

# Season 1 Recap, Part 1

**SFX:** INTRO MUSIC

**Rev:** Hey, everybody. So we're here today kind of doing a roundtable, just the four of us discussing the story thus far. We're getting ready to go into the second chapter, and we just wanted an opportunity to kind of talk through the things. The stuff we know what happened, maybe ask some questions of each other. Just kind of get our ducks in a row before we move on to the next element of the story. So I guess the first question is ... I mean, how do you guys feel?

**Tass:** Well, we did just have to talk Jake down from a panic attack. As we're sitting here kind of comparing notes of just, you know, highlights and other things, and just the sheer amount of loose threads that we've left.

**Rev:** Some moments there's like, "Oh, we never checked up on that. Oh, and this ..." And Jake's eyes just kept getting bigger and bigger. And so he left.

**Tass:** He's out.

**Rev:** How do you guys feel the story has unfolded for you, versus where you think it might have unfolded. Or turns that it took that you weren't expecting, or ... You kind of on good footing character-wise, or you think they're kind of lost? Or ...

**Jake:** I feel like character-wise, I'm on pretty solid footing. Like character-wise, we just had a big win.

**Rev:** Yeah.

**Jake:** I was just like, "Hey, all of our stuff came together and we did a good job, and now we're on to the next adventure." Yeah, I feel good. Player-wise, I don't ... Like, player-wise I'm like, this is all sideways. Who knows what's going to happen.

**Tass:** Yeah. There's a really good mix of obviously, just as far as you're building the story, of that kind of rope-a-dope of here's what we are looking at, and here's what's really going on. And the mix that I'm talking about is a good mix of that and us being given kind of here's what is going on, and us rope-a-doping ourselves.

**Rev:** [laughs]

**Tass:** And it just -- in both cases, it ends up causing some pretty interesting story threads.

**Rev:** Yeah. And I'm sure we'll get to some moments of that later. But, you know, we just wrapped up the final story arc of this chapter where you guys had a pretty solid plan. And then last second, you're like "You know what? Never mind. Let's just go through the door." And it totally changed your entrance into the submarine and how you encountered it. And, yeah. You guys do. I think you talk yourself into good moments, and then scare yourself away from them sometimes?

**Tass:** Yeah.

**Rev:** All right. So the first story arc is Night at the Halifax. That is our first six episodes. So what are some things that we learn here? What are some people that we meet here that come up later? What do you -- what do you got here, guys?

**Tass:** We meet so many people that we don't realize we're meeting.

**Rev:** Yeah, that's fair.

**Tass:** You know, there's the obvious. You know, the connection with Margaret right off the bat. Which I think you've spoken about earlier, that didn't necessarily start out as being something that you thought of as an important through thread.

**Rev:** Yeah.

**Tass:** With like Margaret in particular.

**Rev:** Yeah. I thought she was essentially going to be the person who ran the phone. And then it just became apparent at some point like, oh no, she runs this place.

**Tass:** Yeah. Which is so cool. And then obviously Rev and his connection to the arcane. We technically meet Anastacia, though we don't know that for a long time.

**Rev:** Yeah. That's very true.

**Teej:** And then we meet Jeff and Eddie.

**Tass:** Yeah.

**Teej:** For the first time.

**Rev:** Yeah.

**Teej:** And they're very accommodating fellows, like ...

**Tass:** Yeah, they are.

**Rev:** Very chill NPCs.

**Teej:** Yeah.

**Jake:** We meet Queen Leah of Elnore, and almost keep her as a pet.

**Rev:** Yes. Yeah. You find her trapped inside of kind of the remnants of what had trapped Rev --- that soul bat.

**Tass:** Mmhmm.

**Teej:** Oh, and then there is the old woman named Bridget, who we meet for the first time. And we kind of -- she's almost like a recurring character, but like not immediately recurring.

**Rev:** Yeah, she's like her. She's like Talthybius in Trojan Women. Like she pops up again, but not very often, and it's not really super relevant. But, you know, she is the housekeeper for the Halifax, and we're gonna see her at least twice more in this first chapter. And so I actually have a couple of questions left too, from our fiftieth episode that people had submitted that I thought fit better in this episode. So I'll go through those as we go. The first one is T.J. found a ticket stub at the theater for a play and it had a seat number on it. Did that ever come into play?

**Teej:** No, because I never investigated further, except for the fact that I looked at the ticket, saw that it was for the play Macbeth, shoved it into my pocket and then went back into the theater. Full well knowing that Macbeth was the important part of that ticket stub.

**Rev:** Yeah. I mean, when you guys stumbled across that ticket stub, and then you stumbled across the locker in the green room, I think that the consensus was -- even if it wasn't consciously -- oh, this is all the information we need from this. And then before that seat could be investigated, whatever --

**Tass:** T.J. set it on fire.

**Rev:** The theatre burned down, yeah. And so, you know, we talked about this before. I think that so much information was lost in the loss of the Halifax that, you know, just changes the way you guys investigate the world.

**Tass:** Yeah.

**Rev:** Is there anything else from the Halifax you guys got on your mind, or --?

**Teej:** The idea of Jake protecting me as The Divine.

**Jake:** God.

**Rev:** Yeah.

**Tass:** Yeah, people kind of -- they think of T.J. The Science Guy, because that's been the bulk of what you've been.

**Teej:** Yeah.

**Tass:** And you played The Mundane. That was your actual playbook.

**Teej:** And for that run of The Mundane, I honestly -- as a player and as a character -- I just didn't know what my purpose was. Like ...

**Jake:** [laughs]

**Teej:** I obviously didn't as the player. I was just like, what am I doing here? I'm The Mundane. I'm just -- I'm the sidekick. I'm just kind of ...

**Rev:** Yeah.

**Teej:** You know, tagging along and having fun with my friends.

**Rev:** And all your moves were set to lead you away from the group to get you into danger, too.

**Jake:** Yeah. Like, I stand by that it was a funny idea. It was a funny concept when we had the idea of, all right, the person I need to protect is literally built to wander off. But what a nightmare in play.

**All:** [laugh]

**Jake:** Like, I wouldn't do it again.

**Rev:** I mean, this is kind of the start of everything. So we don't have a lot of threads to trace, here.

**Tass:** No, it's just -- I mean, that was kind of it, is like this was such a good stepping stone. Because you were able to set up threads that we didn't even know were threads.

**Rev:** Yeah.

**Tass:** So getting those callbacks later was very gratifying.

**Rev:** All right. So then the next story arc, we have Not a Vacation, which is the Hawaii arc. As well as The Trial of The Divine, which takes place kind of in real time while Tass and T.J. are dealing with the ramifications of some of the Hawaii stuff. So what do we encounter here?

