

The Inn that Wanders (S3, E37)

SFX: INTRO MUSIC

Rev: So how's everybody's Easter going so far?

Megan: Pretty great apparently, because I completely forgot that that was right now, today.

Jake: Mine's been going good. How did everybody's battle with the big rabbit go?

All: [Laugh]

Tass: You know, I've had better years.

Jake: Yeah?

Tass: But, you know, I at least took a couple of chunks out of one of his ears.

Jake: Good.

Tass: My teeth are bigger. So, I mean, I always have that advantage.

Rev: [Laughs] I've been practicing all year. I keep buying Trix and leaving it around the house, so that I practice on the smaller rabbit when he's trying to get the cereal.

Tass: Nice.

Jake: He absolutely thundered me with those big legs today. Like, just positively got me in his grips and just started blasting me with those legs. And every time he did, jelly beans came out of me? And I'm not sure where from. I think that's ... I don't recall that, in previous years. So I don't know if it's an aged into it thing, or if he's got a new power.

Megan: I brought home another trophy this year to add to my wall.

Jake: Wow.

Megan: And I just — I just stood there and ate Robin eggs in front of them. It was great.

Jake: I don't think I believe you, because you said you had forgotten that it was Easter. Which implies like some concussive damage, that maybe he warped your ass and you forgot.

Megan: Hey, you know what? You can take a few hits and still win.

Jake: OK. So you just wondered — you weren't sure where the trophy came from, but now it's all coming back to you as we talk about it.

Megan: Yep. Exactly.

Rev: What is the trophy? Do I want to know? Should we not discuss this?

Megan: You don't wanna know.

Rev: Yeah, fair.

Jake: Oh.

Rev: This reminds me that last year this time we ran an Easter one shot.

Jake: Oh, yeah. I ran the bunny monster.

Rev: Oh, man.

Jake: That's the — that's the one I'm talking about. Like he came for me. He was upset that I told his story and I didn't do it justice, and he came for me hard.

Megan: You didn't do it justice? What did you, uh ...

Jake: Well, OK. I think he was trying to explain it to me, but he doesn't speak human words? Like it's almost sort of like a weird Eldritch tongue, a lot of the time.

Rev: [Laughs]

Megan: Wait a minute. Wait a minute. You didn't take Eldritch Tongue in high school? Was that not a mandatory class?

Jake: I didn't take Eldritch Bunny.

Megan: Oh, OK. Got you.

Rev: This Core 40 really messes people up as you get older.

Jake: It was an elective in my school.

Megan: Oh, OK. Absolutely mandatory all four years for mine, so.

Rev: I had no idea it was Easter until ... [Laughs] I can't remember who came in and said it. Was like, oh, it's Easter. I was like, oh. Right.

Tass: Cool cool cool.

Rev: Well, let's record.

Megan: Well, let's do what we usually do on days that aren't Easter.

Rev: On Sundays, yeah.

It is the beginning of the month. So we would like to take this opportunity to thank everyone who joined us on our Patreon in the month of March: Harry Ward, Benjamin Gray, Danny 82, Matt Barnes, Jensie Britt, The Raggamuffin, Ben Doyle, Corpse, Shawn Kline, Flannelled Bear, Ossifer, and Mary. So thank you to all of you who joined us this month. And thank you to all of you who join us every month. If you would like to find out more about our Patreon, you can head over to Patreon.com/TheCritshow to learn all about the things that we offer there. And as a matter of fact, actually, April is the month if you'd like to join and get in on the swag tier or the T-shirt tier, this is the beginning of that

new cycle. This morning I was working on the swag that we're getting ready to send out, and I am very excited for everyone to see it.

Tass: Yeah.

Megan: It looks so cool.

Rev: Yeah. Also, just a little update on the cosplay contest for our three year anniversary. We said we would announce the prizes. We put our heads together and came up with the prizes. Again, the winners will be drawn at random. And the entry date for that is Friday, May 21st at 11:59 p.m., and we will announce the winners on the 26th. The prizes that we're going to give away: one of them will be just a pile of swag. Whenever we make stuff for the Patreon or order things for the store, we always add a little extra and hoard it away for, you know, moments like this. We've got water bottles and pint glasses and all kinds of things. So we'll send you —

Jake: Another things that aren't drinking vessels.

Rev: [Laughs] And other things that we don't drink from. So we'll send you a big fat pile of swag.

All: [Laugh]

Rev: Sounds like an insult.

Jake: I feel like you've insulted them, yeah.

