

Creatures in the Dark (S2, E10)

INTRO:

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SFX: *we hear the sound of a vehicles Emergency lights clicking on and off, and the occasional roar of highway traffic passing by*

Rev: Well, hey, everybody. For this week's intro, we are coming to you live from the side of 85 North, where T.J.'s grandmother's 2001 Tahoe--

Jake: The tire dissolved into non-existence.

Rev: And the place where the spare tire should go--now, I know what you're thinking, how bad would it be to go for the spare tire and find that the spare tire has been used and replaced with another bad tire? How much worse to find that there is simply nothing there at all.

Jake: Just an empty chasm.

Rev: It's just like a picture of T.J.'s grandmother with her middle finger up.

Jake: So anyway, if somebody could bring us a Wi-Fi hotspot because we live here now. There's a nice patch of grass, a little bit of real estate right in front of us that I think I'm going to go set up shop on.

Rev: Yeah, we've only seen three or four cops pass us and simply decide not to stop.

Tass: Yep. I've been playing Frogger for about 20 minutes.

Rev: Yep.

Teej: Like a live Frogger.

Jake: Like IRL.

Tass: Atlanta drivers are good. They're good.

Rev: So, yeah, we had a great time at Dragon Con. This is, we thought, the perfect way to end it.

Jake: Too much went right this weekend.

Rev: Yes!

Jake: The scales of fate were tipped.

Rev: This week's episode...I'm trying to remember as we sit here. Oh, there is a recap this week. So, as we sit and the Georgia sun starts to rise on us and bake us alive in this 2001 Tahoe, it's time to let the recap roll.

SFX: *emergency lights keep on clicking*

RECAP: THE RECAP

Rev: So, you guys get into the lab and you find the slab where the Mosquito Man used to be.

Jake: Oh, my God.

Rev: And you notice that he ain't there anymore.

Jake: This is the worst possible outcome. Mosquito Dan lives again.

Tass: I'm instantly in tracker mode. I want to try to figure out if I can see where this thing went, if it left like a trail of blood or anything from where we had injured it and so on.

Rev: The thing that you do find is in the very corner of the room what looks like a shadow, you kind of get up to it and start to examine it. And it looks like a very small portal.

Teej: The only thing I can think of is looking at this same power signature and everything, it seems like it's my machine, mine and Rev's machine that is doing this well.

Tass: Welp, and I'll jump in.

Rev: As you appear, you see something jump at your arrival and skitter down the hallway on four legs.

Teej: I want to see if I can put it into Tass's light so I can see what it is.

Rev: You get a hold of it and you wrap your arms around it and you spin around and you kind of thrust your arms out to Tass, as he is running. Squirming in T.J.'s hands, you see the headless corpse of Mosquito Dan, the neck and the chest are missing and there is a small creature buried inside of the body and it seems like it's operating his limbs from the inside.

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Rev: So here the three of you stand in this sewer tunnel, T.J. with his arms wrapped around this creature that seems to be living inside of the corpse of Mosquito Dan.

Jake: What is it look like? Is it like humanoid? Does it look goblinoid or anything?

Rev: It does not. The head you see sticking out of the chest almost looks like the head of a Komodo dragon.

Jake: Does it have a neck?

Rev: Not that you can see.

Jake: Can I, like, grab it by the not-neck and yank it out of the corpse of Mosquito Dan?

Rev: Like by the head?

Jake: Basically, yeah. Like, I wanted to grab by the throat, but whatever the closest approximation to the throat is, I guess.

Rev: Alright. Roll 'No Limits'.

Jake: Oh man. It's a strong guy, huh? 10.

Rev: You reach and grab the head and you start to pull. And it is like if you were tearing a steak in half. You hear like the ripping of meat and the tearing. And as the creature comes out, you can see that there are little tendrils coming off of its body, popping and snapping as this creature is connected into the viscera of Dan and as the creature comes out snapping at you and roaring.

Jake: That's so much more gruesome than I wanted it to be.

Teej: Yeah. Like, as he's pulling it out, are like, is it more tendrils or is it like more like a lizard where it's got like arms and bones and legs and feet?

Rev: Yeah, like it is a creature, but it has tendrils that are coming off of its limbs that were woven into the corpse.

Teej: Ah, Gotcha. OK.

Jake: I mean, I guess I want to like address it. I don't know if it's like totally feral or not. Do you understand me? Do you speak?

Rev: You notice that as you're starting to talk to it, the tendrils that have ripped out of Mosquito Dan, are starting to wrap around your forearm.

Jake: Ok. Mm. Boy. I'm just gonna turn it into a pulp. Just a good squeeze. Try and crush this thing.

Rev: OK. Roll 'Kick Some Ass'.

Jake: 10.

Rev: Alright. What is your extra effect?

Jake: I think suffer less harm, because I'm like trying to stop this thing from getting its grips into me.

Rev: So describe to me how are you--how are you hurting it?

Jake: Well, considering that it's not really like a 'No Limits' just crush it thing, I think that it's just--I mean, basically grabbing like as it's like snapping at me and trying to wrap on, just like with the other hand, reaching over the back of its head and kind of like grabbing the top part of its jaw and just like peeling it off of me.

