

# The Road to Hell (S1, E44)

**Rev:** It's super windy day. Like I wonder if this is just gonna be like its gonna sound like we're recording out in a field, out, we're outdoorsy today.

**Teej:** That's what I was going to ask you, like, is the mics picking up, are the mikes picking up that?

**Rev:** Yeah, you know I'll find out when I edit it.

**Teej:** Fair enough.

**Jake and Tass:** \*making wind sounds, to freak Teej out.\*

**Teej:** Oh no.

**Tass:** \*super wind sound\* Oh, that was a big one.

**Rev:** \*WEE OOO, WEE OOO, OOO!\* Did you see that they're making a sequel to that?

**Tass:** \*At the same time as Jake\* Yes!.

**Jake:** \*At the same time as Tass\* No!

**Rev:** We've got two conflicting stories.

**Teej:** Maybe?

**Tass:** Yeah, I'm excited about that.

**Tass:** Yeah.

**Jake:** When?

**Tass:** I don't know.

**Jake:** I didn't know if like, it was like, yeah this, the sequel's coming out in a year or two or?

**Tass:** Oh, no its not like, theirs not like previews or anything.

**Teej:** He didn't mean like, "when is the show coming out?" He meant like, "when are you going to be excited about that?"

**Tass:** Oh here in a minute.

**Rev:** Wait for it.

**Tass:** Now!

**Rev:** And he's excited.

**Teej:** And we're just in the middle of talking about something else and, ARGHGH!

**Rev:** Freaks out over the sequel to Kung Pao. Actually I think I feel like I saw a sequel to both of those movies is in the works now the, Kung Pao and also Kung Fu Hustle.

**Tass:** Oh, Kung Fu Hustle, Yeah. They're definitely working on that too.

**Teej:** For real?

**Tass:** Yeah.

**Rev:** Yeah.

**Teej:** Get out.

**Tass:** Stephen Chow, there's like an interview with him and stuff.

**Rev:** Yeah. Anyway that's for our other podcast where we play, 'Enter the Fist'. So this week, today actually, I will be on Episode 17 of 'The Hard Move' and 'The Hard Move' is an actual play podcast-podcast. They have people on from different podcasts, people who know the games really well and each episode they talk about a specific move from a powered by the apocalypse game. And so it could be from any of the powered by apocalypse game, the guest brings in the move they want to talk about. So I will be on Episode 17 talking about 'act under pressure'.

**Tass:** Oh, nice.

**Teej:** Ahh, man I was hoping for weird science.

**Rev:** No, no. Also at the end of this episode, if you want to stay tuned, I had mentioned last week that I made an entry into the Road.com podcast competition and the only rule for it was that it had to be less than two minutes. So, if you want to stay tuned afterwards, I have tacked on, it is, 'This Old Haunted House'. It is a fix it up podcast, how to deal with things within your haunted house. And if you enjoy it, you can go over to Road.com and find the contest, we're, we're entry 354 if you feel like giving us a vote. And then lastly actually, you know I've had a lot of people ask me, "Why do we bleep the "F" word?" We've talked about it a little bit before. And you know early on, it was just really a matter of we didn't want to turn anybody off because there are a couple people you know that that word hits them harsh and also just because we were using it with no purpose. We were kind of using it as, Lewis Black says, as a comma. And so we kind of got it out of that habit and I made the realization that today's episode gets a little salty. Fair warning. And we're to a point now in the story where, you know whenever I go to bleep something like that it takes away from the tension. So from here on out we will no longer be bleeping that word anymore because whenever it gets used it's usually kind of important and impact-full and to bleep it just turns it into a joke, or makes it funny, or I have to cut it and the moment loses something. So, fair warning on that, that we won't be bleeping that anymore. We are marked as explicit. You know, it won't come up a ton, but it will be there in its entirety. So I guess with that to honor it one last time it's time to let the f!@&\*&^ recap roll.

## THE FUCKING RECAP

**Rev:** BABA YAGA: Very pretty. You brought me exactly who I was looking for. The thing you seek is in the cellar.

**Rev:** You go over to the cellar door and you open it. You head down the stairs and on this old wooden table, lays the spear.

**Tass:** I will just slowly almost cautiously and reverently approach and take it.

**Rev:** You pick it up and you feel this energy course through your system. To say that you are suddenly jolted from a sleep doesn't even quite hit it, because you see the world completely different for a brief moment as you hear Rachel's voice come back into your head.

**Rev:** RACHEL: Oh! That was horrifying. I couldn't quite communicate with you. I felt like I was starting to drift away, but, oh, this feels great.

**Tass:** Hell yeah it does, it worked!

**Teej:** I want to motion them over into a bit of a huddle like, \*whispering\* Hey guys, you want to kill Baba Yaga?

**Rev:** So, as T.J. whispers this to you guys, Jake kind of instinctively stumbles backwards away from him as he hears a loud noise from behind him and he falls to the ground. Tass you are able to back away from T.J. as these three hands slam into T.J. and hold him to the ceiling, one around his throat and the other two around his arms.

**Rev:** BABA YAGA: I know what you let loose on the world.

## THE ROAD TO HELL

**Rev:** T.j. is pinned to the ceiling by the three disembodied hands and Baba Yaga slowly advances on you all. And as she does she reaches behind her back and like some corrupt magic trick she pulls from behind her back an impossibly large stone pestle. It's like four feet long and two feet around and it is stained with maroon in spots. And as she gets closer, she stands a little taller and even seems like her teeth aren't as crowded in her mouth anymore.

**Jake:** I'm going to scramble back to my feet and try and like, kind of position myself between her and the rest of the group and just be like, oh OK this has gotten out of hand. I apologize for T.J. I don't know what the hell he's talking about. We're not going to do anything and nothing bad's gonna happen. Let's all just simmer down and talk about this and be on our merry ways.

**Rev:** BABA YAG: You talk to me as if I have not heard your scheming this whole time. Things you have discussed and the deals you have made, each one of you. Don't talk to me like I'm stupid.

**Rev:** She snaps her fingers and you hear your voice saying.

**Jake:** DISEMBODIED: I think you should go talk to him again and basically negotiate that he waits to make his move until we have accomplished our goals and are gone.

**Rev:** And she looks at you.

**Jake:** I don't deny that. If you are imprisoned Koschei the Deathless once, I imagine you can do it again, right?

**Rev:** BABA YAGA: I did not do it alone and it was many, many years ago.

**Jake:** Are you suggesting you've gotten less powerful over the many years.

**Rev:** BABA YAGA: I'm suggesting the people who helped, died to do it, myself, your five gods and four others it took.

**Jake:** I look at them. I mean, I guess I look at Tass, T.J. up on the ceiling. I don't think we had any concept of how dangerous that guy was. I mean then we dicked up, but that's going to be on us later. We're going to have to deal with it.

**Rev:** BABA YAGA: You are unwilling to try and deal with him in his weakened state. How do you expect to deal with him now, returned to full power?

**Jake:** The same way we've dealt with everything so far. We have somehow limped through and come out on top in most circumstances here.

**Rev:** BABA YAGA: You have been the cost of many deaths and your friends have been damned and your doing and you have joined with people you claimed were enemies.

**Rev:** And she snaps her finger again and you see Orey, you see Damien, you see Rev, you see Strohm.

**Jake:** I mean in theory all toward a good ultimate goal. Wait! What are you? Because, I thought you were like, air quotes, "a bad guy."

**Rev:** BABA YAGA: Why would I be housing the weapon of the 'Chosen' if I was a bad guy?

**Tass:** You tried to eat us.

**Rev:** BABA YAGA: When you had not presented who you were.

**Tass:** I mean, I tried, but your chicken house ran away like four times.

**Rev:** BABA YAGA: Yes, that is what has kept me safe from Nash all these years.

**Tass:** Well I tried.

**Jake:** Which I think, is the only summary we can give of everything we've done so far.

**Rev:** Where is your moral compass?

**Tass:** I point at Jake.

**Rev:** And she looks at Jake after you point at him.

**Rev:** BABA YAGA: No, it changes as soon as it becomes difficult, you seem to turn on people. I've watched this one turn on a friend, turn back and turn on him again in the course of a day.