Megan: [Laughs]

Jake: So we'll send you, you big fat piles — wait, hold on.

Rev: One of the other prizes will be the I will run you through a one shot of Monster of the Week with you and three of your friends. We'll figure out how to do that, like on Skype or Discord. And then for the third prize, that will be a coupon code for our store. We have the T-shirts and everything like that that ships internationally, so that will be a coupon to use on the store to get some free merch that way. So again, any character

from anything we have done, submit that through email, through the website, or tag us on Twitter by Friday, May 21st.

And then lastly, we're coming up towards the end of #iHunt. We are playing #iHunt over at our Twitch channel. On the eighth and final episode of that, we're gonna be giving away a copy of #iHunt, and it is a very good game and a very big book. I believe that they told me that the price of that book is 69 dollars, and they instantly said —

Jake: Nice.

Megan: Nice.

Rev: Nice. Yes, they set it that way on purpose. But we also have a bunch of other swag that we were sent by the creators of the game. So we will be giving out a copy of that book, as well as some of the other swag that they sent us during the final episode of #iHunt, which you can find over at Twitch.tv/TheCritshow. I think with that, it's time to let the recap roll.

SFX: RECAP MUSIC

Megan: "This is so weird. Where are we?"

Tass: "I think we're in Fanarin."

Jake: "I mean, Death told me that I wouldn't be able to come back to Fanarin, so I don't think this is exactly that. But it sure does seem similar."

Megan: "That fire over there is where this — it's a doorknob, I guess. I don't know what we would need it for, but that thing, her whole purpose was to be here and guard it. So we should probably get it."

Tass: "Hi, I'm Tass."

Rev: RAYLOR: Oh, nice to meet you. I'm Raylor.

Tass: "What are you doing up here?"

Rev: RAYLOR: Studying.

Tass: "Oh, what are you studying?"

Rev: RAYLOR: Oh, the various inhabitants of this mountain. There are all kinds of interesting things here to be found, and I'm just a big fan of learning.

Jake: "Raylor, do you mind if I pop out your doorknob real quick and give something a shot?"

Rev: RAYLOR: Sure.

Jake: All right. I'll do that.

Rev: All right. So you pop off his doorknob and you place this magical silver one on. You open the door and instead of opening out to the snow, it opens into a large stone room. You can hear the sounds of music playing and people talking, and the smell of beer and chicken come wafting through. And there are some heavy footsteps as someone approaches down a hallway just to your left that you can't quite see through this doorway. And a head peeks around, very high off the ground, like seven feet. Green skin, a chef's hat, and a broad smile.

Rev: TROG: Welcome to the Inn that Wanders. What can I get for you?

SFX: RECAP MUSIC FADES

Tass: "Trog?"

Rev: TROG: Yeah, that's me name. How are you?

Tass: I launch through the door and hug him.

Rev: TROG: Oh, careful there now, little fella. What's going on?

Tass: "It's me. It's Tass. I used to be a halfling, with the horns. And well, we went to our other place, and — but this is me for real."

Rev: TROG: Oh, look at you. You're all grown up.

Tass: "Oh, it is you. It's our you!"

Rev: TROG: Oh, it's good to see you.

Tass: "Wait, grew up? Hold on."

Rev: TROG: Yeah. Like you used to be a little tiny thing with horns, and now look at the size of you.

Tass: "All right."

Rev: TROG: You're like twice the size.

Tass: "Yeah, that's — OK yes, fair. I grew up. All right. Cool. Oh my god!"

Megan: "Holy shit. It worked. Kind of."

Jake: "Yeah. I wonder ... Hey, first of all. Hey, Trog. It's me."

Rev: TROG: I know that voice!

Jake: "Yeah, buddy. What's up?"

Rev: TROG: Hey, how are you? I wasn't sure I was going to see you again.

Jake: "Yeah, I wasn't sure either. So you know how this thing works? Like how we found the entrance, the magic doorknob?"

Rev: TROG: Yeah, yeah. We, uh ... We had some issues a while ago, you know, Haven, it kind of exists in its own little space. And we had a problem where one day Landara and I, we couldn't get out, or it just stopped working. And so we had this idea of ... Well, we

made these magical doorknobs. And we just started putting them through the teleporter. And eventually people start opening the door, and they came back out. And now we've just kind of become, I don't know, like a interdimensional pub. People find the door, they can come in. As long as you got the doorknob, you can open the door wherever and it leads here.

Jake: "So can I pop the knob back off here, and bring it with us? Is that what we have to do?"

Rev: TROG: Yeah. Yeah. If you want to be able to, like, come back here from another door.