**Tass:** We've got a lot of kind of beginning of seeing the threads that were coming into play. So stuff that when we step back, go, "Oh my god, yeah. This is really part of this tapestry." You know, when you come to find out the whole arc is us being manipulated to be here and do a favor for the guy that has turned out to be our sort of arch nemesis.

**Rev:** Yeah. You know, tracing this back, we hear the story told by Ori that, you know, he knew that there were some agents of the IPT here. And so Nash told him, "Hey, make these people sick. It'll bring some hunters out to deal with our problem, because I don't want to send any of my people deal with it." And the problem was that Estin, one of his lieutenants, had essentially mingled his mind with this hive of ghouls, and it had driven him mad. And so yeah, you guys kind of get brought out by what becomes your big bad to clean up his mess that he just doesn't want to deal with.

**Teej:** He used us.

**Rev:** He did.

**Teej:** Yeah. Like a sack of potatoes. I don't -- no, that's not how that goes.

**Tass:** Used like a sack of potatoes.

**Rev:** Yeah. Like used for soups, used for baked potatoes ...

**Jake:** Sure. They can be used for all kinds of things.

**Rev:** Au gratin.

**Teej:** OK. All right. Then it stands. Hey, let's dance.

**Tass:** Potato guns.

**Jake:** Hey, can I just say I'm proud that none of us went anywhere weird with that?

**Tass:** Gosh, so we met a decent amount of people that become extremely, extremely important. Ori I think is the big one. Rachel, of course, who we get killed. But of course comes back around in a different capacity.

**Teej:** Rachel is kind of like our first kill, really.

**Rev:** Yeah.

**Teej:** If you think about it. Like I mean ... Well, no, no, no. I take that back. That was the ghoul. The very first one that we killed was the ghoul.

**Rev:** Yeah. But it was your first kind of human.

**Teej:** Right.

**Jake:** Yeah. That not just, this is a monster, this is a mindless creature. It was our first like, this is kind of a thinking -- this is a sentient being.

**Rev:** Yeah.

**Teej:** Moral ground be damned.

**Rev:** Yeah, exactly. It kind of starts us down this path of ... You know, I think that as you look through the story, you can see treading this line of monsters can be good people

and people can be monsters. And when do you make the choice to save them and sacrifice them? You know, that initial decision there with Rachel of like, "Oh, we could save her, but it might put T.J. in danger. Let's kill her." Is not a decision I think that this group would make now. The people sitting at the table as players, or the characters who have just stepped through this portal, would have had as easy a time making that decision to kill Rachel.

**Tass:** I agree. Gosh, who else? Technically, we meet a whole lot of people in Jake's thread. We meet The Defender and Saul, and ...

**Rev:** Yeah.

**Jake:** We meet all the gods.

**Teej:** The whole pantheon.

**Tass:** It's true. Yeah. Good call.

**Jake:** I meet all the gods.

**Teej:** Yeah. One person that we forgot to mention in our little list making, here. It's the father at the church.

**Tass:** Oh, yeah. Yeah.

**Teej:** We also met. But like, he doesn't come to play until later on in the actual episode when we finally have this sort of last showdown with the last ghouls, and everything.

**Jake:** It's funny because even in this arc, it's early enough that we were still getting our feet underneath us. And there are some things that existed once upon a time and had to be completely canned and redone from scratch. Like there were characters in this arc that we interacted with, and then I don't remember what the issue was, but something happened that we were like, we've got to redo this. Like, maybe we lost the audio or something?

**Rev:** Yeah. We lost the audio.

**Jake:** And so just Rev rewrote a story for the most part. Because at some point we were like, hey, where's this person? He's like, he doesn't exist anymore, because you know how that goes now.

**Tass:** Right.

**Rev:** Yeah. We didn't really to talk about that, but. So we had two moments at the beginning of this and the first three story arcs, where something happened with the audio. Either maybe a cell phone was left on on accident, so we got a bunch of bad feedback. Or there was some bad reverb, or any number of things. And literally an hour was just lost. And I didn't want to just try to run them back through the exact same story. So I would go back and keep the setting and maybe keep a couple of the NPCs. But the story itself would change. And like Jake said with Hawaii, there was more of a crew there the first time we went through it. And I just removed them, and left kind of the key players there.

**Jake:** But one of the ones -- like what brought this up is one of the things that we didn't lose, but we were still kind of finding our groove. When we encountered that priest, and we didn't get what we wanted.

**Rev:** Yeah.

**Jake:** We threw a tantrum.

**Rev:** Oh, man.

**Jake:** And we stopped. And Rev's like, what are you doing? Like, why are you behaving this way? And we as the players were just like, well --

**Rev:** He's not giving us what we want. Yeah.

**Jake:** And it was like, that's ridiculous. Like, play this like a human being. And we went back and we redid our interaction with the priest to be considerate humans.

**Rev:** Yeah.

**Jake:** Instead of just grumpy toddlers.

**Rev:** A very strange moment of them like cursing at a priest through a closed door, and like threatening to come back in the night and slip in through his windows. And very, very weird. Like, almost I think it's the only real maybe murder hobo moment we've had.



**Tass:** That's what was in my head is I think we were much heavier into Pathfinder at that point.

**Rev:** Yeah, yeah. It was like, "Oh, any NPC we can just kill if they're ..."

**Tass:** [laughs]

**Rev:** And you know, that actually comes into play later, but we are all Pathfinder players or Earthdawn players. You know, this was our first time playing this game. It's a very different world. You can't treat NPCs the way that some people treat them in those other games, because theoretically, this world takes place in a realistic setting. So the cops show up. People want identification. People demand things from you. Which I think adds a little bit of weight to it. And I think we were all, like Jake said, just getting our feet under that still.

**Tass:** Um, I also did us a disservice by saying that most important new addition was Ori, because this was the creation of the Sea Gobbler.

**Rev:** [laughs] That's true.

**Tass:** Which saved us many times.

**Teej:** My proudest achievement, honestly.

**Rev:** Yeah.

**Tass:** Well, and it should be. And I think something that ended up being a big surprise moment for me started here, with us finding the magic circles, and the, you know, the things that Estin was using for all the amplification and so on. Because that in my head went, "Oh, OK. This is a part of this." We end up getting Nash's name even though we don't interact, but we get a little bit of that information. And so that put me 100 percent on the track of Nash did something in Indianapolis that's going to be devastating. We have to figure out what that is.