Tass: Oh ohohoh!

Jake: You know, like melon dropping this thing. I'm not like breaking its jaw part, but I am just I'm demotivating it.

Rev: Yeah. Yeah.

Jake: From trying to move towards me anymore.

Rev: Alright. So you take 1 point of damage, armor defeating. You don't really have a unarmed damage anymore, now that you're not the 'Divine', do you?

Jake: No, that was part of the 'Smite' power.

Rev: Yeah. So let's roll, 'No Limits' for your damage. A full success will be 3 points. Mixed will be 2 and a fail will be 1.

Rev: Ok, I'm going to handicap myself here. Even as the 'Divine' with 'Smite', unarmed was only 2. So do we want to say a full success is 2, a mixed success is 1 and on a fail some bad happens?

Rev: No. Just cause it--since it's 'No Limit', since it's a super strength thing.

Jake: OK, fair. 8.

Rev: Yeah. So, you grab a hold of this thing and you start to pull it away and you take 1 point of damage, armor defeating, as some of the tendrils that have started to weave into your skin get pulled out, but you successfully pull this thing away and give it a good squeeze and it flails in your arms screeching.

Jake: I don't know what the fuck this thing is, but it's trying to take me over now.

Tass: Good God, I'm gonna try to cut it off of him.

Rev: Are you trying to do damage? Are you trying to save him? What you trying to do?

Tass: The idea is to sever it from him. That seems like that's more of a protect.

Rev: Alright. Roll 'Protect Someone'.

Tass: Oh, thank God. 8.

Rev: Yeah. So, you are able to use the spear and pry this creature off of Jake, but it moves very quickly down the staff and it digs into your arm and you take 1 point of armor defeating damage, as it starts to cling onto you.

Tass: It's doing it to me.

Teej: I'm going to go over and bite it off of his arm. Just give it a good old, arghhh!

Rev: Are you trying to free him or damage it?

Teej: I'm trying to damage it. So I guess I'm just biting into it then.

Rev: Alright. Roll 'Kick Some Ass'.

Teej: Uh oh! 6.

Rev: So, T.J., you go to bite onto this creature and as you open your mouth, from the shadows, another one of these falls from the ceiling and lands in your mouth and starts to like claw at the roof of your mouth and wiggle its butt down your throat.

Teej: Ahhhh!

Jake: This is--that is--as soon as you said like, as you open your mouth, that is--I was like, "Oh, my God. No. One of 'em is going inside of T.J.."

Rev: So you take 2 points of armor defeating damage.

Teej: Gugh!. Just to let you know, while this thing is, you know, putting its butt in my mouth, I, uh, I level up from that 6.

Rev: Butt in your mouth was an achievement unlock? Alright. So what're you going to take?

Teej: I'm going to take another monstrous move.

Rev: Okay.

Teej: Called 'Claws of the Beast'. "All your natural attacks get +1 harm.

Tass: Damn.

Teej: So, just to put this into perspective, my base for my mouth for my bite is 3 harm, intimate. It is now 4 harm, intimate. And then the extra that I added onto the base was that it ignores armor.

Rev: Ok, so in the fiction wise, like what has happened in this moment has made your bite stronger?

Tass: This thing's wiggling his jaw open and so his jaws are more muscular.

Teej: Yeah. I'm just like doing like those--.

Rev: Getting a huge chew workout?

Teej: Yeah.

Rev: Oh, it's like when Harvey has a greenie and he gets part of it stuck on the outside in his cheek next to his jaw bone just chewing.

Teej: It's like whenever I get a big bag of beef jerky and I just, you know, I'm chewing, chewing, chewing.

Rev: Okay. Alright.

Tass: Point of order from last episode, I leveled up and didn't mark it.

Rev: Oh, Ok.

Tass: My bad. And it's just--I'm just doing a stat boost. I have a mark 1 in any stats. So, I'm upping my 'sharp'.

Rev: Okay. Jake, what are you doing? You see, that Tass is wrestling with this creature on his wrist. T.J. has one trying to get a seat in his mouth.

Jake: Um, OK. I want to like--this is going to be uncomfortable for everybody. I'd want to reach into T.J.'s open mouth, like far enough to kind of get a hand, like to block this thing and like, try and drag it back out. Basically, I'm trying to use 'You'll Have to Go Through Me!'. So when a monster is threatening someone, you can step between them and challenge the monster. like, I just wanna be like, oh, no you don't, we're not done here.

Rev: Oh, you're like wrapping around its booty and pulling it out of the mouth.

Jake: So, it's got to target me instead.

Teej: Can we please stop saying that it's booty is going first?

Rev: Yeah. So, Jake, you redirect that attack onto you and so you take that damage instead of T.J.. So, you take 2 points of armor defeating damage as it was trying to sink its tendrils into the soft parts of T.J.'s mouth. They sink into your forearm and in your hand and your bicep as you scoop it out.

Jake: Okay. And I mark a point of experience for using that move.

Tass: Nice.

Teej: Nice.