Jake: "Oh, all right."

Megan: "Hi, I'm Megan."

Rev: TROG: Oh hi, Megan. How are you? I like your hair.

Megan: "Oh, thanks. I like your hat."

Rev: TROG: Thanks.

Tass: "And Trog, that's Raylor."

Rev: TROG: Oh hey, Raylor. Are you — you joining? You coming in?

Rev: RAYLOR: What exactly is going on here?

Jake: "I guess we've cracked an entrance to a ... You heard him, an interdimensional pub. Does that sound like your kind of thing?"

Rev: RAYLOR: May I ask what world this pub is on?

Rev: TROG: It's technically part of Fanarin, but we're kind of not really on any plane of existence. It's like between the planes. If you were to, like, break the walls, it's just kind of goeey magic.

Rev: RAYLOR: Oh, well it's very exciting. This would be my first trip off of Kard. I've heard of other worlds, I just was never sure I'd ever see one. Yes, I think I will indeed join you.

Jake: "Nice. Yeah, I'll remove the knob before we close the door behind us."

Megan: "It's so much warmer in here."

Tass: "Wow. Of all the things I was not expecting."

Megan: "So how do you guys know each other? I'm guessing it's a Fanarin thing?"

Jake: "Yeah. We, uh ... Well, weren't friends when we met."

Rev: TROG: Oh yeah. Yeah. You guys tried to bury me in a pile of garbage.

Jake: "Yeah. I tried to burn down his house."

Rev: TROG: Yeah, with me in it.

Jake: "Yeah. They were trying to kill us though, also. So it's kinda, you know, a turnabout is fair play type of thing."

Rev: TROG: I was just trying to make dinner.

Jake: "He was innocent. That's why we're friends."

Megan: "That makes sense. I was very suspicious of them as well."

Rev: TROG: I mean, look at them.

Megan: "Yeah."

Jake: "Well, we didn't even look this way when you met us."

Rev: TROG: Yeah, I know You're more suspicious now.

Jake: [Laughs]

Megan: "I like him."

Jake: "Yeah. And then anyway, he and I both ended up kind of stuck with the other Estin."

Rev: TROG: Yeah. This place used to be his, uh ... His lair, I guess. And Jake and I turned it into like a — it was like a base for a while. We used to have adventures, and like trying to save TJ's grandfather. And then they left and, you know, we just got stuck in here one time, and then we kind of turned it into this tavern. Oh, come on in. Come on in.

Rev: And he walks a little further in and turns left to go down that hallway into the main dining room. And inside of it, as you come around the corner, you can see that they indeed have built up a wooden bar. There's a bunch of tables here. There's a stage where a bard is playing some music.

Jake: "Where is Landara?"

Rev: TROG: She's off on an adventure. She, uh ... Someone came through and they were having some problems at their home, and she decided to go through and give them a hand. She was getting kind of antsy, just hanging out here.

Megan: "Who's Landara?"

Jake: "She was another person who we actually recruited as like a guide while we were here. She was pretty cool."

Tass: "And you're here, doing what you do best."

Rev: TROG: Yeah, making my famous ricefish, and slingin' brews.

Tass: "Outstanding."

Jake: "Trog, have you heard or seen anything about Estin?"

Rev: TROG: Not since you killed him.

Jake: "Well unfortunately, we got another one back on our world."

Rev: TROG: Oh.

Jake: "Somehow he came into or through ... Kard? Is that what you said it was called, Professor?"

Rev: RAYLOR: Yes.

Jake: "And we are not sure where he has ended up. I didn't know if he had dipped through here at any point, or ..."

Rev: TROG: No. If I'd seen him, I'd a smashed his dumb face.

Megan: "OK. But you said this used to be his, like, Estin's place?"

Rev: TROG: Yeah, this was his, uh ... His lair that he created. It's where he had Jake captured for a while. Remember, he did those experiments on you?

Jake: "Yeah. How could I forget?"

Megan: "Oh. Uh ... Did he leave — I mean, I assume he left some stuff behind. I mean, did you guys find anything that might help us figure out what this Estin is doing, if he's kinda got the same goal?"

Tass: "There were some books and things, but we really pored over what we could. We got some stuff that was helping us in the moment, but I don't remember anything that would be connected to any of this. I mean, it's the same kind of thing he was trying, but in a whole different world with a whole other set of resources."

Rev: TROG: Yeah. We really didn't keep anything of his. Seemed a little creepy. You never know what it could do. Although we did keep that.