**Rev:** Yeah.

**Tass:** And, oof.

**Rev:** Yup.

**Jake:** I also want to talk about, like, the trial part of it.

**Rev:** Yeah.

**Jake:** Was one of the first experiences ... I can't remember a lot of experiences I've had in a game where there wasn't a solution. Like, that was interesting. Because I was playing through that -- you know, especially the hydra is the one that comes to mind.

**Rev:** Yeah.

**Jake:** Like, I remember just going, I don't know how to kill a hydra. And somebody was going, there isn't a way to kill a hydra. Like ... And I was like, well then what am I doing here? You know, every game you play, if there's a puzzle, it's got a solution. If there's a combat, it's got an end. And this was a weird thing where it was, "We're just seeing what you do. Like, you're not supposed to win. You're not supposed to figure it out. We just need to see how you play." And that was so strange, but a good mindset shift for me throughout this game.

**Rev:** Yeah. And you know, we talk about it pretty in-depth in Investigate the History, but there were very specific rules to this. And, you know, points that Jake could earn. And those points essentially got him a fail, a mixed success, or a complete success when it came to what was going to happen to him and his connection to these gods. And yeah, this was -- I think that even more so than the Halifax, because we were all kind of uncertain with the Halifax. Just -- not uncertain, but getting used to the game. And I think I started to personally get my groove in this story of like, oh, this is how the system works. This is how I roll with this. And I remember, you know, Jake losing his hammer, and it being a real kind of a tense moment, stopping the mike and being like, "Trust me, it's gonna be fun." And just that moment of like, "Oh, OK. OK." Cause I think we're so used to games -- again, like Pathfinder, where bad ramifications ... That's all they are. It doesn't ever really come up as a story option to make something more dynamic in the same way that this, a narrative driven story, does.

**Jake:** Yeah, and I still have the thought in my head usually of like class features are class features.

**Rev:** Yeah.

**Jake:** You know, like in most of those games, it even mechanically lays out, like, if you lose ... You know, if a magus loses their black blade, there's something to get it back. If a

druid loses their animal companion, they spend 24 hours in meditation and they get a new animal companion. And that's not how this game works at all.

**Rev:** Yeah.

**Jake:** It is like ... It's all narrative, baby. It is whatever happens, happens. There are no rules about how you get your shit back. There are no rules about what happens. So yeah, when I lost the hammer, I was like, that's a class feature. Like, what do I do to get a new thing or to get it back? Like, I've got to have it back. It's part of my class. It's like [snorts] that's not a thing.

**Rev:** Yeah.

**Jake:** Whatever happens, happens. We'll figure it out.

**Rev:** Yeah. Cause I think that this -- that moment specifically really shows the level of trust I think you have to have as players and as a Keeper around the table. That no matter how things go, that we're all working together to tell this story. And, you know, he says it in the first chapter: be fans of the players. Be fans of the characters. And so that even when things go real low or real bad, it's because it's going to make the upswing that much better. Anything else for Not a Vacation or Trial of the Divine?

**Jake:** Um. Well, we do meet Saul.

**Rev:** Yes.

**Jake:** Who will be more relevant, but we can talk about him more in detail when he becomes relevant.

**Rev:** So next, we go to outer space. We have The Eye of Horus.

**Tass:** God, we do.

**Rev:** Which it may not be my favorite story, but it is damn close. Something about you guys in this closed quarters place, having to deal with this real time threat ... Introducing the element that this teleportation that has been saving them so much? There are runes, and there's a specific reason why, but it can't happen here. And this is where, for me, the first time death and ramifications really start to come in and change the characters.

**Tass:** I think even not just that, but just the simple fact that this is the first time that this really felt like horror. At least I think for me as a player.

**Rev:** Yeah.

**Tass:** Because sure. The Halifax? Creepy, spooky, we've got the, you know, the darkness and all these things to deal with. Hawaii we had the tunnels and these ghouls that are horrific things. But it was still ... First of all, we were still early and kind of getting our footing with just how to play. But then on top of that, it was kind of that excitement and fun. So nothing was scary yet.

**Rev:** Yeah.

**Tass:** And damn, this was just moments of desperation and feeling alone and feeling helpless in a way we hadn't seen yet. And oof. Yeah, it worked. [chuckles]

**Rev:** So we meet a whole slew of characters in Eye of Horus.

**Teej:** Yeah, we got Sroka, we've got Dr. White, we've got Riley, we've got Reeves. We've also got Fairchild as well.

**Tass:** Yeah. There's technically Young, but he was the one that was killed before we got there.

**Teej:** Right. By that golem. No, not by the golem.

**Rev:** Nope.

**Teej:** By Riley. That's right.

**Jake:** Therein lies the intrigue.

**Teej:** Ooh, no spoilers.

**Rev:** No, this is all spoilers. If you are 20 minutes into this episode and this is the first time you're listening to an episode, go back. Please don't start here. This is nothing but spoilers.

**Jake:** This was the first time I had my beginning of the mystery move.

**Tass:** Oh, yeah!

**Jake:** Where I just got to go, what sort of creature is it?

**Rev:** Yeah.

**Jake:** And I was -- I was so sure that that was like ... I was going to be like, "Ha ha! I know exactly what it is. We're gonna breeze through this one." And it was like, technically you know what that one is, but you do not know the mystery.

**Rev:** And I think we may have talked about that at some point of -- that was a hard decision in the moment to make. Like, OK. Do I tell him poltergeist and have them then have to go face this indestructible golem?

**Jake:** Yeah, just get wasted by a golem.

**Rev:** Or do I say golem and have them not know what's controlling it? And so since, you know, in that moment actually, Dr. White had just been essentially hospitalized by the golem, that was the direction I went, was with the golem.

**Teej:** I think that was smart.

**Rev:** Thanks.

**Teej:** You're welcome. It gave us a little bit of a mystery that we had to investigate. We had to figure out that a golem isn't just a mindless, you know, lump of clay or anything. It could be anything basically with some kind of writing or something or programming that is given to it by, in this case, a poltergeist.

**Jake:** Yeah. And it ... Like, that knowledge made us worse at solving this mystery. Like, we were like, OK. It's a golem. I know that for a fact. God told me. So let's fit all of the evidence into the golem box.

**Rev:** Yeah.

**Jake:** Without ever looking outside of it to figure out what the hell was going on. We're like, well this doesn't make sense for golem. But it's a golem. So how do we make it make sense? Well, it doesn't. You're wrong.

**Rev:** Yeah. And -- you know, I'm going to probably keep saying this because I'm drawing on notes from Investigate the History -- but essentially what I tried to do here is I took everything I could find about how a golem works, and I gave it one level of a tech upgrade. So all the components there in the stories of how you create a golem, what it takes to control it, are still there, but they are technical. So if you guys had gotten into the computer where Young essentially had possessed, you would find in there a Word document. And that Word document changed based off of what the golem's instructions were. And that was symbolic of the paper that you have to put into the golem's mouth to give it orders.