Rev: Tass. You've still got this creature on your arm. You see that Jake is treating T.J. like a dog, like what'd you eat, hey what'd you eat. Give it to me.

Jake: Drop it.

Rev: Yeah, Drop it.

Teej: *like a dog gagging* Har, har, har.

Tass: Since I can't imagine using the spear on the one that's on me, I can't rectify the physics of that. I'm just going to lash out the one that I think I can hit and try to hit the one on Jake now.

Rev: Alright. Roll 'Kick Some Ass.

Tass: That's a 10.

Rev: Alright. What is your extra effect?

Tass: I want to do terrible harm. So I believe that bumps me up to 3.

Rev: Your spear sinks into this creature that Jake is holding and you see that the tendrils on it release from his arm as it goes limp as he's holding it.

Tass: Ok. Somebody get this one. Hit it. Hit it.

Teej: I want to try and bite this one off, except I want to aim for the head instead of the booty.

Rev: Alright. Roll Kick Some Ass.

Jake: If at first you don't succeed...

Teej: Bite, bite again. 11.

Rev: Alright. What is your extra effect?

Teej: I will do terrible harm to this thing. So that bumps my bite up to a four. *should have been a 5*

Rev: Alright. So, you bite down on this creature and you take its head clean off in your mouth. You take 1 point of damage as you feel, *makes a disgusted sound* from inside of it, run down your throat and it burns a little bit.

Teej: In actuality, since I am 'Immortal', I take 1 harm less.

Rev: Oh, whenever you take harm.

Teej: That's correct. Yeah. So this is sort of a minor inconvenience. More like...

Rev: Just a bad taste in your mouth.

Teej: Yeah. Blech, blech!

Rev: Alright. So, yeah. T.J. bites his head off and spits it onto the ground.

Jake: Ok. I mean, I want to look around, see if there's any more in the shadows about to drop down on us.

Rev: You don't see any.

Jake: Do you think this is a thing that came through with us or is this just a thing that exists here?

Tass: I don't think it can. I think Rev had a good point, that if anything's coming through, it's coming through astraly. So, this is some shit that just got into the base because of the portals opening up.

Teej: Dammit. I hate this. I want my lair to be secret, dammit.

Tass: Well, we just we got to get back and close this shit up.

Teej: Yeah. Let's go.

Jake: Unfortunately, we still have to go through the dookie tunnel if we're taking--

Tass: I'm just walking through the damn dookie tunnel. We gotta get in there.

Jake: It's okay. Yeah, we'll go.

Teej: Alright.

Tass: Um, I'll pick one of these things up as we go because we need to figure out exactly what--I think we have an idea of what they do, but like, yeah, it'd be good to learn more.

Rev: So. Which way are you going? Right now, you're in this tunnel. You've got a portal behind you and hallway ahead of you.

Teej: Well, we need to go back through the portal that's right here in front of us.

Jake: Yeah. If we're going back to the--if we're backtracking through portals to the lab, we need to go back through this one we jumped through.

Tass: Right. And then go back down to the end of the tunnel, down into the poop and then we're--we're on the right track.

Jake: Ok.

Rev: So, you all go back through the portal, which brings you to that four way intersection. You take the long hallway back to the "Y", which leads you to the ladder that is now on your right. That is the sewage overflow.

Tass: Bottoms up, I'm gonna jump in.

Rev: Dive I assume. So, you guys are down in the sewage.

Jake: I'm gonna wait until somebody gets to the other side and then I'm gonna teleport to 'em.

Rev: So, you head down. It is a fairly long wade, but you do come to the other portal.

Tass: Yep, going through.

Teej: Same.

Rev: So, you come out into the long entrance way portal.

Tass: Yep, gonna keep going till we're in.

Rev: Okay. So you go then through that initial portal that leads you back into the corner of T.J.'s subterranean layer where he keeps all of his menagerie of horrors.

Tass: Jake, we're back in.

Jake: Blink.

Rev: And Jake appears next to you.

Teej: I'm gonna give him a big hug.

Jake: No, no, no. uh-uh.

Teej: Nope, too late.

Jake: This is just like--this is just like Mr. Bean like palm to the face, pushing you back away.

Tass: Okay, T.J., start working on whatever this thing is that we have to set up around the perimeter. I'm going to take this somewhere and put it on ice, I guess.

Teej: I got like baggies and a vacuum sealer. You could just put it in that.

Jake: Ew. Like jerky.

Tass: Before, I actually do anything with it, can I like a look at it and see if there's any thing new I can glean about it?

Rev: Yeah, roll 'Investigate a Mystery' now that you have eyes on this.

Tass: Oh, good. That brings me up to a 5.

Rev: Yeah. So, you are not able to learn anything new about this. You don't really think you're quite sure what it is?

Tass: I got nothing, guys. It's like a lizard corpse. I don't know.

Teej: Alright. Just bag it up and I'll look at it later.

Tass: Ok.

Teej: And I'm going to head back to Rev and the machine and going to give a rather big old hug. And...

Rev: What's wrong with you? What are you covered in?