**Jake:** I mean, again in my defense, dude's a demon commonly thought of as a bad guy.

**Rev:** BABA YAGA: Why would you make a deal to begin with then?

**Jake:** To try and bypass a greater evil, BAB theoretically.

**Rev:** BABA YAGA: Then why did you side with him at the end?

**Jake:** Cause, we realized he was the better guy. Like, that's, that's all I can say. You're calling out a lot of absolutely valid faults, but we have a mission and it is to stop Nash and who I think we can agree is the universal evil here, the big, big bad.

**Rev:** BABA YAGA: Yes. And you have just put a powerful and deadly piece back into play within his grasp, all to make things easier for yourselves and the task handed to you.

**Jake:** If you'd told us one, that Koschei existed and two that he was Nash's--!

**Rev:** BABA YAGA: It is not my job to tell you anything! It is my job to see how you deal with problems. The "how" is just as important as the "what".

**Tass:** You gave us a task and we did it. We did the task. I have this in my hand!

**Rev:** She holds her left hand out and you feel the spear ripped from your hand and she catches it.

**Rev:** BAAB YAGA: This means nothing compared to what you have done today.

**Tass:** Yeah. We flip flopped. We've sided with the bad guys. We can't help the information we don't have, such as don't let the guy out of the damn maze. Okay? We made a call, we solved a problem. That's what we did, at the end of the day we did it, at the end of tomorrow, we're gonna do it!

**Rev:** BABA YAGA: And what will be lost along the way. All roads paved with good intentions.

**Tass:** I'll go to hell for this. The road to Hell is paved with them and I will pave it the whole way if it saves the world.

**Rev:** BABA YAGA: It is not yourself you damn to hell with your actions. It is countless others who will suffer for what you have done here and yet you still think that all means justify the end. You must learn.

**Tass:** Then teach us. No one's been doing it. Show us! Tell us what we need to know!

**Rev:** BABA YAGA: If you are all destined to save the world you must decide what you stand for and stay true to it. Stop betraying those who you claim to trust and stop trusting those who offer an easy solution for the price of your morals.

**Rev:** She takes a few steps forward, Tass and she holds the spear out to you.

**Tass:** I take it.

**Rev:** BABA YAGA: You, Oh, you are angry. You rage at me. There was no trial, nothing so holy, or preordained. Merely a chance to see how you act when backed against a wall. And yet you rage, you rage because you know that if this had been a trial, Tass Allgood, then you failed.

**Rev:** And she walks back to her chair and she sits down.

**Teej:** Can I come down now?

**Rev:** Yeah. The hands relax and they lower you to the ground.

**Tass:** And I'm just heading for the door. I'm not looking back.

**Jake:** I'm following him. Is there anything we need to accomplish before we leave here?

**Tass:** No. Let's just get the gear and get out.

**Jake:** Ok, then I'll take us back to the campsite to collect our stuff and then take us back to headquarters.

**Rev:** All right roll angel wings.

**Jake:** 12 on the first one.

**Rev:** All right.

**Tass:** All right!

**Rev:** Yeah. You guys gather up your stuff no problem and roll it again to get IPT.

**Jake:** And 12 on the second one.

**Rev:** You guys end up outside of the IPT. You can see that there is still a lot going on inside and the three of you turn and walk into the building.

#### END OF MYSTERY

**Rev:** And now it's time for end of session experience.

**Tass:** Oh my God! Am I going to earn experience again!?

**Rev:** You are!

**Jake:** He just goes, "No."

**Rev:** Technically, you didn't have this until right at the end, so I'm afraid not.

**Jake:** I've taken a liking to you not earning anything. I'll keep it that way.

**Jake:** I've got a taste for it.

**Tass:** Oh God.

**Rev:** Okay. So did you conclude the current mystery?

**Jake:** Yes. We went to Russia and we retrieved the spear that we were there to get.

**Rev:** Yeah. Did you save someone from certain death or worse? Kinda...

**Tass:** We kind of saved a guy from eternal imprisonment. That's a thing.

**Rev:** You sure did.

**Jake:** We gave him his tongue back.

**Rev:** You did. Boy, have to come back to that one. Technical you guys did save someone from the, you know, he was just in purgatory.

**Tass:** God I wish there was a radio equivalent for the face Rev just made.

**Rev:** It's like God, does that count? You did save him, but I don't know that that gets a point.

**Tass:** Saving the monster in question.

**Rev:** The monster, yeah. I think we've had a...

**Jake:** The monster was man, so.

**Rev:** Kinda yeah.

**Teej:** Saving the world.

**Tass:** That's fair.

**Rev:** I think we've had a time in the past where saving the monster didn't count. Did we learn something new and important about the world?

**Teej:** We learned that the serum that you created can easily put things back together.

**Rev:** I wouldn't say easily. You know, I think we can talk about this now that that moment has happened, but it would have been a different result if Tass had not been healed. But because Tass had been healed back to full and you use the werewolf serum, it was able to use entirely the regenerative property of it to reconnect the leg.

**Teej:** Oh.

**Tass:** Nice.

**Rev:** So, that was kind of a happy accident.

**Tass:** We learned that there is an entity that is so powerful, that it took Baba Yaga five gods and unnamed others to, to subdue.

**Rev:** Yeah and it killed the other four.

**Tass:** And it killed the other four and that is also who we saved.

**Rev:** It is who you saved.

**Rev:** That is, that is something super important about the world, that there are things more powerful than the things that you guys think of as kind of your top tier, the gods and Baba Yaga and Nash. That there is something out there, that is kind of there in the sense of John Wick their Baba Yaga.

**Tass:** Okay.

**Jake:** We learned the solution to three riddles and that can never be taken away from us.

**Rev:** You did. And did we learn something new and important about one of the hunters? I think in the last couple moments there with Baba Yaga, we learned something about Tass. That feeling of, you know, when he said, "No one's been teaching us, no one's been showing us the way." That this idea that the hunters know what they're supposed to be doing. So I think hearing that from Tass is certainly something new, the idea that we should be being taught how to do this. Someone should be showing us the ropes and we're kind of out here on the front lines alone is something, I think, new and dynamic.

**Tass:** I'll take that experience.

**Jake:** I'm not going argue against you.

**Rev:** I mean me as a listener, that's, I think, that's new. So, yeah, technically you guys still get 2 points of experience.

**Teej:** Woot.

**Rev:** And so then everybody gets 6 gear points. Did anybody level up from that?

**Teej:** I did.

**Rev:** What're you going to take?

**Teej:** I am gonna go ahead and, this is based off of something that happened in one of the previous episodes, wherein Jake picked up Jingles.

**Rev:** Uh huh.

**Teej:** And it sparked an idea in me. There is an option for me to get a robot minion.

**Tass:** Oh my God.

**Teej:** I'm gonna fix jingles up with like, he's not going to be like, one hundred percent like, you know, smooth skin Jingles or anything like that. He's gonna have like a robotic arm that's got like, tools and shit on it.

**Rev:** Ok, so I think for, God, I think for your, what is this called? It's a robot minion?

**Teej:** Yeah.

**Rev:** OK. So the same question that I asked Jake then, instead of, "Do you want it to heal or do you want it to do damage." Do you wanted to do damage or do you want it to assist you in your lab work?

**Teej:** I want him to do damage.

**Tass:** I love battle jingles so much.

**Teej:** So instead of a utility arm with like, a bunch of tools, it'll be like um...

**Jake:** Cyborgs arms.

**Rev:** Yes so describe to me how does he do. How does battle jingles...

**Jake:** JINGLES: Suck on this, nerd!

**Rev:** How does battle jingles do damage?

**Teej:** I think he has a power claw, which is an actual like, science guy weapon.

**Rev:** Oh, it is!

**Teej:** I don't know if like, if you can make that for his size, so instead of doing 3 damage, he does maybe 2 or 1 damage or something.

**Rev:** Yeah, I think that, I think this endeavor will cost you a couple gear points, let's say 2. And you can make battle jingles and he will have a power arm that does two damage. What does this power arm look like? Or power claw, guess it is.

