

Rev: There is a porch.

Tass: Can we see that from the from the like the edge of the roof or...

Rev: From the edge over the front, you can see a set of stairs.

Teej: How tall is this little shack? Could we jump down easily not break our legs?

Rev: It's 10 feet.

Tass: Yeah I guess let's do this.

Teej: Jake you should go first.

Jake: OK I guess that's fair. I chose to play a tank on me. I'll jump down.

Rev: OK so roll 'act under pressure' to essentially try to jump underneath of what you're standing on.

Jake: Gladly. A 4.

Rev: Tass and T.J. roll 'act under pressure'.

Tass: That's a three for me.

Teej: And I got a seven.

Rev: So Jake leaps off to try to land on the porch and he lands wrong. His foot hits the stair and you hear a little bit of a pop. Jake you have a minus one ongoing for movement and as soon as he hits the ground and he is no longer touching it it begins to scream and it stands and it runs. Tass gets bucked off of the roof and falls onto the ground. T.J. you can stay on or you can let go and fall off if you fall off, you won't take any harm from falling off as one option if you stay on, you have a feeling that because you guys were so close it's going to go for a very long time or you can stay on and it won't sense that you're there but you're going to take a little bit of damage as you cling tightly to the roof as it moves at what seems to be a much faster speed than the last time.

Teej: I'm going to cling on and just take that damage.

Rev: All right so you take one point of damage armor defeating and it is essentially like you are not wearing anything on your knees and just crawling over gravel. It is just the shingles of the roof are just grinding into your knees as you're essentially trying to ride this chicken house bareback.

Jake: That leveled me up again.

Tass: Oh my God.

Jake: Good God.

Jake: Yeah. So I'm going to take plus one cool.

Tass: Because you have no other options.

Jake: Because I learned from my mistake and I got a little bit better at acting under pressure in retrospect.

Rev: So Tass you hit the ground and you sit up and you look over at Jake and he stands up and he dusts his pants off and he pulls out a pair of shades and he goes "meant to do that".

Teej: For some reason a joint pops in his mouth and hes like "deal with it".

Tass: This is dumb and I hate this and I'm gonna go over and make sure he's OK and help him up if he needs it.

Jake: Yeah I'm not going to be able to walk so good for a while here I think.

Tass: Can you get us back onto that roof.

Jake: Is T.J. still on it?

Tass: I mean he ain't here.

Rev: Yeah in the distance you just see T.J. bouncing on the roof as it runs away.

Jake: I can try.

Tass: Sure.

Jake: 8.

Rev: So do you want to end up in the correct place separated or the wrong place together.

Jake: The correct place separated.

Rev: All right. So Jake you appear on the...You appear on top of the house next to T.J.. You were able to grab onto the house and stay with him until it settles down and you feel that familiar kick and it lays down and Tass you appear inside of the maintenance room or at least where the maintenance room used to be at the wave and see in Hawaii. And it is very similar to when Jake described it to you. This This place is entirely gone.

Tass: Ok. I know he probably won't get it anytime soon but I'm going to get my phone out and just text "Hawaii LOL".

Rev: Ok so you guys are on the roof and the house is stopped.

Teej: I want to look for a chimney.

Rev: There is a chimney. It's very small but there is one.

Teej: Kind of like a little can chimney, like a pipe almost?

Rev: Yeah it looks like it would belong to an oven.

Teej: Oh OK. Is it actually smoking.

Rev: No.

Teej: Never mind. I was going to say, let's stop up that chimney and see if we can't blow smoke into this house and get the Baba Yaga out.

Jake: I like where your head's at.

Teej: Thank you.

Jake: I need to go find Tass.

Teej: OK. I will chill out on "chicken house".

Jake: Just just lay flat make yourself unobtrusive.

Tass: OK I will.

Jake: Blink!

Rev: And you are next to Tass in Hawaii. And he is just looking around at some of the uh the newly growing greenery.

Jake: Sorry.

Tass: It's cool. Should we just stay here forever?

Jake: I'm not necessarily opposed.

Teej: You son's of bitches.

And as you're standing next to him, Jake, actually your phone buzzes and it is a text from Tass that says, "Hawaii LOL".

Jake: Oh while I've got my phone out actually I want to Google Baba Yaga.