Teej: I wouldn't worry about that right now. It turns out that this phenomenon that the portals are growing throughout Indianapolis, basically through the sewer systems and everything. We're going to have to create something to contain it. I've got a schematic here and I'm gonna show 'em my device and it's gonna--it's gonna basically tell us where we need to place these to contain this, so that way it just ends up back here in the lair.

Rev: Okay.

Teej: And I'm gonna start going to work on a device.

Rev: Okay. Roll 'Weird Science'.

Teej: Yeah. *sings Weird Science* I got a 10.

Rev: Alright. So what is your requirement?

Teej: I think that it's going to need an excess amount of power. Yeah. I think--as I'm building these things--Rev, I think I'm gonna need some kind of power source. Maybe what we can do is we can tie it into the city's power grid at each point. They'll do their jobs from there.

Rev: Yeah. I mean, um, can I see your schematic here?

Teej: Yeah. And I show him.

Rev: And he starts drawing out a map and he ends up giving you this. So on that map, you can see the sewer tunnels and the electrical spots around. And he has marked four spots on the map where he thinks those need to be placed.

Teej: Ah, very good. Yeah. We should be able to do this, no problem.

Rev: And now, if you guys want to hand that back to me, I can draw the portals on it that you have encountered so far. Alright. So, those are the locations of the portals and where they lead.

Teej: Alright. Thanks for that, Rev. Um, these are near some power supplies, right?

Rev: Yeah. I mean, those two main tunnels, there's a ton of power cable running up and down those.

Teej: Gotcha. Alright. Well, then I guess we've got a clear cut path, guys.

Jake: Well, it seems like some of these like at least there's one here that's totally blocked, like the whole way through to that zone is blocked by a portal. It's actually, I mean, it's the one right outside of here. It's the one right outside the lab doors that we couldn't get past.

Tass: This is a weird thought. But is there any reason that we shouldn't try going through this portal that's right outside of the the base, like from the other direction and see if it does anything different? I doubt it will. But I mean...

Jake: I mean, I don't have any other way to get in there right now. So, I don't suppose it could hurt to go through it from either side and see if maybe it puts us on a different course.

Tass: Right.

Jake: That'll lead us where we need to go.

Tass: Yeah. At the very least, we try. We know sort of where this is going to launch us to and we can setup the couple that we can get to. And yeah, we'll just we'll go from there. We'll come up with the plan if we have fourth one inaccessible. So yeah, I think I want to try going out the front door here and go through that portal.

Rev: Yeah. So you step through that portal on the other side and you come out the portal that it is connected to going that same direction.

Tass: Ah shit. OK. Alright. Well, that's not what I was hoping, but, I mean, at least this gives us access to the north west corner if you guys want to come through.

Jake: Are we hittin these altogether? Are we trying to split up?

Teej: I mean, it'd be all right to stay together just in case there's more of those creatures. We'll have each other's backs that way. And once they're in place, they'll be in place for good.

Tass: Yeah. Yeah, I'm in. Let's do it.

Jake: Okay.

Teej: Yeah. So, we'll jump through that portal that's at the front of my lair.

Rev: Alright. So, you all head through the tunnel and you appear and start to go north to that room that is indicated in the northwest corner. You pass by the two sewage overflow hallways as well as a couple of rooms, and you go into that top northwest room and in the corner of this room is a small portal.

Tass: Ok, set up your thing. Maybe we should check this portal too.

Teej: Yeah. And I'll start tying it into the power grids.

Rev: Yeah. I don't think there's any issue with you getting into those and kind of concealing it. So, it takes just a couple of moments, but you have it activated.

Teej: Excellent. Alright, guys. So this is good to go.

Tass: Let's check this one and see where it goes.

Teej: Right.

Tass: And I will jump in.

Rev: Alright. Are you all following close behind him?

Teej: Absolutely.

Rev: So, this one leads you into a room in the southwest corner of the map. And the first thing that you notice when you appear is that there is a large chunk of wall that is broken down across from where you appeared. And you can see that there are two of those Komodo looking lizard creatures asleep on a clutch of eggs inside of that little burrow.

Jake: Ok, I'm gonna like gesture to the two of them. Like, two of you sneak to the thing. I'm gonna stay here. And if they, like, get up, I'm gonna make a distraction, so...

Rev: I'm so sad that no one can see the actual pantomime he is--he is doing with all this. Go on.

Jake: But but I have to do the pantomime, so that it's understood that it could be done. Thumbs up? Question mark.

Tass: I'll give a thumbs up.

Teej: I will also give a thumbs up.

Rev: Alright, T.J., roll 'Act Under Pressure' to set this up quietly in the corner of the room.

Teej: That would be a 10.

Rev: Alright. You are able to do this, no problem then. You are able to go over and very quietly get this device into the power grid and get it activated and head back over towards the portal.

Teej: Ok, let's get out of here, guys.

Tass: Yeah, I think we sneak back through the portal.

Rev: So you appear again in the room on the far northwest corner.

Jake: So, what are we going to do about that now. Two more of in a nest.

Tass: I mean, I think we'll have to take care of the rest of this and then try to hit it up after.

Jake: Ok. What if they, like, wander off while we're doing the rest of it, though? What if we lose them? What if they hatch?