**Teej:** Okay. So he's got his regular hand which I just imagine as like this, you know, this short, almost like, baby hand, almost. And then he's got, if any of you have ever played the video game Bionic Commando, the character in that has like one regular arm and then this massive claw like thing. It is just this enormous robotic thing. So that's what's happening with him.

**Rev:** All right. So yeah that'll be 2 gear points and you will be able to create battle jingles, which is the strangest thing I think I've said so far.

**Teej:** And he'll come along on our adventures and we'll have fun.

**Tass:** I didn't level up strictly, but we did come to some more decisions on the 'Chosen' sheet.

**Rev:** Yes that's true. So Tass has two tags. He has 'heroic' tags and he has 'doom' tags. Explained to everybody how those work.

**Tass:** So essentially it's kind of a tool for you to get to play with and then, you know, for me to take opportunities with. So, there's this big list and then you select what you think, you know, which works best for the character and then if those things happen, if there are certain things that can trigger, you know, effects from these specific tags, then that will have effects on me. Such as, there's a move that I'll be able to take, that if I essentially invoke these tags then I'll get experience from them and there's just, you know, other things like that. So, they should just sort of pop up based on the lore of the chosen that's established.

**Rev:** Don't they automatically happen too when you spend a point of luck?

**Tass:** So, yeah, yeah, the big thing there is that, when you specifically, when you spend a point of luck, they definitely happen. So, while it is a tool for you to play with in general, I have to keep in mind that if I'm going to spend a point of luck for anything those are going to hit me.

**Rev:** So what are your heroic tags?

**Tass:** The heroic would be 'visions' and 'mystical inheritance'.

**Rev:** And so we picked those, because you've already been getting 'visions' from Lana and then 'mystical inheritance' of course, because of the spear. Then what are your doom tags?

**Tass:** The doom tags would be a 'nemesis', which makes complete sense in this. He literally is trying to get my soul.

**Rev:** Yep.

**Tass:** And then, 'doubt', which I really like just based on all of this failure that has led to this and "am I even worthy" and I didn't technically earn this or I earned it, but not really. So, yeah, I think 'doubt' is a huge thing that is going to need to be overcome.

**Rev:** Yeah I think that's a good pull from the story thus far. OK. So is there any other shopping that anybody's gonna do?

**Teej:** Well I need to spend at least four points to charge my goggles back up.

**Rev:** OK. Does that get you to full?

**Teej:** That does, Yes.

**Jake:** I'm going to buy a 3 for 5 pack of werewolf serum, but I'm going to hand them off to T.J. again, because you've been doing a pretty good job of doling them out when necessary.

**Teej:** Thanks.

**Jake:** And I believe we're all putting in orders for our shapeshifting law enforcement badges, right?

**Teej:** That's correct.

**Jake:** Which we talked about like end of arc one?

**Rev:** Yeah.

**Jake:** No end of Hawaii, because he asked for our I.D. and we were like, "photo shop" like we didn't have anything. So it took us this long to realize, to get shapeshifter DNA to bring back in and have made into it.

**Rev:** Yeah. And, I think that because you guys had talked about it that long ago, and the fact that Tass turned that material in before this story arc started, I think that those would be ready.

**Tass:** Oh, nice.

**Rev:** I think they made those before shit hit the fan at IPT.

**Tass:** Oh that's awesome. Thank you.

**Rev:** Anybody else buying anything?

**Tass:** Yeah, I am going to go ahead and grab some ammo for my various guns.

**Rev:** Actually one of our listeners wrote in asking about, you know, our gear system and they made a suggestion that I really like and so I'm going to make this change. So in the past you had to essentially spend a point to get a certain type of bullet, if it was cold iron, or silver, or whatever, and you had to do it per gun, and you would have it for that adventure and then it was gone. So their suggestion was that, well what if he bought bullets and they were kind of a one use thing, that you could use them for that battle and then they were gone. So that you can go in and buy two things of silver bullets and have them for five six story arcs. They don't reset, because you don't know what you're coming up against. So it seems kind of strange to have to guess what kind of bullets you might need. So, any bullets that you have bought in the past, if you can remember them you still have in stock. Then you can buy additional ones now.

**Tass:** Awesome. So with that in mind, I technically already had silver for the .38 and I had salt for the shotguns and I, I'm sure I'd done something else, but I don't remember what and I feel like, I like, I'm not even going to worry about the stuff that I didn't have markdown. So you know, I'm gonna just be upfront and buy them. So I wanted to do cold iron for a gun that I had purchased and literally haven't used yet.

**Rev:** Yeah.

**Tass:** Because I forgot that I ever even purchased it. And, so yeah, I still have that medium range sub-machinegun that I had custom ordered.

**Rev:** Yes.

**Tass:** So I'm gonna get cold iron for that.

**Rev:** Okay.

**Tass:** And another thing that I wanted to ask you about is essentially like, is there a way to add like, a magic tag for a bullet?

**Rev:** Yeah, I think that you can. You can get an arcane bullet. I think those'll cost 2.

**Tass:** Okay.

**Rev:** Unless you get someone else involved. I think that that would only work for the guns that have actual bullets. I don't think you could do that for the shotgun, unless you get someone else involved.

**Tass:** Sure. Yeah, I like that anyway. I thought, I thought that would be good one for the sniper rifle. So I will spend 2 on that, which leads me to my last thing that I kind of want to do. Because at this point I am a walking arsenal, I've got all these different guns, I still have the anti-light rifle somewhere and now I have a spear. So, I was hoping I could do, essentially, like, a like, a rig that I could carry on my back like, like a backpack type rig that has slots for the guns. And it'd be something that like, yeah sure maybe all the three rifle type guns would be all attached to one set and then a belt would have a slot, a hip slot for the pistol and then maybe a thigh slot for the submachine gun.

**Rev:** OK.

**Tass:** Just yeah.

**Rev:** So how many slots do you need in total?

**Tass:** So I guess technically six.

**Rev:** OK, cause the two handguns and then the spear. Yeah. So let's say three gear points and it kind of makes you a Master Chief rig, where you can just click things under your back on your side.

**Jake:** It's all magnets.

**Tass:** Yeah. I love that. And yeah it's clearly not going to be low key. Oh yes. Oh yeah this is a battle rig for sure.

**Rev:** Definitely something that if you use on a daily basis people are gonna be like, "Hey, how are you? Can we walk you through the scanner please?".

**Teej:** I feel if I had made this rig for you, it would have a little train tracks going all over your body and it would just be like, choo choo, and then this like gun would be crawling up your arm to your hand.

**Jake:** Which gun lives in the bjorn on the front?

**Tass:** That's the anti light rifle.

**Rev:** It's where he keeps the grenades.

**Tass:** Oh I forgot!

**Rev:** Oh no!

**Tass:** I should buy a few grenades too.

**Rev:** I brought that on myself.

**Tass:** Yeah. Yeah. Gonna do that. Well add that to my point list.

**Rev:** All right, so let's talk a little bit about the adventure itself. I do want to point out actually before we start talking about the story. For anybody who is out there who keeps diligent track of what's going on, and I know that there are people out there who do it,

you'll notice that in, I believe the last episode, that at one point we talk about Jake's damage and he is at 4 and then later he heals 5. That was because, after the fact, we realized that Jake was unstable when he threw the knight into the air. So that would have given him one point of damage. So I gave that to him retroactively, but somehow I got left out of the cut of that episode. So, that is why he jumped up a point of damage there, was he took one for pushing his 'no limits' while he was unstable. So the story itself you know I've talked about in the past that there's never any way to know what's going to happen in a story. And you guys do things that I never expect. My jaw fell open when T.J. was like, I'm going to inject this man with werewolf serum, because that just changed the whole world. I'm really jazzed about this, I've talked a lot about how it's the things that you guys do, it's the decisions you make that really create the world and the story that's happening. You guys have essentially added a whole new chapter by that one decision and so I'm really interested to see how that kind of pans out and made for a very tense final conversation with Baba Yaga, which is something kind of different for us, it was very heated on on all sides which is kind of scary and fun and, where is it going to push you guys to next.