**Tass:** Nice.

**Rev:** And so everything that is connected to a golem, I tried to include in the technology that was being created.

**Jake:** Looking through my notes for this arc, it says that I put Riley's greasy gloves into my pocket dimension. Did I ever take them out? Or do I just have a pair of greasy gloves?

**Tass:** [laughs] Well I don't think you have a pocket dimension now, dude.

**Jake:** I don't. So they would have just fallen out on the floor in the lab.

**Tass:** Oh, yeah. Yeah.

**Jake:** I think at some point, I took them out to, like, confront him. I think I was like, "Look at them!"

**Rev:** "Look at these gloves." Oh yeah, I'm sure that in that confrontation and kind of the damnation of his guilt --

**Jake:** I slapped him with a glove, as if I were challenging him to a duel.

**Rev:** Yes.

**Jake:** I remember that very specifically.

**Rev:** Yeah.

**Jake:** [whispers] Go back and put that in to that episode.

**Rev:** Record it -- just say it right now, so I can.

**Jake:** I'm going to slap him with one of his greasy gloves, like I'm challenging him to a duel.

**Rev:** He seems shocked and offended.

**Jake:** Perfect. Perfect.

**Rev:** Super guilty.

**All:** [laugh]

**Tass:** You know, that's a good point, too, is the people here. We at this point didn't realize that there was more to this world than just IPT. That there are these other organizations that had come together to do all this stuff. So that was a big revelation.

**Teej:** Sort of the United Nations of paranormal task forces.

**Tass:** Yeah.

**Teej:** I also became The Science Guy within this arc.

**Rev:** That's true.

**Jake:** Which is an important one.

**Rev:** Yeah.

**Teej:** Yeah.

**Jake:** [laughs] We were about to just breeze past.

**Rev:** Just move on.

**Tass:** Who are you again?

**Jake:** How did you get here?

**Rev:** Right. Because we know that T.J. is relevant.

**Jake:** [laughs] Speaking of that sounds mean.

**Tass:** [laughs]

**Rev:** [laughs] Yeah.

**Teej:** I didn't take it as being mean.

**Rev:** Yeah. So we know that T.J. has a purpose. We just don't know what it is yet in the first couple story arcs. And here, he becomes The Science Guy. And we get a sense that this might be his purpose, his calling. That something he has to do in the future will revolve around his scientific abilities.

**Tass:** Well, that's my question. Is, you know, knowing that that was going to be part of it and that their whole connection -- you know, he and Jake's -- is he's being protected and so on. You know, this didn't take the form mechanically that it might normally. Where actually, on these lists on the playbooks, when you level up to a certain point, you can just say this character changes their playbook, and you just kind of come up with a reason why.

**Rev:** Mmhmm.

**Tass:** But that's not exactly what happened. So I'm just -- I don't think I've ever asked super specifically what behind the scenes went into that? You know what I mean?

**Rev:** Oh, that's fair. So, yeah, it really was I Aladdin-ed T.J.

**Tass:** [laughs] OK.

**Rev:** We got done with the session and he knew that he was leveling up and that he had the option to change his playbook. And I said, "Hey, do you trust me?" He goes, "Why?" I said, "I've got a playbook for you." And he goes, "Yeah, OK." And that's really all the conversation was.

**Tass:** Nice.

**Jake:** That reminds me. One thing we skipped was there were so many kind of like ... Surely we're gonna change playbooks at some point, but ooh, I wonder what's going to



happen. At this time. There was a chance that T.J. was going to become The Monstrous once upon a time, and there's a chance that I was going to become The Monstrous.

**Rev:** Yeah. Oh, that true.

**Tass:** Oh!

**Jake:** He drank some vampire blood by accident in Hawaii, and then I took it away from him.

**Rev:** Yes.

**Jake:** But I had the werewolf serum. Like, I almost turned in Hawaii. Like, I couldn't -- I was real thirsty, and nothing would slake it.

**Rev:** Yeah. I guess I don't know if we talked about that on this, but Jake's fail would have been becoming The Monstrous from his trial. If he had failed that, and they would have let him choose which one. It's like, these two forces are at battle within you. Which one do you want to remove? And he would have become The Monstrous of that other. There was also too, I assume people probably thought that T.J. was going to become The Chosen. Just because he was important. We didn't have a chosen. It's you know, obviously it is a very strong trope of the genre. And so -- but then he becomes a super scientist.

**Tass:** Yeah.

**Rev:** Really, I think the only thing with Eye of Horus is the loss of life here. We get two deaths. Both of the people come back in a different form. We have Dr. White, who we have a scene at his funeral that gives us a little bit of a hint of what's going on inside of Tass, with the flash of blue light behind his eyes when he feels that anger. And then we see him -- we don't know it yet -- but we see Dr. White brought back to life by Nash. But then we also have the death of Reeves, who kind of stows away. And, you know, she had had a conversation with you guys about like, "Oh, yeah. Astral projection." And I think maybe even Jake said, "Hey, if you were dying, could you astral project yourself out of your body?" And she's like, "I don't know. I don't think that would work." But in that moment, she was like, "Well, shit. I'm gonna try."

**Tass:** Yeah. That was ... That was tough. And again, like you said, this being kind of a favorite for a lot of people. There's a good reason why. When everything goes great, that's not super compelling.

**Rev:** Yeah.

**Tass:** But we really got to dig deep in this, and being a lot more comfortable with the game by that point at dealing with action and repercussion.

**Jake:** It just occurred to me. Like I was like, yeah, this is kind of like in the first Avengers movie, when you know after the big -- the first big fuckup on the Helicarrier, and everybody's kind of divided and stuff? And I was like I literally ended up on the ground like the scene where Thor has fallen out of the thing. Like me, the Thor analogue. I'm down on earth having just lost a person. Like, dejected in the sand. I was like man. I accidentally stole that scene.

**Rev:** Yeah! Yeah.

**All:** [laugh]

**Rev:** So next, that brings us to The Funhouse, and The Showdown at Monument Circle. The Funhouse ... Man, that was fun to record.

**Tass:** I have one very specific question about The Funhouse.

**Rev:** Yeah.

**Tass:** What the hell, man?

**Rev:** [laughs]

**Jake:** How much of it are we even allowed to know, or talk about?

**Rev:** You know, as things come up, you guys could probably ask questions. There is stuff that you saw that has not come up yet. There's also stuff that you didn't see that has not come up yet. Which is a weird thing to say.