Tass: I'm less afraid of dealing with that if they're just sort of free in the sewer, then if they're free in the sewer with portal still popping off all over town, I mean, we can do it now. But, I just assumed that the time is the issue here.

Jake: OK. Keeping in mind that time is of the essence. Can I rig one of these up? Do I have the means to do that? Am I smart enough?

Teej: No, not really.

Jake: *dejected* Ok.

Teej: Yeah. You're not smart enough.

Jake: When it's not in the voice, it feels very personal.

Teej: Oh! I'm sorry.

Rev: He didn't check with me. He didn't ask. He just assumed.

Jake: Ok. Well, then I can't just go teleport and do it. And if I try to teleport us, I'm just as likely to dick it up, so...

Tass: Ok. So time wise, here's what I'm thinking. Because from where we're at, one of them is this is a no portal straight shot, but it's far away. So, I think that we need to run back in to just down the side hallway or well, essentially straight ahead so that we pop back over in front of the base and then go north. We hit that one so that we pop back into that portal and then we come around the long way so that we only have to take that long way all the way southwest once, as opposed to running that whole length twice before we go north.

Jake: OK.

Tass: Alright. Go.

Rev: Alright. So who is leading this charge?

Teej: Tass is, because he's got the plan.

Rev: Alright. So, Tass, Roll 'Act Under Pressure'. This is to quickly navigate these tunnels and try to get these last two placed before the phenomenon expands.

Tass: OK. I rolled a 7.

Rev: So, you're able to get to and place the last two of these and get activated before the phenomena would grow, but the creatures are going to wake up and start moving about before you have the final one placed. So, they will still have access to the portals. You don't know where they're going to end up. Or activating this is going to actually drain some power from. T.J.'s lair and some of his other things that he has set up, may lose power. Or at some point in this transit, you're going to come across a couple of workers who are lost and you're going to figure out how to deal with them before you can get to the last placement.

Tass: I think it's workers.

Rev: Alright. So, the three of you are able to get the third one placed. You're able to rush back through the portal and get to the southwest side. And as you are running down that final hallway towards the last location, you see two workers who are standing there looking around a little confused and they see you and they're like,

Rev: WORKER 1: Hey, what's going on down here? What are you doing?

Tass: I'm going to invoke my 'Big Entrance'.

Rev: OK. What's that do?

Tass: So essentially, it depends on my success level here, but the idea is that it will stop them and they have to listen to me until I stop.

Rev: Ok. Roll it.

Tass: Awesome.

Jake: Oh god.

Jake: Yes!

Teej: Ah, yeah, wooh!

Tass: 13.

Rev: Oh, man. So, yeah, you stop and you start to talk to them about--what do you talk to them about?

Tass: I'm gesturing wildly for these two to keep going and I just go. "Alright, stop, collaborate and listen. Tass is back with a brand new invention...And I just keep going. Just slow and steady.

Teej: And we are heading over and placing the unit.

Rev: Yeah. As you pass by, the second construction worker looks at the first and be like,.

Rev: WORKER 2: Will it ever stop?

Rev: The other's like,

Rev: WORKER 1: Yo, I don't know.

Rev: Yeah. So, T.J., you get this fourth piece put into place and you activate it and there is a pulse of energy that fires out from the machine. And then it hums quietly.

Teej: Guys, I think I want to go check to see if this portals down. And I'm I want to go to that last corner that we were at where that portal was and peek around to see if it's there.

Rev: Yeah, and so, you run down and you peek around that corner and you see that the portal is not there.

Teej: Nice. Guys, it's--it's gone. I think we're in the clear.

Jake: Is Tass still just, monologuing these two dudes?

Rev: Oh, yeah, yeah, yeah.

Tass: Sure am.

Jake: Ok. Hey, you guys. Maintenance workers. Are you guys lost?

Rev: WORKER 1: Yeah. We were working in one of the hallways and then also sudden we were here.

Jake: There's some weird stuff going on down here. We've been lost as well. Where you trying to get?

Rev: WORKER 2: Out.

Jake: OK, I'm just gonna grab them both and try and teleport them up to the surface somewhere.

Rev: Alright. Roll 'Angel Wings'.

Tass: Oh, no. Go on.

Jake: Oh, man. I'm going to spend a point of luck.

Rev: OK?

Jake: This seems foolish, but like I can't imagine having like the deaths of two more innocents, the just bystanders in our shenanigans, on my conscience.

Rev: Yeah.

Jake: And time is of the essence. So, I think I'm going to spend a point of luck to just safely get them out of here.

Rev: Alright. So, as you teleport, you appear on the street and you let them go and instantly you get this strange sensation that something is wrong. Roll 'sharp'.

Jake: Oh, my God. Hoho!. 12.

Rev: As you appear and drop these two workers off on the street, you suddenly know that Rev is in danger.

Jake: Okay, I'm going directly to him.

Rev: Okay. You appear. And as you appear, you see that the two Komodo dragon creatures are closing in on Rev from behind.

Jake: Is he aware of them at all?

Rev: He is not. He's got headphones in. It's like the scene in Amazing Spider-Man with Stan Lee as the librarian.