**Teej:** I feel like a lot of like, the sort of hints or clues that you give us as we're interacting with characters, I see those and I'm like we should probably grab onto those as soon as possible. So when you started talking about like, how his mouth is moving without like, making sounds or whatever it was, I was like, he needs to talk, he needs to say something, we need information. I don't know what that information is. I have werewolf serum. I'll heal him. Maybe he'll be able to talk and maybe he'll be grateful for. Maybe that's all he wanted.

**Rev:** He was very grateful.

**Teej:** Yeah.

**Tass:** That was ominous AF.

**Rev:** Yeah, yeah. Yeah, it's interesting from the very beginning, you know, listening back when I edit, you guys talk at one point about, you know, challenging the knight and like, oh you know what maybe this challenge thing is fabricated, maybe this is just something we came up with let's just go kick his ass. And, you can actually go back in and track at one point, you know, Baba Yaga talks to you guys right when you first show up and she's like, you gotta get the spear, you have to do this task and then it telephoned Jake said to Tass, hey you have to do this test. And then Tass started repeating, I have to do this trial. And so suddenly, every step it escalated and so everybody had a different perspective of how it had to be done and what had to be done compared to what she had started out

with and so, that really kind of shaped the whole adventure, the idea that originally she'd said, yeah you have to do this task for me, to, I have to complete this trial and so you guys have any thoughts about that like does that word change do anything to you in the sense of like oh how we might have gone about it or?

**Tass:** There is a point, very quickly, where we sort of realized what we had done as players, but went nope this is what we are doing, this is what we've convinced ourselves of. And, I liked at that point making it stick. I liked that idea of, you know, this is exactly what we think needs to happen and now I'm all in on it. And so, I just yeah, as the player, halfway through and going, how did we get to this? I love that. I love that stuff.

**Rev:** I was really impressed with how quickly you guys solved those riddles.

**Tass:** Oh thanks man.

**Rev:** Like, I thought this is gonna be, this is gonna be a minute, but man two of those you guys just tore right through. And the third one you guys answered as soon as you actually saw the thing.

**Teej:** That's because we love riddles.

**Tass:** We do.

**Jake:** Yeah that's true for, for being a bunch of dummies in a lot of instances, we all are kind of puzzle masters.

**Rev:** Yeah and different styles, like the different types of riddles.

**Teej:** Sure.

**Rev:** Like, one person was always kind of left out like, I don't understand and then the other two people were hot on it and it kept changing who the two people were for each type of riddle.

**Tass:** Yeah. The, God what was it? I guess it was the pot, would've taken me a long time to get on my own. But the second I started reading the one about blue. It's like this is a word read I just gotta flip the letters around.

**Rev:** Yes.

**Tass:** I can see that but other stuff like, what, I don't know.

**Rev:** I thought we were gonna go down a path of you guys talking yourselves into everything being right for that first riddle as you came across them with the ring and then you know you guys really came across the ring in the first place but you were like, "yeah, no know this makes sense. I think this is it. Let's go to the next thing. Oh yeah. You know what, I think this is it."

**Jake:** I was, I was so happy when both of them would like, they kind of made sense. I hope the same thing. I hope we keep going and seeing shit and rationalizing.

**Rev:** Yeah. So definitely a lot of, a lot of interesting directions to go from here. This confrontation with Baba Yaga and getting the spear. You know we recorded that a little bit ago and we've all kind of walked away now. You guys have any thoughts about this confrontation this interaction with her, of what she was saying versus how you guys felt at the time or?

**Jake:** I mean, I think I have absolutely taken stock of what she said and I agree with her and I'm probably going to try to start sticking to my shit some more, like I don't think we're wrong, but I think she presented the correct values to, to uphold. Like, I absolutely believe everything we said, like we are doing our best. We are being pragmatic We're doing whatever is necessary. And she's like, "yeah, but it's not always about what's necessary, it's about what's right."

**Rev:** Yeah.

**Jake:** That was kind of, I mean that was where I began.

**Rev:** Yeah.

**Jake:** And, and just going through a whole bunch of shit will gray you out and I feel like that was kind of a kick in the ass.

**Rev:** And I think too, it brings back, you know we talked about this, it was a long time ago we talked about in the first episode, then we talked about it again, like 20 episodes later, but that connection with you and Tass, that your task with him was to. What exactly does your connection say? Do you have it still?

**Jake:** Yeah I do. "They are at heart a good and righteous person. You must help them stay that way."

**Rev:** Yeah. And so we've seen Tass, you know throughout the course of this story start to go down this darker and darker path that every means starts to be justified by this possible end. And to see it instead of, you kind of keeping him, it seems like it was kind of going the other way. And so for Baba Yaga to point that out in the conversation, it was even interesting in the moment to watch all of you, like take stock of what she said in the moment and go, "all right." Anybody else?

**Teej:** Well I had an interesting point of view, up top.

**Rev:** Yeah. I mean, blew my mind when you were still in her house and be like, "hey guys, should we kill her now?".

**Jake:** I tried so hard to damage control several things in this arc. And you guys.

**Rev:** Oh yeah, we were driving back from Lodge Con and, and I was doing an edit on this episode and I just started cackling in the backseat and Jake was like, "What?" I was like, "I'm at minute nine of this episode and here's the point where it took a turn where you can hear Tass go", "Yeah So I think I'm gonna make a deal with this guy and get to let him loose" and Jake's like, "I think it's a bad idea to betray Baba Yaga", and then over the course of the next minute Tass talks Jake into, "No this is a good idea, let's betray Baba Yaga. The keeper of the chosen weapon." I was like it's all downhill from here.

**Teej:** And you know what Tass has done that to me many a time.

**Tass:** In real life constantly.

**Teej:** He is a rabble rouser. He rouses rabbles.

**Rev:** Yeah, well, and I think that like I said, I never know exactly what's going to happen and what NPC are gonna do, what they're gonna say, because it's a lot of it is response to what you guys say to them. And, so I had a whole laundry list of things that she might talk about, but a great example of that is Rachel, that you had said, no we have to save her. I feel bad I was in this position and then Tass went, "Yeah, no you're totally right. Let's kill her. I think you're right. We should kill her", and convinced you that killing her was your idea.

**Tass:** I did!

**Rev:** And it was another example of, this is gonna be too difficult. Let's take the easier route and just deal with it.

**Jake:** I'm getting so mad at Tass, right now.

**Tass:** I want--.

**Jake:** No! Never again!

**Tass:** Yeah, I think there at the end, just anything I said to her was frustration with in game, myself. You know it's just this. I was. I felt like I was raging at her, because I can't find the right answer. You know. It just seems like we get close or we get some of the information or whatever it is and it's just me feeling incompetent in this world and saying, "Why can't you just tell me how to do this?" And of course that's not how it works.

**Rev:** Right.

**Tass:** But you know that's what a person wants. They want the answers and it was just this breakdown. And so yeah it was it was a solid kick in the ass. It was a good moment to have with her I like that.

**Rev:** All right well unless anyone has anything else I think that is the end of our time in the Russian woods

**Rev:** So it is about an hour and a half later. you have left the IPT with six dossiers in your hand. Margaret has told you about some of the things that were going on. That she hopes you guys will be able to check out. You head back to Tass and T.J.'s place. And when you get there the door is broken and it is a jar.

**Tass:** Oh, I want to flip on my site and see if I can see anything invisible, or magical influences.

**Rev:** Oh, the thing that you notice actually, is that all of the magic from your wards is down.

**Tass:** OK, the wards are down, and I'm going to get the spear out.

**Jake:** How much hallway is there between your front door and living quarters that you just went "OK. The wards are down.".

**Tass:** Oh, I, oh, I forgot that the listening audience can't see that that that was in sign language.

**Rev:** Had all that tactical SWAT sign language you guys use all the time.

**Jake:** Tass had his whisper antlers on.

**Tass:** Yes.

**Rev:** Oh he had quiet coyotes showing.

**Tass:** Quiet coyotes. That's what I use.

**Rev:** Yeah.

**Jake:** All right. I'm gonna pull my hammer out and I'm going to stay at the front still, like I'm going to step in front of you and try and move in quietly, but I want to stay in the front, because I don't know what you can do yet.