**Jake:** Yeah.

**Rev:** But you know, and I think I've said this before. Again, I'm going to keep referencing Investigate the History because we talk about a ton of this stuff on there with every story arc. But each door that was available had a purpose. It was like, oh, this is a door that is a moment from the future. Or oh, this is a door that is a warning. Or oh, this is a door that is

a glimpse of your past. Or this is a glimpse into how you perceive yourself, or how the world perceives you. And so what was behind that door was different, depending on who opened that door. And then the following scene was different, depending on which of the remaining two interacted with the door the second time. And that was, again, just a long, deep dive into a couple of different sleep analysis books when I was suffering from some pretty strong insomnia. And so I think we learn pretty quickly that almost nothing in here is literal, although we do take a couple of things literally that don't come up again for 40 episodes.

**Tass:** And that all went great.

**Rev:** Yeah.

**Teej:** Yeah. For instance, Ori going down a alleyway. Like, when you said that, I knew it was like it seems like he's running from something. But almost like, metaphorically. Oh, he's running from his past or something like that, you know?

**Rev:** Yeah.

**Teej:** And we went the total opposite way and took it way too literally. And we were like, "Yeah, Ori. Stay away from, you know, cities."

**Rev:** Stay away from alleys.

**Teej:** "And the places with alleyways," and everything. That was pretty stupid of us.

**Jake:** Well, I think that at first that was kind of tongue in cheek. I feel like at first that was like a, "We don't know exactly what this means. But at the very least, stay out of alleys."

**Rev:** Yeah. I mean, you guys very specifically didn't use him for help.

**Jake:** Yeah. And then we lost track of it.

**Rev:** Yeah. In Monument Circle, you're like "There's alleys here."

**Jake:** There's alleys, yeah. Um, yeah. So the ones I have written down in my notes, the visions we had. Tass dropping stones in a bucket.

**Rev:** Yeah.

**Jake:** Which I feel like is just kind of like, they have a good heart. Keep them that way. Like my goal. Like, he's just -- everything that happens is causing some extra turmoil and shit to spill over in him?

**Rev:** Yeah. So that -- this is fun because this is the second time I'm getting to discuss this now. So yeah, Tass dropping stones into the bucket. And then as the bucket fills, the water overflows into the ocean. And with the water falling into the ocean, it gets more tumultuous. The stones were essentially his Bottle It Up. That every emotion he wasn't feeling, every tense thing, every bad "Can't decide, what do I do? OK. This is my choice." Drop in the bucket.

**Jake:** Yeah.

**Rev:** And it was causing his calm to overflow. And it was, you know, making the sea ultimately -- kind of what's going on underneath Tass, we see this dark turn in him around this point, where he starts to go pretty Punisher direction. You know, that was kind of the representation of that sea roiling.

**Tass:** That hates deep, bro.

**Rev:** Right?

**Tass:** That hits deep.

**Rev:** Thanks.

**Jake:** My teeth falling out in a bucket. Did that one have a specific in-story, or was that just a general anxiety?

**Rev:** That was specifically just in-game Jake's thought process about having just had to go through the trial to prove that he is still worthy. You know, the thing that I found was that teeth falling out, you look that up and sometimes it's vanity, but a lot of time it's actually connected to essentially, "How am I doing? I am uncertain. I don't think I'm doing well. I'm questioning -- strength isn't the right word -- capability." And so it was connected to that. That was kind of your moment in the past that you saw before you had to go into the trial. Or even kind of during the trial.

**Jake:** Tass fighting soulbats.

**Rev:** So Tass fighting soulbats, if I remember right, was actually in the hallway, correct? That was not in a room. There were two different types of visions. You had the visions that came to you when you opened the door, when you went in a door. But there were also visions that happened if you tried to use the same door again. This world was set up so that you basically got one shot at each door. So if you tried to break the rules of this world, if you tried to reuse a door, it hit you with just a bad, weird moment as a punishment. And if I remember correctly, Tass having that vision of fighting the soulbat and then coming to and having the gun pointed at you was he tried to open a door that had already been opened.

**Tass:** Yeah.

**Jake:** So was that the same thing that happened with T.J. swimming for the hammer and getting attacked by vines?

**Rev:** Yes. That was one of his punishment moves.

**Teej:** I wondered about that, because I was clearly trying to stay away from all the water I possibly could.

**Rev:** Yeah.

**Jake:** So I've got, "Sad god council -- drains me, and I shatter." So I think that one was just another like, I'm afraid that the gods are disappointed in me and they're gonna strip me of this power.

**Rev:** Yeah.

**Jake:** Type thing.

**Rev:** Yeah. And that was an -- I think that was another one of those moments of not a fresh door.

**Jake:** Boy, I took bad notes. "T.J., electricity, apples, math."

**Tass:** Oh yeah. That blue energy form that was over him feeding him apples, and there was like stats and things.

**Teej:** Oh, yeah. I think that has to do with NOEL, right?

**Rev:** Close. Yeah.

**Teej:** All right.

**Rev:** So I think we can talk about this one. That was just representative of that T.J. has this ability. He's got this Weird Science now, there's all this stuff that he doesn't know. And that you have people all around you that, paranormal-wise or magic, can give information. But that most of the help that he was asking for was always mundane stuff. It was never, "Hey, someone teach me this magic. Hey, someone train me. How do I get better at the weird part of my Weird Science?" And so that was to show that there are people out there who could be feeding him knowledge if he ever chose to go down that path.

**Tass:** Nice.

**Teej:** Makes sense.

**Jake:** And then I've got the one that was me at the Feast of the Gods with the empty seat. Which was just kind of the previous Divine isn't here.

**Rev:** Yeah.

**Jake:** And we learned that's just Anastacia.

**Rev:** Yeah. And that you -- to make that whole again, to make that table not poisonous and dying, you've got to kind of reunite the lineage.

**Jake:** That's all the dream notes I had written down.

**Tass:** Yeah. And they were like little other things that popped up, but they weren't really tied to those door openings?

**Rev:** Correct.

**Tass:** It was more like the progress through. Like we saw the spider queen.

**Rev:** Yeah.

**Tass:** That would eventually come up. And there was like something with like the puzzle box, and --

**Rev:** That had the plague doctor inside of it.

**Tass:** Yeah! And, yeah. So ...

**Rev:** So that's a good example, actually. The puzzle room, the boxes all moving around. That was the one room that no matter who went into it, that room was the same. It was boxes moving around. And then depending on who went in and who opened the box, though, it would have been a different sight. So Tass got the plague doctor. Because obviously the plague doctor is kind of meant for him, since that death was caused by him, you know. Of course, he doesn't know this at that time yet, but.