Jake: But I'm next to him.

Rev: Yes.

Jake: OK. I'm just going to kind of like grab him and turn him to face one of them so that he knows it's there. And I'm going to engage the other one. I hope that he can magic blast something real quick, that he's got anything in the tank or that Rev's got a gun all of a sudden, I don't know. But I at least need to make him aware of this thing before I just start fighting.

Rev: Yeah, that's fair. Alright. So, roll 'Kick Some Ass', then. You spin Rev around and you jump towards one of these approaching lizards.

Jake: Yeah. And I've got the stun knuckles on.

Rev: Ok.

Jake: I'm trying just to light one of these things up and I got a 12.

Rev: Alright. What's your extra effect?

Jake: It's got to be suffer less harm. I'm in kind of bad shape here.

Rev: Ok. So you leap forward and you slam the stun knuckles into one of these lizard creatures. How much damage does that do?

Jake: 3 harm.

Rev: And it goes to the ground hard.

Jake: Oh!

Rev: And you take 1 point of damage, armor defeating. It starts to latch into your arm again, but as the electricity courses through it, it falls to the ground.

Jake: Ok. I am unstable. As I kind of take this hit and I feel bad. I'm going to get on the comms and be like, hey, lizards are on Rev. I got one of them down. But the other one's still here.

Teej: On our way!

Tass: Yeah. We just start hoofing, I think. That's a long way from here.

Rev: It is a long way.

Teej: Yeah.

Rev: Jake, why don't you--since you're here, why don't you roll me...I guess I could do it. I've been rolling dice again.

Jake: It sounds like you've relapsed. That's what that sounded like. I've been rolling dice again.

Rev: Kind of, after running Monster of the Week and then rolling them again in Dungeon World. Yeah, so Rev sees this other lizard approaching and he starts to back up away from it and it lunges at him and taking a move that he has seen you do, he grabs it by the shoulders as it lunges, and he kicks it over his shoulder onto a ward. And as the creature touches the symbol carved into the stone wall, it burst into flames.

Tass: Oh, my god.

Jake: Alright.

Teej: Sheez!

Rev: Tass and T.J., as you guys run back towards T.J.'s subterranean lair, you see that all of the portals along the way are gone. So your path back is clear.

Tass: Nice!

Teej: Woohoo!

Tass: Yeah. I guess we'll just go in and make sure that the boys are OK.

Rev: Yeah. There's this strange smell of charred meat, but Jake and Rev are kind of standing next to each other, looking down at one of these dead little lizards.

Tass: Dayum! What did you do to that thing?

Jake: Rev just smote one.

Tass: Nice.

Rev: Yeah, it was more of a accident, but you know what? You take the wins you get.

Tass: Yeah, right? What the hell is this? Does like--does anybody know?

Teej: I want to pick one of them up. At least maybe the one that's all charred and everything and see if I can figure out if this recollects in my head and about maybe what it is.

Rev: Yeah. So roll 'Investigate a Mystery' and you can have a +1 because you are now back in your lair. And Rev has his lore library there.

Teej: Oh, thank you. Damn. Yeah. Like a 13.

Rev: Yeah. Alright. You get a hold 2.

Teej: What sort of creature is it?

Rev: So this is a Corpser. It is a small lizard creature that has the ability to climb inside of something dead and those tendrils that come out of it, link into the bodies and the nervous systems of whatever it's in. And then they kind of treat it like a mech-suit.

Teej: I'll take this real quick and I'm gonna put it into like a freezer bag and stick it in my.

Tass: Menagerie of horrors.

Teej: Menagerie of horrors.

Jake: This'll make great jerky.

Rev: Yeah. And I think the other--just kind of the generic information you find about them is that they usually travel in a pack and that there is one dominant female who leads the

pack and she will usually stay and protect the eggs. But you're pretty sure looking at the images in here that one of the two in here was the female.

Tass: Oh, nice.

Jake: Okay. Bare with me. Suppose we keep the eggs and we raise little Komodo pets? We could start domesticating Corpser. This could be a huge advancement in monster science.

Tass: I hate everything about this. I won't lie. I hate it.

Jake: I feel bad crushing an egg. It's so--it's so helpless and harmless. I feel guilty destroying an egg.

Tass: Yeah, okay. I mean, I guess we collect the eggs and give them to IPT, then?

Teej: Yeah. At least one or two. I mean the rest could be destroyed. But I mean, for the most part, if you guys want to take them all there, that's fine.

Jake: Oh yeah. How many were there??

Rev: You couldn't really see because they were laying on top of them but you probably think like 8, 10.

Jake: Oh that's a lot. It's a real lot. I don't know why I was imagining like two. Let's take them to IPT and see what they say. Maybe they'll just dispose of them if they don't want them.

Teej: Alright. I agree.

Tass: Yeah. Might as well.

Teej: And I'm going to pick up like some containment units for that.

Jake: Oh.

Teej: Just from my lab.

Jake: Yes, good call. Like a Tupperware.

Rev: Yeah.

Jake: We determine that.