**Tass:** Me either.

**Rev:** So Jake starts to move into the apartment and the first thing that you notice, is there is a very large sniper rifle laying across the couch and a shotgun on the coffee table.

**Jake:** OK. This brings back some memories. I'm gonna keep trying to creep up, like peek around corners, see if I can see who they belong to.

**Rev:** You hear some rustling in the kitchen.

**Jake:** Can I very gingerly peek my head around the corner to see who's in the kitchen?

**Rev:** You peek around the corner and there is a slender, middle-aged woman rummaging through the cabinet. She's about 5'7", has black hair with cords of white running through it and she's wearing a long coat. And she pulls a bag of Oreos out of the cabinet, turns and sees you and starts to walk past you into the living room, sits down on the chair pulls an Oreo out, cracks it in half and drags her fingernail through the cream and starts to suck on it off of her fingernail.

**Jake:** I mean, she just kind of pays me no mind?

**Rev:** Yeah.

**Jake:** I'm going to go towards the guns and kind of grab them and toss them a little further out of her, her reach.

**Rev:** I think when you start to approach them,.

**Rev:** MYSTERIOUS WOMAN: You know how to handle those?

**Jake:** Point and click?

**Rev:** MYSTERIOUS WOMAN: No, I mean warded guns.

**Jake:** No.

**Rev:** MYSTERIOUS WOMAN: I wouldn't touch 'em.

**Tass:** I think I'm poking my head in a doorway like, \*trying to be conspicuous\* Whats happening?

**Rev:** And you see this late 50s woman sitting in one of your recliners with your Oreos and she's just got one broken in half and she's gonna licking the cream out of it. Just watching Jake, as Jake stands in front of her weapons that are on your couch and your coffee table.

**Tass:** What the f... Oh...I think I'm going to shoulder the spear and walk in.

**Rev:** She indicates the spear on your back.

**Rev:** MYSTERIOUS WOMAN: You got it.

**Tass:** Yeah. You recognize this don't you?

**Rev:** MYSTERIOUS WOMAN: Yeah.

**Tass:** Truly my condolences.

**Rev:** MYSTERIOUS WOMAN: Yeah, thanks.

**Teej:** Is it clear guys, are we good?

**Tass:** Yeah, yeah I think we're good.

**Teej:** Great. I'm gonna walk on in, see the lady and tilt my head to the right.

**Jake:** Yeah. I feel like I'm confused.

**Teej:** Am I missing something?

**Jake:** Yeah. Like I'm, I'm like looking at Tass and her and they have rapport.

**Teej:** Chemistry, as it were.

**Jake:** I'm confused, because I think I know who this is and you seem to know who this is so I'm like, do you, do you know who this is?

**Tass:** Yeah, um, Jake, I think you're looking at your predecessor.

**Rev:** MYSTERIOUS WOMAN: Ding ding.

**Rev:** And she throws you a cookie.

**Tass:** I'll catch it and eat it.

**Jake:** I'm just going to look at her and go, You shot me!

**Rev:** MYSTERIOUS WOMAN: Yeah but I knew you'd survive it and to be fair you tried to hit me with my old hammer.

**Jake:** You tried to shoot us.

**Rev:** MYSTERIOUS WOMAN: No, If I tried to shoot you, he'd be dead. I was trying to direct you.

**Teej:** I'm very confused still now.

**Jake:** This is the invisible person from the roof who shot at us with a sniper rifle, rigged explosives on a door and blasted us with a shotgun and the previous 'Divine'.

**Rev:** She throws your cookie.

**Jake:** I catch it deftly and I eat it whole.

**Tass:** Swallow whole even, power move.

**Rev:** Just sideways in your esophagus. \*makes gagging sounds\*

**Teej:** So your Anastasia?

**Rev:** ANASTASIA: Yeah.

**Teej:** And I hold my hand out like I'm ready to catch a cookie.

**Rev:** She looks at the three of you and she kind of sighs and she throws one.

**Tass:** Yes!

**Tass:** These are my cookies. Actually, Rev gave me those cookies.

**Jake:** I'm glad to see you. I've been trying to get in touch with you for a while.

**Rev:** ANASTASIA: Yeah.

**Jake:** But what are you doing here now? Just because we've got the spear?

**Rev:** ANASTASIA: Yeah. I mean, she told me when you guys have finished.

**Teej:** Who told you?

**Rev:** ANASTASIA: Yaga.

**Jake:** Yoga. Just on like nickname basis.

**Rev:** ANASTASIA: I mean when you've known someone for as long as I've known her.

**Jake:** Well what can we do you for?

**Rev:** ANASTASIA: You were trying to find me. What can I do for you?

**Jake:** I mean, at the time we kind of needed information and guidance and not to say that we don't still, it's probably just different information and guidance that we need. Yeah, I guess we should just settle in and have a chat here, huh?

**Tass:** Yeah, I think so.

**Teej:** And she gets up and walks back towards the fridge and pulls a few things out and starts to make a sandwich.

**Rev:** ANASTASIA: Fire away.

**Jake:** Okay. Just out of curiosity, where you been?

**Rev:** ANASTASIA: Well I was trying to infiltrate Nash's organization, but well that kind of got blown when you broadcast that I was still alive. I'd convinced him I was dead and then it got announced that the previous 'Divine' was still alive and he got kind of jumpy and started having everyone in his organization checked by psychics and then that's something I don't have a defense against, so I had to duck and run.

**Tass:** Shit ok. I mean let's just talk about what the hell was going on. From just square one back at the Halifax. You said you're trying to guide us. What do you, what do you mean where were you trying to get us to? Oh just away from the cops.

**Tass:** Well, okay, I guess it worked.

**Rev:** ANASTASIA: Yeah. They were right down that alley.

**Tass:** Well, you obviously were there for a reason. Do you know more specifically what was going on in those circles?

**Rev:** ANASTASIA: Yeah. I was performing magic.

**Tass:** You were?

**Rev:** ANASTASIA: Yeah.

**Tass:** Wait what.

**Rev:** ANASTASIA: I was performing magic?

**Rev:** So the thing at the Halifax, that was you?

**Rev:** ANASTASIA: Yeah.

**Tass:** And the other three circles. Or the other, I guess technically two, around the center.

**Rev:** ANASTASIA: Yeah.

**Tass:** You did all of that?

**Rev:** ANASTASIA: I mean it took a while but...

**Tass:** What!?

**Rev:** ANASTASIA: What? How do you think I infiltrated Nash's organization?

**Rev:** And she shimmers and she looks like a man in his early twenties with blond hair. Then she changes back.

**Tass:** Oh shit! We thought cause, he, Hawaii, in the circles.

**Rev:** ANASTASIA: Yeah I stole it from him.

**Tass:** Well shit I was gonna say sorry, but I guess we didn't really mess it up for you did we.

**Rev:** ANASTASIA: No not really.

**Jake:** So you absorbed the powers from the three things.

**Rev:** ANASTASIA: Yeah.

**Jake:** One of them was a shapeshifter, one of em was a soulbat? What was the third one?

**Rev:** ANASTASIA: Third one was an invisible man.

**Jake:** Ok that makes sense you're invisible.

**Tass:** Oh my God!

**Teej:** What'd you use the soulbat powers for?

**Rev:** ANASTASIA: I use it to feed off of negative energy. That way I don't have to eat or sleep. Gotta make it look like you're a vampire somehow.

**Tass:** Wow. That's good. That's really good. And we, we boned that, we ruined that for you didn't we?

**Rev:** ANASTASIA: Yeah.

**Tass:** Sorry.

**Rev:** ANASTASIA: Yeah. I'm just starting to come to the conclusion that there's no way around Nash.

**Tass:** Well there's gonna be, there's got to be a way around this. Not around it, there's gotta be way through him. That's kind of what we're looking for here. And I mean, my God if you've been that close, anything, we've been in the dark for so long on so many things, anything you can give us. I need to know how we can get close to him how we can do anything. God.