**Jake:** Are we allowed to know what we would have gotten?

**Rev:** No. You guys have not encountered yours. Well, no, that's not true. Jake would have seen the bat from Ori's vision.

**Tass:** Oh, nice.

**Teej:** But T.J. does not know his yet.

**Teej:** [gasps] I'm so scared.

**Rev:** [whispers] Something's coming for you, T.J.

**Teej:** Oh no. Oh, god.

**Rev:** Yeah. There's just -- we could spend a whole hour just talking about The Funhouse.

**Tass:** I bet, yeah.

**Rev:** But is there anything really kind of big or important that we learn here?

**Tass:** I think one of the biggest things that lasts and that we actually latch on to is interacting with Lana. Because we get that thread and that, you know, there's this capability of The Chosen in me/Tass. And you know, that kind of sets us on a whole other path as well. So that was some really cool stuff there to ... I don't know, it was really fun for me to help move the narrative a little bit with my dreamscape and all that. So I dug that.

**Rev:** And someone actually asked me this the other day in a message on Discord: yes, you are correct. There is a door that is opened for a brief moment, and they look out into it. And then they close the door pretty quickly, and then go across the hallway and open the other door where they find the crystal that Lana is in. But in that door being opened, we got the sound of a revving engine, we saw flames, and we saw like a construction site. Yes, that was Damien. So for the person who asked that question, yes, there was a glimpse of Damien in Tass's future behind that door.

**Tass:** Nice.

**Jake:** Yeah. We were just talking about this kind of ... The dreamscape. Like the crystal in the head.

**Rev:** Yeah.

**Jake:** And how it's, you know, is there literally a crystal in your head? And we were like, well, yes and no. It's on this kind of metaphysical plane. Like ...

**Rev:** Yeah.

**Jake:** Not -- wouldn't show up on an x-ray. You couldn't cut somebody's head open and pull out a blue crystal. But like in this kind of alternate, this shifted reality? Yes. That exists in your head.

**Rev:** Yeah. Like a third eye.

**Jake:** Yeah.

**Rev:** Like the third eye you don't actually see, but if you were to look at their kind of aura, you can see that third eye. And so yeah, that crystal is there in the kind of mind palace, the brain space of anyone who has the potential to be The Chosen.

And then from there, we have one of my favorite moments. You guys get this information and you latch onto, "OK, what we have to do is we have to find The Divine. We have to find the previous Divine. She is the key to all this." You know, you guys sank down into that and ran. And I thought, I have no idea how they're gonna try to get her attention. Because I know where she's at. I know what she's doing. And I know how she deals with new information. I know kind of how she deals with new people, which is not well. And Jake has this idea. And this is the first story where ... All the stories I don't have a whole lot of control. I can create a setting, I can drop some NPCs in, some villains, and it just



depends on where you guys go. But the showdown at Monument Square was entirely you guys. I had nothing to do with that. You guys talked through it and you came up with a plan. You laid it out. And I just kind of rolled with it. And it was such a great moment. It was a really cool, like team-gelling episode.

And from that, you actually, because I remember telling, I think, Jake this after the recording. Because I knew the expectation was going to be, "Hey, we did this thing. I'm on the news. OK. Where she at?" And I know it's gonna be a long time coming before she shows up. And I think I remember telling Jake, like, "Hey, what you guys just did was amazing. You're not going to feel like you succeeded, but you got the best result you could possibly get. But it's not gonna feel like it for a long time." And so that was just one of those moments that as a game master with his players, not just as people at a table -- you know, I wanted the players to feel good about what they had done. Even if in the sense of us telling a story to an audience, it's not going to pay off nearly as quickly as we might like it. Because, you know, if we were playing this game around the table with no audience, we might go yeah, OK. So a long time passes. Like, you guys are waiting, checking for these messages. And it's like three months. And during the course of this, you do this, this, and that, and we'll talk about that later. But we don't really want to do that. We don't want to jump huge chunks of time. I feel like that that was a point of they had created the story all by themselves. I want to make sure that that there's that positive reinforcement outside of the game, because it's not going to come quite yet inside the game. Even though it will come eventually.

**Jake:** That arc is a big example for me ... And we talked about that -- I'm talking about loose threads and panicking. And how, as a player, I don't really know where this is going, and I don't feel good about it. I want to emphasize that that is just how I feel, playing games.

**Tass:** [laughs]

**Rev:** Yeah. Yeah.

**Jake:** And, like ... Cause you know, like, there are a lot of these things that, in retrospect, I'm like, "Hell yeah. That was awesome. We did good." But the absolute terror going into that of like, this can go so, so wrong. Like, that is one of the most rewarding things -- one of my favorite things that my character's done in this game. And yet, I cannot forget the panic going into it.

**Tass:** Yeah.

**Jake:** Which is the same panic that I feel all the time going into the next arc.

**All:** [laugh]

**Jake:** It is not until the door is closed on something and I can look back and go, "OK. That went that way." But until that moment, I'm just like, "Everything can go horribly wrong. Oh, God, I feel so bad about this."

**Tass:** Oh, I'm jealous of that. I think I'm a little opposite, in that I'm like, "Yeah, let's try this thing." And then after we do it, I go, "Man, I hate what I just did. Hate my choices."

**Jake:** See, you've got ... Yeah. You have got -- you want to act like T.J., and then blame it on T.J. if it goes bad. Like ...

**Tass:** [laughs]

**Jake:** Cause T.J. is admittedly like, "Yeah, I'm gonna do this thing. It's the thought I've had." And sometimes I'll go, "Damn it." Like, that's great. And it's good to listen to. But man, as far as advancing the game goes, this sucks.

**Rev:** Yeah.

**Jake:** But you also -- Tass also wants to do that. And then at the end of it he goes, "Oh, I regret that. Damn it, T.J.!"

**Tass:** I don't recall a single moment of that. And if you can find it recorded, then maybe.

**Jake:** [laughs]

**Rev:** Yeah. I actually was just having this thought earlier today, along those lines of ... It's so different running a game where you don't have a vested interest in player death. Like, we've had player death, and I have ways to deal with player death. But obviously you guys playing as yourselves gives us a interesting hurdle. But now if we're playing as, you know, characters in a Pathfinder game ... You know, we're playing through Giant Slayer right now. There are deaths left and right. We barely have a chance to get attached to a character before someone dies, because it is a hard AP. But I've had a couple of moments where -- specifically Tass, talking to characters. I can think of two, maybe three instances. But Tass talking to Grigori and Baba Yaga. But I thought, "Oh man, he's going to pay for this later."