Rev: Yeah. So they absolutely were unrelated. In this adventure, you guys were dealing with two things. You were dealing with the creature. And I also threw in one of the new kind of mystery types, the supernatural phenomena. And so you were dealing with this portal machine that was trying to generate more portals and generating them further out into the world as the clock ticked down.

Teej: Oh, that's awesome.

Rev: Yeah. So these were Corpser, they're little lizards that can basically get inside of and sink their system up with a dead corpse and use it like a--like a mech suit.

Jake: Eww.

Teej: That's awesome.

Rev: They were just things that lived down here, but then the appearance of the portals actually gave them access to new areas of the sewer system. Did you save someone from certain death or worse?

Jake: Arguably, those two random workers?? If they were stuck down here with the monsters in an infinite labyrinth, that like they weren't gonna figure the way out of.

Rev: Yeah.

Jake: They might have just died.

Teej: And then Rev.

Jake: Rev almost got sicked upon.

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

Tass: We learned specifically how long the time differences are between the world we just went to and the one we're in.

Rev: Yeah, that's fair. And did we learn something new and important about one of the hunters?

Jake: The 'Big Entrance'? I don't think we've seen Tass just like talk people into a standstill before.

Teej: And not just talk, but song talk them. Yeah.

Tass: I William Shatnered their asses.

Rev: When did you take that move?

Tass: So long ago.

Rev: You've never used it.

Tass: I have never had a chance.

Rev: It was like your first level up or something.

Tass: Yeah.

Rev: I don't know if a hunter's level up move is new and important about them.

Tass: Yeah, that's fair. Yeah. No, I don't really think we did.

Rev: Yeah, I'm inclined to agree.

Teej: I mean we know each other so much now that it's kind of hard to really get that--get a clear answer on that question anymore.

Rev: Yeah, yeah. Alright. So everybody gets 2 points of experience.

Rev: So we come back into the IPT and Margaret and Rev are there as well as the three of you, I think Tass is actually patching Jake up right now because Jake is still unstable.

Tass: Oh yeah.

Jake: Accurate.

Rev: And Margaret has got a notebook out and she's taking notes based off of some of the things that you're telling her about.

Jake: Ok, so this other world's called Fanarin and it's like a--like a high fantasy world, almost like Elves and Dwarves and Halflings and stuff. So, we are occupying the recently dead--

Tass: Yeah, pretty much.

Jake: --when we go There? So I'm--I'm an Elf bard. My name is Colvar.

Tass: Yeah, I'm a druid, I'm a Halfling named Wolfus.

Teej: And I'm a Dwarf named Honin who seems to be good at fighting, it looks like.

Jake: So whatever this is, we figured out that they had died like minutes before we arrived. It seems like we just kind of occupied the freshest corpses in the neighborhood when we came in. But what we've learned since we've been there that's important to us here is, Nash is there. He is in a place called the Dead Isles. He's got friends there. So we don't know what he's doing yet, but we--we're pretty sure we know where he is.

Rev: MARGARET: And how long did you say the passage of time was there?

Jake: Every day there is an hour here. So he's got well over five months on us.

Rev: MARGARET: Because he's been missing about, what, a week, Ori said?

Jake: At least.

Rev: And she makes a couple of notes.

Jake: It might be worth looking into if anybody can, maybe Anastasia like doing a little bit of covert spy recon stuff and see what the hell anyone in his organization is doing in his absence. Are they preparing something for his arrival? Do they seem to have any idea how long he plans to be gone? Like if anything can be gathered on this end, that might help us know how long we've got before he does whatever he's doing over there. We've also got a lead on Tincher. He's in a place called Dunehurst, or at least that's the last place he was seen. So we're gonna head that direction next. That's our plan. We're gonna go try and find grandpa Tincher, pick up his trail, see what the hell he's been up to this entire time, and if he can help us in any way.

Rev: So as you say that Tincher is still alive, Margaret kind of sits up in her chair and seems to be in a little bit of shock; the thought of her old friend still being alive.

Rev: MARGARET: Where did you learn that he might still be alive over there?

Jake: I mean, that was just a thought we had going there. You know that maybe he's still around and we can find him and the Yaga on that side, you know, we asked if anybody had seen him and that was like the last place he was seen.

Rev: MARGARET: If he's still there, maybe this would help.

Jake: And she reaches into her desk and you hear the small click and she pulls out a eight sided crystal and each side of it is a different color.

Rev: MARGARET: These are what the old team used to communicate with each other. You can press down on the side to send an indicator to all the other gems that were created at the same time. And last I knew, he had one.

Jake: You just like press a gem like a button?

Rev: MARGARET: Yes. You just press your thumb on it and it activates to that pressure.

Tass: So what do the colors mean exactly?

Rev: MARGARET: Each color was assigned to a person, so we knew who was calling for help. And then if you push all the sides at once, it was kind of like our panic, that, oh, get to IPT as soon as you can.

Tass: Ok, so we press one of them. He'll know where that's coming from based on which one we press. Which one is him?

Rev: MARGARET: James's was the diamond side, the clear.

Tass: OK. And so I assume all of the rest of them are the other founders?