**Rev:** ANASTASIA: Oh wait, wait, wait. I don't want you to get the wrong idea. I didn't lead you to that spear because I think you can kill Nash. I led you to that spear because when it's connected to somebody, he can't track it or you.

**Tass:** Oh.

**Rev:** ANASTASIA: He knew where it was with Yaga. It was only a matter of time. At least in your hands, he can't track it, or you anymore.

**Tass:** Ok, well that's good to know, um, huh. OK. Thanks for that.

**Rev:** ANASTASIA: Yeah. So essentially it's a game of keep away until, until you die. And then hopefully, I can get the Spear again and get it to whoever's next in, just a matter of keep away for, well...forever hopefully.

**Tass:** Wait, so that's the, that's the plan. That's your plan, is just let him keep attempting to wreck the universe.

**Rev:** ANASTASIA: If you got a better one. I'm glad to hear it, but I've already lost one 'Chosen' and lost my divinity trying to stop him.

**Tass:** I think I'm going to sit down at that, like that's a lot to, uh, poof, take in and process. I think I'm reeling a little here.

**Jake:** So you've just given up on the idea of fighting him whole cloth.

**Rev:** ANASTASIA: Well I feel like I had my best chance being inside his organization and even then, I didn't get close to him. It had been better part of five years.

**Jake:** I mean as far as getting close to him. We kind of have the bait now, right? We've got the chosen that he wants. It seems like literally getting close to him shouldn't be hard. It's extraordinarily dangerous, but we've got a good way to get close to him now.

**Rev:** ANASTASIA: Yeah. What you gonna do when you get close to him?

**Jake:** I think that's the part that remains to be discussed, but we've got a 'Chosen'. We've got a 'Divine', we've got a 'Science Guy', we've got you, who is clearly still able. We've got resources and friends. I mean, I think we, I think we could formulate a plan. We've gotten numbers and worst case if we have sort of a contingency plan to get the 'Chosen' back out of there, you know I'm willing to, I'm willing to try and die in the hopes that it weakens him or kills him.

**Rev:** ANASTASIA: That's not worst case. Worst case is he gets this guy's soul. Your worst case scenario is you dying. My worst case scenario is the world dying.

**Jake:** No, my, my, my worst case scenario isn't me dying, but that is a scenario I'm willing to put forth in an attempt on Nash. I think if we have a contingency plan to get the 'Chosen' out of there, or I mean never bring him. I know that you would hate that, but...

**Tass:** Yeah, I'm wholly against that.

**Jake:** If you want to play keep away with the 'Chosen', absolutely we could have a plan to keep him away, but I don't think we just shouldn't try to hurt him.

**Tass:** I don't know. I'm, I don't know what the answer is yet, but you can kill anything. You just have to have the right tool and we have to figure out what that is. What is the combination to do this? So if part of that is just keep away until we get that information,

that's fine, but I'm gonna spend every minute that I'm awake figuring out how to kill this mother fucker.

**Rev:** ANASTASIA: You talk like you're the only person who's had that idea, kid. He killed my wife. You don't think I didn't spend the last 40 years scouring this planet for things to kill him. You guys been doing this what, six months, a year. Don't sound like the freshman class. Don't try to sacrifice yourselves to save the world. Save the fucking world.

**Tass:** But, we're not saving it. We're prolonging its death.

**Rev:** ANASTASIA: Yeah, well, sometimes that's how you live.

**Tass:** Maybe but that's not the choice I'm making.

**Rev:** ANASTASIA: Ugh, maybe I made the wrong choice.

**Rev:** She finishes her sandwich and starts to put things back into the fridge.

**Teej:** Now hold on. And as I say this, I take the food that she's gotten out and I--.

**Rev:** As soon as you get close to her, she grabs your wrist.

**Teej:** And then I stop moving and I say, just, I've got a point to make him promise. You said that you and the 'Chosen' from before were the only ones to fight right? The only two fighting against Nash before right?

**Teej:** ANASTASIA: Yeah.

**Teej:** Well, you didn't have a 'Science Guy' with you, that's why.

**Rev:** ANASTASIA: Are you fucking serious? Are you willing to bet the world on whatever the 'Science Guy' means.

**Tass:** I am, because here's what's a little different, I think, from your stint at it. Jake is not here to protect me.

**Rev:** She leans back on the counter.

**Rev:** ANASTASIA: What do you mean?

**Tass:** It's him.

**Jake:** The whole reason that I was given these powers is to protect him, because well whatever he's gonna do is gonna save the universe.

**Rev:** ANASTASIA: Huh...

**Teej:** Is she still holding my wrist?

**Rev:** She is.

**Teej:** OK.

**Rev:** And she starts to examine your arm and she just kind of starts to inspect you in general.

**Tass:** He has literally saved our lives countless times because of what he can do.

**Rev:** She drops your wrist T.J..

**Rev:** ANASTASIA: So what do you know, about him? Do you know anything, what he's supposed to do? What, is he close? Is he far away?

**Jake:** I mean it's been kept kind of vague, but he's still on track and he's close.

**Tass:** Look, I wish I had more detail for you, but I just know it. I know that's what we're here to do. We're here to end this. I don't feel it. I don't hope it. I know it. I don't know that we're going to do it, but I know that's what we are supposed to do. So either help us find the way to do it or piss off.

**Rev:** ANASTASIA: Yeah. All right. So what do you want to know?

**Teej:** Can you hold a magic spell for about a week?

**Rev:** ANASTASIA: No. Why?

**Teej:** I need someone who can.

**Rev:** ANASTASIA: For what?

**Teej:** I'm going to open a portal to another dimension.

**Jake and Tass:** You're going to what!?

**Teej:** I'm going to open a portal to another dimension.

**Jake:** Yeah, but we lost the North Pole. We lost NOEL. We don't have the things we need to rebuild the teleporter.

**Teej:** We don't need NOEL. I can build the teleporter myself. I know what we need. The spell components, we need something from a different dimension. We need someone who can do a week long spell to jumpstart the whole thing. And then we need someone to be able to activate it. And then we just need the, the ring.

**Tass:** Holy shit. You can really do this?

**Teej:** Yeah. Yes I can.

**Rev:** ANASTASIA: What can you tell me about that? The other dimensions, like what are they, what are they like?

**Teej:** Oh well, we've been to one.

**Rev:** ANASTASIA: What was it like.

**Teej:** Well it was a lot like ours except for the fact that it was a giant tree and there were fairy people there and also...

**Tass:** Magic was much, much stronger

**Teej:** There was a lot of magic.

**Rev:** ANASTASIA: How was it like ours?

**Teej:** There was air and gravity.

**Jake:** And a hierarchy of peoples I guess. Some sort of government.

**Teej:** And also, there are fantastical things there. Just like in our world.

**Tass:** I honestly don't know where he's going with this, but yeah, he's he's got it. He knows how to do this and that's something that Nash took. He he took the foundation essentially of how that can be done.

**Rev:** ANASTASIA: Shit.

**Rev:** And she sets the sandwich down, pulls out a notebook from her pocket and starts to flip through it.

**Rev:** ANASTASIA: In some of the communications that I was able to intercept between Nash's officers, they kept referring to people, two people in particular, by number, that Nash was communicating with. And, I thought that I might have an idea of what it meant but it's just numbers. He referred to one as 613 and one is 342.

**Tass:** T.J. what, what were the numbers that were in the room in NOEL's transport room? Isn't 342 the one that your Grandpa went to?

**Teej:** Yeah it sure is.

**Tass:** So they are other worlds.

**Rev:** ANASTASIA: What you like, you label other worlds by number?

**Teej:** Not me, my grandpa did, but I mean, wouldn't you. It's totally a lot easier to get everything all organized that way.

**Rev:** ANASTASIA: OK. So...

**Rev:** And she starts to flip to the notebook.

**Rev:** ANASTASIA: This is not my notebook. This, this was Lana's and she had these three numbers highlighted 613, 342 and 011. And I thought maybe I could figure out what they meant, but if they're places...