**Tass:** Yuuup.

**Rev:** Because I can't ... What would happen in a Pathfinder game is that character would kill him in the moment.

**Jake:** Yeah. It would just be Rorschach at the end of Watchmen.

**Rev:** Yes!

**Tass:** Yep.

**Jake:** Just be reduced to slurry.

**Rev:** Yeah.

**Tass:** You mean my hero?

**Rev:** Yeah. And so -- but all of those villains, because I have to play this game a little different, have all now put targets on people that he cares about, just to twist the screws. Because he talks so much shit to very powerful people.

**Jake:** Hey, Tass? Good going on that one, dipshit!

**All:** [laugh]

**Rev:** So yeah, it's fun because it's such a different way to play for me. That -- oh, it's that Spider-Man thing that we talked about, of like, well, I can't necessarily do to you what this character would do. But oh, you got friends and family out there, and they're going to have a heyday. [pause] That sounds horrifying.

**All:** [laugh]

**Rev:** So yeah. I like that idea of like, "Man, what do we do in the moment? And, "Oh crap. How does that -- oh, boy. Here we go. Let's roll." And just seeing how things then come up later. You know, there are ramifications felt all through this story. And it has also developed in me a new skill. Because for me, I think the scariest part about running this game is knowing the characters' points of views, the NPCs. And when I know that we're about to get in a heated conversation? Like, I don't like that. I'm like, "Oh god, this is gonna be bad." Because I know Jake's gonna feel this way, and this character does not. It's gonna be a heated exchange. And we've had moments before where we've had to

stop the recording, because you can hear my heartbeat in my throat through the microphone. Because I'm just like, "Oh god. Here it goes. Here it goes." But I don't want to not be true to the character. And so I've had to develop techniques, like with Baba Yaga, where I had to think ahead. Like OK, Tass is gonna get real shitty with her, but she's smart enough to know that. So what things can she talk about from his history that will stop him in his tracks? Because I'm not -- I don't want this to turn into an NPC and a PC just arguing. You know, what are the tactics they're trying in these conversations? Which is just a whole new level of role play for me. Which is really horrifying, but a lot of fun. So it's not just, "No, shut up. Let me talk." But it is, can this character get this other person to listen? And what's the tactic that they have to use to get them to listen?

**Tass:** Mmhmm.

**Rev:** Which has really been a stretch for me as a game master, which is a lot of fun. Anybody else have anything left from Funhouse or Showdown at the Monument?

**Tass:** Trent sucks.

**Rev:** He does.

**Teej:** #TrentSucks.

**Rev:** #TrentSucks. I almost forgot that the Thunder Lizard's name was Trent.

**Jake:** I mean, we got to see T.J. really ball out as The Science Guy.

**Tass:** Yeah we did. Good god.

**Rev:** Yeah. He made three inventions for that, and then combined two of them together.

**Teej:** That's correct, yeah. I made the little shrinking tablet and then the sleeping, like, pill or agent of some sort. And then just put those all together into one thing, and put it inside of a lizard.

**Rev:** Yeah.

**Teej:** Lizard man.

**Tass:** I have a little dented up Altoids tin on my bookshelf right now.

**Rev:** But we also see a whole bunch of returning NPCs to help out. You know, Jake calls in a favor that he had earned from Damien. We see everyone.

**Teej:** Just about all of them, yeah.

**Rev:** Yeah. We see everybody kind of helping out with this.

**Jake:** That's even something that, again, doesn't really come up. And I feel we try to avoid in this game, too. Having the NPCs carry weight.

**Rev:** Yeah.

**Jake:** But like in a lot of things, you wouldn't be able to just kind of call in the NPCs for help on an endeavor. If you did, there'd have to be some mechanical reason you got to do that.

**Rev:** Yeah.

**Teej:** I was just waiting for like a full-on conversation with all like twelve of them over the radio. Like, [changing voices] "Hey, did you see them?" "Do you see them?" "No, I don't see them." "Hey, what's going on there?"

**Rev:** Just a half hour long conversation with myself.

**Teej:** [laughs] Yeah.

**Rev:** Yeah. So that is a good high point. Yeah, I think you guys end on a real celebration there. Which is kind of the first time. You know, things went OK previously, but I think this is the team's first real, "Man, we kick some ass." Like, we did this exactly like we wanted to.

**Tass:** Yeah.

**Rev:** So next we have Elnore. You guys are tooling around in Jake's car. I have Jake roll Luck. And we found out why later. But you three and the car teleported to Elnore. Where again, we meet a whole slew of people -- one of which we've met before.

**Tass:** Yeah. Little Leah, but much taller now.

**Rev:** Right. Because there is a size difference here.

**Tass:** Or I guess technically we're smaller?

**Rev:** Who knows?

**Tass:** I don't know how this works.

**Rev:** Magic.

**Jake:** Yeah. The introduction of one of my favorite NPCs, Ferguson.

**Tass:** Oh!

**Jake:** My boy.

**Teej:** What, Robear isn't your favorite?

**Jake:** Robaeear, the wordless one.

**Rev:** I am so happy. Like there's a part of me, I thought, "You know, they may never get back to Elnore. But Jake making that realization that teleport allows him to go any place he's been before? I was so happy when the door to Elnore opened back up again.

**Jake:** Boy, there are two people in there that we never found out what happened to them.

**Rev:** Oh boy, it's true.

**Jake:** And assume they're dead. If they weren't, they are now. Yeah. Boy, there were a lot of people in Elnore, huh?

**Teej:** Yeah. Fergie, Fox, Vitz, Rory ...

**Tass:** Conover.

**Jake:** Rory and Saige are the dead folk.

**Rev:** Yeah.

**Jake:** Pryde, Conover, and Robear the silent.

**Teej:** [laughs]

**Tass:** I still hold a candle for Fox.

**Rev:** Yeah. So you have this essentially kind of royal court, and they have brought you here because they are under attack. And the queen has said, "Hey, there are some people in this other world. I kind of know how we can get there. They saved me once. They can do it again."

**Jake:** And it's the spider folk from Funhouse.

**Rev:** It is.

**Jake:** The beautiful throwback. The beautiful callback to the spider folk.

**Rev:** Yeah.

**Tass:** I -- I had to make a decision, there. I think we've talked about this before.

**Rev:** Yes.

**Tass:** That if I have to go realistic world? Tass is done. Tass is done, here. Instantly.

**Rev:** He dies on the ground.

**Tass:** So I had to lean into this is the most fictional version of Tass that exists.

**Rev:** Yeah.

**Tass:** Because he can deal with this with a clear mind, as giant, giant spiders ... [shudders] Come and battle us.

**Rev:** And so really, you guys find out that they are just ... There's this army, and they're kind of marching across from dimension to dimension.