Tass: God that's such a good call.

Rev: OK. Yeah. All right. I mean actually why you do that roll 'sharp'.

Jake: 9.

Rev: All right. So T.J. are you doing anything while you're waiting for their return?

Teej: I'm keeping my senses open and seeing if I can hear anything, like a person skittering around inside of a house, or if this house does any more movement besides pick up, go and then lay down again.

Rev: So as you're laying on the roof waiting for them to come back it's only a few seconds after Jake has left you hear the front door creak open.

Teej: Ok. I go to, I assume where the front porch is and I jump down.

Rev: All right. Roll 'act under pressure' to land on the porch.

Teej: 13, baby.

Rev: Yeah. You land on that porch. You spin around and the door is open and it is very dark inside the door.

Teej: It's very dark you say?

Rev: Correct.

Teej: I want to put on my night vision goggles.

Rev: So you put on your night vision goggles and you step into the house. You're hit instantly by the heat. It's very very warm in side. There is an old stove in the middle of this room and it seems like there's furniture around but something seems to be draped over all of it.

Teej: Well I just assumed Baba Yaga is like my grandma and just puts plastic over everything.

Rev: Yeah that's fair.

Teej: I want to take a closer look at this draping material, I guess.

Rev: Yeah. So there is some even by your feet. You reach down to kind of see what it is. And it has a very strange texture. You pick it up and it's very, almost spongy like flesh.

Teej: Just gonna go ahead and put that back.

Rev: *creaking guttural sound* You hear this coming from somewhere in the room.

Teej: I want to take a look around for the source of the sound.

Rev: You can see that in the middle of the room. There is a little pile of this stuff that's shifting. And again it's everywhere it's just stuff draped over everything but it has this heavy weird texture to it. But you can see that in the middle of the room next to the stove. It's shifting a little bit.

Teej: I'll get closer to the pile.

Rev: CREAKING GUTTURAL VOICE: Ohhhh, Come closer...

Teej: Now that it's actually talking and making sounds I'm not going to get closer. I'm actually going to back away from the pile and I'm going to get my blaster ready.

Rev: Roll 'read a bad situation'.

Teej: That would be a 7.

Rev: All right you get a hold one.

Teej: Are there any threats that I do not see?

Rev: There are no threats that you do not see, because as you start to move around the room and raise your blaster all of this loose drapery hang starts to shift around the room and kind of pulse and slide and slither.

Rev: CREEKY GUTTURAL VOICE: Where are you going???

Teej: I'm going to go out the front door but if you'd like to show yourself so I can see you, I might not do that.

Rev: CREEKY GUTTURAL VOICE: Oh, come by the fire where its warm, I'll say hello.

Teej: Actually it's pretty, plenty warm in here. Show yourself please, please! Show yourself. PLEASE!

Rev: You feel something start to wrap around your leg.

Teej: I want to shake it loose. Get off.

Rev: Alright. Roll 'act under pressure'.

Teej: All right. That would be a 10.

Rev: Yeah. You were able to shake your leg and kind of step away and as you look down you can see that there are these very thick plump fingers. They were trying to snatch at your pant leg.

Teej: Eww! Um,gross. Look, look whoever you are just show yourself. Maybe we can talk about this. I've got some questions. I'm just looking for something.

Rev: CREAKY GUTTURAL VOICE: Oh, I hate questions.

Rev: And you see the mass in the middle of the room start to get higher and it starts to move in your direction.

Teej: Good Lord. I don't want to blast this thing, I feel like this is the thing we're here to see. So I just want to try and avoid that as much as possible.

Rev: Roll 'act under pressure' to try to essentially avoid this thing filling up the room while staying in the room.

Teej: God I got 5.

Rev: You see the mass approach you as you kind of get caught up in a corner and a layer starts to fold back and underneath it you see this very ancient face and the skin is gray and dry.

Rev: CREAKY GUTTURAL VOICE: Oh, a stranger in my house...People who come uninvited to my house...they never leave...

Rev: And she smiles at you and you see that her mouth is filled with these large jagged metal teeth and a long arm reaches out and wraps around you and squeezes you tightly holding you in place.

Rev: BABA YAGA: I hope that you taste as good as you look.

TO BE CONTINUED