**Tass:** So he's communicating with somebody in these other universes that are helping him in some way.

**Rev:** ANASTASIA: So you when you went to these other places, were the same people there?

**Tass:** Say, oh like, like copies of us?

**Rev:** ANASTASIA: Yeah.

**Tass:** I mean if there were, we didn't meet anybody like that.

**Rev:** ANASTASIA: Huh.

**Teej:** But that doesn't preclude that we don't exist in other worlds, just as different people.

**Tass:** Yeah. These people were essentially a different, I mean they were literally sprites. So kind of a different species. Again, I don't know that that matters. They could still be the sprite version of us, but we sure didn't see it.

**Rev:** ANASTASIA: What about here? Were the people you met there here?

**Tass:** Is there a role I could use to be like, to make a connection there to see like, I don't know, if anybody there suddenly it feels like, oh obviously that was.

**Jake:** Oh now that you mention it, there's a lab tech named Ferguson.

**Tass:** Yeah.

**Jake:** Long beard.

**Tass:** Like if it's just not the case then that's fine.

**Rev:** Yeah. I don't, I don't think it is anybody in your, if this was the case, I don't think it's anybody in your immediate sphere.

**Tass:** Sure. OK. I mean, no, I don't think so if there was anybody like that, we sure didn't notice them.

**Rev:** ANASTASIA: I just, I guess in the time that I've studied him, I haven't really found anybody that Nash trusts or listens to except Nash. What are the odds that there is a him in these other worlds?

**Tass:** I don't love that, don't love that train of thought at all.

**Jake:** I mean if the multiverse theory holds any water then yeah. Somewhere out there, there are worlds that are just like ours save for one tiny difference. He might've just tapped into a couple of them.

**Tass:** Okay well if we're gonna go with that. And if T.J. can actually recreate this. My thought is, let's get a whole bunch of us and go whoop his ass.

**Jake:** I love it. I wonder if 011 is our world. If you've only heard him refer to the other two, maybe those are kind of the other two Nash's he's working with and 011 is him.

**Rev:** ANASTASIA: Guess it's possible, which is a scary thought, because that might mean that our Nash will want you eventually.

**Teej:** Well, can't have me.

**Jake:** That's the spirit. Bully for you.

**Teej:** Thanks.

**Tass:** OK. Well we've got kind of a long term goal unless anybody has anything else we want to sort out at the moment. We need to get some rest and we definitely need to go over this list and see if we can save some of our people before we get going elsewhere.

**Rev:** She wraps the sandwich in a piece of paper towel tucks it into her pocket and looks at you T.J.

**Rev:** ANASTASIA: Get to work on that teleporter thing.

**Teej:** Will do.

**Rev:** She walks back in the living room and starts to re-strap her gear on.

**Tass:** Should we like exchange numbers or something?

**Rev:** ANASTASIA: Oh God, I don't carry a phone.

**Tass:** OK.

**Jake:** Do you have a place to crash around here?

**Rev:** ANASTASIA: Not here.

**Jake:** What does that, what does that mean? Not here, like not Indianapolis?

**Rev:** ANASTASIA: Yeah. Well not the United States.

**Tass:** Do you want to crash here or are you just bouncing?

**Rev:** ANASTASIA: Yeah. No I'm, I'm going. If Nash can't track you because you've got that now, I'd hate to be the reason he finds you.

**Tass:** Okay, well you know where to find us.

**Jake:** Is there any way we can contact you besides lighting up the media to get your attention?

**Rev:** ANASTASIA: I don't know, you got, shit. You said you're some kind of a tech magician. Can you make something?

**Teej:** Of course I can.

**Rev:** ANASTASIA: Okay. What is it?

**Teej:** It's a machine that obviously cannot be tracked. It's just gonna be a simple button on a little pad and all it is is whenever we press a button. It lights up and lets the person on the other side know that we're ready for them or whatever.

**Jake:** Is it two ways? Could she press a button and notify us?

**Teej:** Absolutely.

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

**Teej:** Yeah. Oh, shit. Snake eyes. Except I'm going to use luck because...

**Tass:** Oh.

**Teej:** ...This seems quite important.

**Rev:** Okay. How many lucky are you at now?

**Teej:** I am at 4 luck left

**Tass:** Hoo boy.

**Rev:** All right so what is your requirement?

**Teej:** It will take a bit of time to get it working.

**Rev:** ANASTASIA: Yeah. All right I'll check back with you in like two weeks then, I don't like to let grass grow under my feet, if you know what I mean.

**Teej:** I don't know what you mean, but I think I get the metaphor.

**Jake:** Before you go, so you said he can't be tracked now because he has the spear.

**Rev:** ANASTASIA: Yeah.

**Jake:** Can we be tracked? Are we being tracked?

**Rev:** ANASTASIA: Yes, and I don't know.

**Jake:** How, how are we tracked?

**Rev:** She shrugs.

**Rev:** ANASTASIA: Magic.

**Jake:** That sucks because it kind of means that it's irrelevant if you're hidden. The three of us are always together. So if he can find one of us, he can find all of us. But I guess that could maybe ultimately work to our advantage because if he assumes you're always with us and you're not, we might get the element of surprise.

**Tass:** In your dealings, especially recently, do you know Orey?

**Rev:** ANASTASIA: I Don't know him, but I've heard of him.

**Tass:** Ok. He's been helping us out, sort of, from the inside and we're just essentially constantly worried that he is in danger and just thought I'd ask if you had any idea if anybody was on to him, or if anything had happened recently with him.

**Rev:** ANASTASIA: I mean, I can't say recently. I had to bug out about two months ago when the news went out about me being alive.

**Tass:** Ok, all right, well I appreciate it.

**Rev:** And so she has finished strapping on her gear and she starts to make for the door and she starts to turn invisible.

**Jake:** One more thing before you go.

**Rev:** And you see that the door doesn't open all the way.

**Jake:** The man who died at the Halifax...

**Rev:** ANASTASIA: Michael.

**Jake:** You killed him?

**Rev:** ANASTASIA: Yeah.

**Jake:** Why him?

**Rev:** Did you check the body?

**Jake:** No.

**Rev:** ANASTASIA: He was a vampire trying to work his way into the IPT.

**Tass:** Oh shit.

**Jake:** We should probably let Margaret know to run more thorough checks on the staff at IPT.

**Tass:** Yeah. Just go around with a silver fly swatter and start smacking people in the face or something like. Good God. That makes just every kind of sense though. Not being able to find the body and just on and on. Hoo boy.

**Jake:** Okay just wanted to ask. We just got a earful from Yaga about dubious ethics and what not.

**Rev:** The door opens the rest of the way.

**Rev:** ANASTASIA: Oh, yeah, she thinks you can't "save the world" if you aren't making it a better place.

**Tass:** I like you.

**Rev:** ANASTASIA: Yeah, well I wouldn't follow in my footsteps kid. My way of thinking got my divinity stripped away and it cost Lana her life.

**Rev:** And there's a silence and then the door shuts.

**Tass:** Oof.

**Rev:** All right so what do you guys want to do now?

**Tass:** Well, I mean, I'm still super paranoid about them being able to be scried upon. So I don't think it would hurt us to try to figure something out there.

**Jake:** Yeah, I mean I feel like we should pay a visit to Rev, because he's the magic guy and we could probably use some kind of counter magic to not be seen. And if you need someone who can do the spell work for the dimensional hopping he might know something about that too.

**Tass:** Oh yeah.

**Teej:** Good call. And then we might also bring him like a steak or something because I'm sure he's been just chillin out all alone in my...