**Jake:** Yeah. It seems like the two big through lines from this arc were how wild magic is.

**Rev:** Yeah.

**Jake:** And, you know, how it works or doesn't work and can work and all that. And the multidimensional stuff.

**Rev:** Yeah. Because Jake is more powerful here.

**Jake:** I am, yes. In some ways that are kind of a lateral move. Pulling someone to me instead of going to them? Has potential. Also, lacks potential.

**Rev:** Yeah.

**Jake:** That one got me in trouble.

**Rev:** Has potential, though. Because at the end of this story -- I guess we don't have to jump there right away-- but you're able to reach through, and I think with a point of Luck? Is that right? I can't remember now.

**Jake:** I don't think so.

**Rev:** OK.

**Jake:** Because it was just -- it was just kind of like a probing attempt, even.

**Rev:** Yeah.

**Jake:** I was like, can I pull her? It was like, "I don't know. Try it." And then I did. And I think I just got the full success. And it was like, yes, very much so.

**Rev:** Yeah. That you had just ripped her back through the dimensions. Because she had went home. She's like, "I'm out. I can't deal with this right now. They've got metal." You know, we find that this is a world that does not have metal. Which is unfortunate because that is the weakness of these creatures.

**Tass:** You know, and what a subtle thing, too. What a subtle hint for the future, of he can yank somebody through dimensions to be back here, but not necessarily -- none of us had the thought of, can you just pop back over there whenever?

**Rev:** Right.

**Tass:** Never gave it a try, until the last minute.



**Rev:** And so the monster's weakness to metal was why Jake had rolled Luck at the beginning of the adventure. Because I thought well, on a good Luck roll, they're gonna be in the car. Because now they have an ample source of metal. Which was a real big high point for Jake, because that was the second? Or was it the first car?

**Jake:** Uh. That was the ...

**Rev:** You had just gotten that car.

**Jake:** Yeah. I think that was the first car. Because I'd spent -- yeah. Because I'd spent all my points on it.

**Rev:** Yes.

**Jake:** And I was like, "Don't you touch that car."

**Rev:** Yeah.

**Jake:** And Rev's got that meme with the math going around his head of, "Oh god. If they don't touch the car, what was this all for?"

**Rev:** Yeah. And then you also have, you know, aside from the spider queen and her soldiers, we also have this Goliath, half-spider half-bear creature, that is just wrecking havoc. And it is standing guard. And anybody who has gotten close to it has just gotten murdered. But it's basically invisible. Then I remember you guys going through like, "OK, what are we gonna do with this? Oh, well, let's launch the car at it. Let's turn the car into a bomb." Or, "Let's make a glider and just fly out there, and we'll just attack it." And I think that was really the first instance of you guys almost starting to make a move without having done enough investigation to know what the weakness of this creature was. And I remember thinking, "Man, they're gonna go on a hang glider out there and drop on this thing, and I'm gonna have to figure out how to keep doing a podcast after a TPK. After these three guys just die in another world."

But you guys end up finding out the information about how magic works. And that for some reason, the sunrise and the sunset channels through this Goliath, and you use it as a giant bomb to destroy the army -- and subsequently, destroy the portals. Which was really cool, because I think the thing that you guys in character don't know is that they have been marching across realities, just ... They're like locusts. And you have pushed them back further than you think, because of the amount of energy that got through that portal and destroyed other portals.

**Teej:** Oh, so like basically cascaded through the portals, into the next portal, into the next one?

**Rev:** Yeah.

**Teej:** Oh, that's awesome.

**Rev:** Yeah. It wasn't necessarily just -- they're not just one dimension away, still.

**Teej:** Nice.

**Rev:** Is there anything else from Elnore?

**Tass:** We did get some stuff that we used as currency later for several things, just by virtue of what we brought back.

**Rev:** Yeah.

**Tass:** The necklace that I used helped Rev. We definitely made use of the bow and arrows with Strohm.

**Rev:** Yeah.

**Teej:** And I think that was -- the Weird Science was like I made a forge, or something. Or maybe that was Engineering. I think I had Engineering by that time. I know that I had to make the special bullet, though. For ...

**Jake:** Yeah. I think you Weird Science-ed it, because it was like it took a whole significant amount of time to get it done.

**Teej:** Yeah.

**Tass:** Mmhmm.

**Jake:** That was when I got Saul as a actual companion.

**Rev:** Yep.

**Tass:** Oh, yeah.

**Jake:** As one of my level ups in there.

**Teej:** Thank goodness.

**Jake:** And then -- I mean, yeah. Saved our ass, several times. And then that was when ... We all came back from Elnore with some cool shit.

**Rev:** Yes.

**Jake:** That was nice. Like, everybody came back with, you know, all of our level ups or just things we thought about that had happened there, we got to use in cool ways later on.

**Tass:** I got to turn into a dachshund one time.

**Rev:** Yeah.

**Jake:** And what a time it was.

**Tass:** It was a good time. It helped, a little.

**Rev:** Yeah. And I think, you know what? Cause we'll get into Tass's turning into a dachshund one time, but I think we're gonna save that for next time. This will be a little two-part conversation about the stories thus far. But do stay tuned for a little epilogue from Chapter One.

**SFX:** CRITSHOW STINGER

**Rev:** We're back in T.J. subterranean lair. The hum of magic fills the air, and we're seeing over Rev's shoulder as he watches Jake, Tass, and T.J. join hands. And they step into the portal, and there is a blinding flash of light which fills our vision with spots. And we pan over Rev's shoulder and focus on him as he rubs his eyes for a moment, and then looks down at the various runes and monitors attached to the teleporter. But then something catches his attention and he looks up, and we see his eyes widen. And in a burst of movement, he hurdles over the table and sprints to the metal circle inlaid into the floor. And we pan back over his shoulder as he skids to a stop, and we see the cause of his panic: on the stone floor of this hidden lair where the magic portal stood not moments ago, lay the motionless bodies of Jake, Tass, and T.J.

**SFX:**

OUTRO MUSIC

**Carolyn:** The Critshow is a Critshow Studios production, edited and produced by Brandon Wentz, with music by Jake Pierle. You can find more information about us at [thecritshowpodcast.com](http://thecritshowpodcast.com). To keep up to date with upcoming live shows, contests, and other special events, follow us at The Critshow on Facebook, Instagram, and Twitter. For even more weekly conten, join us at [Patreon.com/TheCritshow](https://Patreon.com/TheCritshow).