Rev: MARGARET: Yes, mine was the Emerald and Tannis was the Garnet. Everet is the Citrin. Everybody had a color associated with them.

Jake: OK, I mean, maybe we could use it to like track him somehow? Well, no. Nothing goes through the portal. That's why we occupy bodies and we're totally other people.

Rev: MARGARET: Oh, right.

Jake: If there's a way to like--What's the word?--Like distill the magic of how these work? If there is a procedure that I could learn. I don't know if magic works the same way over there, but magic works over there. So if there is something to do with how these stones operate, that I could replicate when we got there, maybe.

Rev: What are the effects on your magic?

Jake: My magic is all abduration. Mine is all protective stuff.

Rev: Yeah.

Jake: Take some time to ward a building from monsters. Inscribe a tattoo that protects against a specific type of monster. Draw a glyph that traps a monster. Remove evils, curses or dark energies. Surround someone in a magical shield. Create a magical glyph that does harm to a specific type of person or creature. Counteract or purge pre-existing magic from a given area. Stop something from using magic or disrupt another's Use Magic attempt.

Tass: Is there something about any of that shielding that we could use as like a little pocket, something that would go through the portal, I guess. Something that's like a pocket from this specific type of magic that stops it from being...

Teej: Affected?

Tass: Yeah.

Jake: Interesting.

Tass: So that, you know, we throw in--I can't imagine it would be something you could do that would be big, but, you know, we could throw in that crystal and maybe a Glock or, you know, something to take with us.

Jake: Yeah. So, I mean, to that end, like stop something from using magic or disrupt another's 'Use Magic' attempt. Like maybe cast it on like a backpack that's got a few

things in it that just disrupts the effect of the portal, not letting something through it on its way through.

Rev: And I think that this is when Rev is kind of looking at T.J.. Yeah. I mean something like that might work. It seems like something the two of you would have to create together because again, this is a strange mix of of tech and magic. I'd be wary about trying it on more than one thing, though, because that thing you're sending through is magic as it is.

Tass: Hmm. That makes sense.

Rev: Yeah. I mean, you could try to make some kind of a little like stasis field or I don't even know what the hell you'd call it, but some kind of a pod that could hold something small that maybe could pass through.

Teej: Yeah, I think I could probably do that.

Rev: And she holds out that multicolored crystal.

Jake: Alright. Yeah. I'll take that. Is there a way--do these do anything other than put out a distress signal? Is there a way for this to hone in on another person's crystal?

Rev: MARGARET: No, it's just a distress signal. Usually we knew where each other was.

Jake: Okay. Well, I mean, maybe we can try something like that. You know, maybe we could like s.o.s. this thing, when we're on the other side and see if he responds with his crystal or he lights up his gem or something, and then maybe, you know, we at least know he's alive and able.

Tass: Yeah, that's a good call.

Teej: Alright. Yeah, I'll get to work on one container. Right--right now.

Rev: Alright. So I think that Jake and T.J. have to go down into the lab here at IPT. T.J., roll 'Weird Science'.

Teej: Will do. Hiya! It's 10.

Rev: Alright. And so, Jake, that will use up your charge of that ability.

Jake: OK.

Rev: What is your extra effect, T.J.? Actually, I don't think you have to pick one. I think that it is required. You need help from someone else. And it's the IPT and Jake's magic that complete this.

Teej: OK.

Rev: So, yeah, it's essentially you have made the little pods that they use at the bank to send things through the tubes. Like it is very small. It is big enough to hold the crystal. You could fit a large coin in it a little pouch and you're pretty positive that it will pass through.

Teej: Oh, you mean like the pods that they use like with The air tubes and stuff like that that suck up. OK.

Rev: Yeah. Like a fourth the size of that.

Teej: So. Yeah. I've got this thing now made.

Jake: Ok, yeah I'll take that and I will just put the crystal in it like right now and you'll keep this safely on my person somewhere. Alright. That's something. It's not a lot, but it's something. I don't know what else to share with you guys. You know, mostly I just want you to know what's happening in case we never come back, that somebody else has this information and could do something with it. You know, and I don't know how long--how long before that becomes an emergency, because an hour to a day, you know, by the time you thought to worry about it, we might have been gone for decades, so...

Tass: OK, well, what do you say we get something to eat and then get the hell out of here?

Jake: Yes, I think we need to get back. We are burning daylight.

Teej: Yep.

Jake: Many day lights.

Rev: Yeah. Seems like you guys have a story to tell. You know, you've told me a little bit about this other world, but I mean, I would love to be able to gather any details you can

tell me to pass on to somebody else if they have to go in. So, yeah, let's just get a meal and you guys can tell me what's happened so far in the time that you were there.

Tass: OK.

Rev: So, the four of you leave IPT and you go down to the monument circle and you sit down and have a meal. And as you're telling Rev these stories, he's kind of taking some notes and his phone chirps and he looks down at it and realizes the time and he gets up and runs over to put change in the meter at Jake's car. And as he puts his card into the slot on the meter, another car screeches to a stop, on the side of the road. A person gets out wearing a mask and slap-jacks Rev in the back of the head, dumps him into his trunk and drives away.

TBC: TO BE CONTINUED

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