**Rev:** All right so you guys are gonna head over to T J's secret lair. Jake, you know what to do.

**Jake:** Oh God. Big money, no whammy's! 12!

**Rev:** Excellent, you guys all appear inside of T.J.'s secret lair. And, Rev is there, he's reading over an old book.

**Jake:** He's he's doing push ups with his feet on the bed, like he's in prison. He's super shredded.

**Rev:** He's got a teardrop tattoo.

**Jake:** What gang did you join from in here.

**Teej:** Who did you murder?

**Jake:** We don't talk about it.

**Rev:** I kill a sanitation worker, he snuck in on me. Thought it was a vampire.

**Teej:** Hey buddy!

**Rev:** How's it going?

**Teej:** Not too bad. I hand him the delicious steak we obviously bought along the way.

**Rev:** Thanks. And he just holds the dripping raw steak.

**Jake:** There's no stovetop or anything down here, so....

**Teej:** Nope!

**Rev:** He throws it to his pet crocodile.

**Jake:** I love the visual that this is just in the sewer.

**Rev:** It is straight up like the Ninja Turtles base.

**Rev:** How's it been down here, you've been doing OK?

**Rev:** Yeah. Yeah it seems, it's all right. I miss the sun.

**Teej:** He says, with a twitch in his eye.

**Jake:** Well, I mean, I think we're we're getting close to being safe again here. I think, we've got some new leads, we've got some new stuff we can do. Hopefully won't be too long before we wrap this up and you're, You're in the clear, we're all in the clear.

**Rev:** Oh,you're going to kill Strohm?

**Jake:** No.

**Rev:** Oh...

**Jake:** Maybe.

**Rev:** Oh!

**Jake:** We do need something that she has. Theoretically, we need something from another dimension. And she's got a thing from another dimension, or we just have to cut another deal with her which I hate.

**Rev:** I've got to thing from another dimension.

**Jake and Teej:** What!?

**Rev:** He pulls out the necklace you guys gave him.

**Tass:** Ho, ho, oh!

**Rev:** The thing we were gonna auction off, back when we were going to do the heist.

**Jake:** Oh boy, that slipped my mind.

**Tass:** Yes!

**Jake:** Okay well then we don't need that. T.J., do you want to break down why we need the thing from other dimension?

**Teej:** Check it. All right. So.

**Jake:** He's, he's organized it into a delightful rap for you.

**Teej:** \*Rapping...Terribly\* So, if you go downtown, you will find...I don't know nothing. It turns out that NOEL got taken and our ability to teleport to other dimensions was taken with her. I however have figured it out, how to do it without NOEL. And I need something from another dimension. And we also need your circle...

**Rev:** Oh.

**Teej:** ...which we brought over. So, that's like two out of four things right there, guys. And then, how long can you hold a magic spell?

**Rev:** I don't know, how, why? and I think that just, out of character, probably you're gonna give him all of the notes that you found because he must trying to explain how these spells work...

**Teej:** Sure.

**Rev:** ...Is gonna make all of us shit our collective pants. So yeah, you give him all of the notes that you got in that week that you studied NOEL. Yeah, I think that this is something that I could write. Yeah. You actually don't, you don't have to hold the spell, but it does take a week to cast the spell. So it'll be, it's kind of like a meditation thing, but yeah, I think I could figure this out. He seems pretty jazzed about it.

**Teej:** Baller.

**Jake:** We have one other problem.

**Rev:** Yeah.

**Jake:** We can be tracked by Nash and Tass can't any more, because he's got his artifact now, but T.J. and I still can and maybe you. I mean, I know that this place is off the grid, but I don't know if it's off the grid too like spying magic.

**Rev:** Oh yeah. That was the first thing I did when I got here is I re-put up all of my wards.

**Jake:** Is there any sort of...

**Tass:** Nice.

**Rev:** With the exception of the teleportation ones, so you could get here.

**Jake:** Oh thank you. Is there any sort of portable ward that like me and T.J. could have on us or carry with us, that can stop us from being tracked?

**Rev:** Yeah, actually! Let me see if I can make it for you.

**Jake:** Let me roll 'use magic.'.

**Tass:** Please be a neck tattoo. Please be a neck tattoo.

**Rev:** Yeah. He goes over to the circle and he places two stones inside of it and he kind of mutters for a couple seconds and some blue energy jumps from the perimeter of the circle into the stones and he hands them to you. I got a uh, 11.

**Tass:** Whew!

**Jake:** Now how do you think this interacts with my sort of extra dimensional space. If it's in there, is it not protecting me anymore?

**Rev:** Correct. Yeah. Keep it on your person. Even when you sleep. Like, don't have it near you it's got to be making contact with you.

**Tass:** Yeah. Just put it in your cheek like a chipmunk.

**Rev:** Or I could like, I could like cut open your forearm and we could put it inside then stitch it closed.

**Jake:** I hate that.

**Teej:** And then we have like these big lumps in our forearms.

**Rev:** Yeah, like, like the piece of your skull that we talked about the other day.

**Jake:** Yeah. Really digging into the body horror here. I put it in my breast pocket under the armor.

**Teej:** And I put mine in my pocket of my pants.

**Rev:** Okay so what do you guys want to do now? Do you want to go through the dossiers and try to decide what direction you're gonna go?

**Tass:** Yeah, I think we should.

**Rev:** So you guys spread out the dossiers on to the table here and there are six of them. In northern Kentucky, there are deer hunters that keep going missing. There is a stretch of US 30 that IPT vehicles keep getting attacked. In Tennessee, in the Smoky Mountains, a class of third graders have gone missing. In southern Illinois, there is a three city area where graves keep getting robbed. In northern Indiana, there is a toy store where three murders have occurred and on the west side of Indy there is an area where cars keep driving off of a bridge. And, these are all places where she had sent one or two people, or they had just gotten information about and were getting ready to send people out. So where do you guys want to go first? What do you want to deal with?

**Tass:** I don't love the idea of kids being in danger, so I'm inclined to want to check out the Smoky Mountains.

**Jake:** Yeah, I mean I would have said, one of the two that concern actively missing people.

**Rev:** All right, so you guys are going to go after the children who are lost in Tennessee. So roll your beginning of adventure moves.

**Jake:** Let's see if this will go right for me for once.

**Tass:** I'm excited about rolling a cool fun thing.

**Rev:** I know you get to roll something.

**Jake:** 13.

**Tass:** All right. That's a 10.

**Rev:** All right. So with yours you get a vision correct?

**Tass:** Yes.

**Rev:** Of your impending future.

**Tass:** Yes.

**Rev:** And Jake what do you get?

**Jake:** I get to ask one question from 'investigate a mystery' right now.

**Rev:** OK. What is your question?

**Jake:** Where did it go, the kids?

**Rev:** Jake into your head comes an image of a scummy pond, and at the far side of the pond is a large weeping willow. And you can see that when the wind blows the vines blow across and there is a cave. As Jake is having this vision, Tass you get a vision of yourself wading through a scummy pond, walking towards a weeping willow tree and a shot rings out and you get clipped in the shoulder and you spin around and you see a man dressed in brown with a badge on. And he starts to charge at you and you tackle him and you pull the back of his shirt down and you see a mosquito the size of an orange with its nose buried in his spine.

TO BE CONTINUED

BONUS CONTENT: THIS OLD HAUNTED HOUSE

**Rev:** Welcome to 'This Old Haunted House'. On today's episode we're gonna teach you how to clear a room of a pesky unwanted presence.

**Rev:** Here we are in a beautifully restored master bedroom. This house was built in 1906 hardwood floors and original crown molding. But, as you can hear...

\*Sounds of wailing spirits\*.

**Rev:** ...The walls wail constantly. It's not shrieking, but it's loud enough to make day to day living troublesome. You're gonna need two things for this project. A heat proof container like a simple ashtray and a bundle of white sage or desert sage depending on what you can find locally. I prefer the desert sage, but I'll use white sage in a pinch. Now you want to start by the door, but not in front of it. You'll light the sage in your right hand...

\*lighter strikes\*

**Rev:** ...Make sure to keep a bucket of water nearby just in case. Hold your fireproof container in your left. And work in one direction sweeping the smoke from ceiling to floor. I suggest working counterclockwise around the room as that's usually best for

banishing, but some people have success with clockwise and well, I'm not one to argue with success. So you'll continue this process sweeping the smoke often called "smudging" until every inch of the room has been touched by the smoke. Just about done here. And there we go...

\*Wails dissipate\*

**Rev:** ...And as you can hear, those wails have faded away and you can repeat this process in each room of the House as needed.

**Rev:** Well that's all for today's installment of 'This Old Haunted House.' Join us next time, when we'll teach you how to get that stubborn sulfur smell out of a previously demon infested basement. Until then keep your crucifix handy.