Rev: And he indicates to the far end of the bar in the corner where Jake, the Golem that you inhabited for quite a while, stands in the corner.

Jake: "Whoa."

Megan: "What is it?"

Jake: "Uh ... That was, like, my body. Boy, the horrific implications of seeing that again didn't really occur to me until I saw that again. But that is, like ... That was me."

Rev: TROG: Yeah. You had that mohawk made of gems.

Jake: "I did have the mohawk made of gems."

Rev: TROG: It was pretty cool.

Jake: "And the chef's hat, and the apron."

Megan: "This sounds like some weird like DLC outfit that you got for the character."

Jake: [Laughs] "We installed mods."

Tass: [Laughs]

Rev: [Laughs]

Jake: "I mean, in some way we need to try and pick up a trail, still. We need to try to figure out where Estin went. That's the goal here, right?"

Megan: "Yeah. But I'm going to assume, you know, since Trog said he didn't see him, that he didn't come this way. So he's probably still on Kard?"

Tass: "Yeah, I have to assume."

Megan: "Unless he has another portal there somewhere that leads to another place."

Tass: "Well yeah, OK, that's fair. So what happens when we go back through the door? Does it just spit us out right where we came from?"

Rev: TROG: Yeah.

Tass: "Nice. That's wild. This whole thing is so cool."

Rev: TROG: Yeah. It was ... Like I said, we had quite a while to work on it, and really nothing else to focus on since we couldn't get out.

Tass: "Yeah. Fair."

Rev: And as you're all kind of contemplating what it is exactly what to do next, Trog goes behind the bar and starts getting some refreshments together. And I think we're gonna count this as a short rest. And the Inn that Wanders has a special move: when you take a short rest at the Inn that Wanders, roll +Wisdom.

Tass: OK.

Jake: Four.

Megan: Ten.

Tass: Also a ten.

Rev: All right. So Jake, you eat the food and you drink the drink, and you get very drowsy and fall forward onto the bar, asleep.

Jake: OK. But like, what's the effect of the roll?

Rev: [Laughs] Tass and Megan. So on a 10+, you get to choose three of these four options: you recover as if you have rested for three days, you eat and drink your fill and collect three rations, you experience a vision, you do not collapse into a mystical sleep.

Tass: [Laughs] Oh god. And we're picking three of the four?

Rev: Correct.

Tass: Well, I'm gonna say not collapse into this sleep.

Rev: OK.

Megan: Now is it magical in the sense of like it's a magical effect? Or is it just like this is the best sleep I've had in a very long time, it's magical?

Rev: Uh, a little of both.

Megan: I gotta say, that's real tempting.

Tass: I think I'm gonna go with the first one and the third one. So recovery, and then a vision.

Rev: OK.

Megan: Yeah. Since one of us is already asleep, I suppose I'll not fall asleep as well, and go with the other three.

Rev: All right. So you both get to add three rations to your collection, you get to heal your damage, and you both get a vision. Megan, the vision that you have is reaching out to this ley line and channeling that energy, and that memory of shattering through the different panes of glass. And I think for a brief moment, you get this almost bird's eye view of this snowy mountain that you are all traversing over. And you remember walking through a cavern and then passing through this energy field and then being in snow. And for this brief moment, as you are getting this bird's eye view of this place, you see four orbs just next to each other, connected to this tunnel. And each of them is glowing with a slightly different energy field around the entirety of it. And they almost look like snow globes. Only one of them has literal snow in it. One of them looks like it is filled with water. One of them looks like it is filled with shadow. And the other one looks like it has some large castle inside of it. Tass, the vision that you get is of you laying on a stone slab in that moment when they resurrected you, and that feeling of all of the energy coursing into you, and the change that happened to your body. And you see it again, as you stepped through this energy field. In that vision, you see the glowing gem in your head

light up in both of them very brightly, as if it's absorbing the energy and the magic from the world around you, transforming you into what that world allows. Jake, you are so comfy and so asleep.

Jake: Tight.

Rev: What are you dreaming about? Like, this isn't a vision. What are you dreaming about?

Jake: Oh, man. I'm in an episode of Gilmore Girls. It's like that dream logic where like I am one of the characters, but also nobody knows me. It's where they open the ice cream shop. I'm running the ice cream shop in Gilmore Girls.

Rev: Like no one knows you, like ...

Jake: Like everybody's treating me like I'm me—

Rev: Uh-huh.

Jake: And I'm a new person to them. Like I'm someone they know, but I am Jake, except I am filling the role of a character that already existed in the show.

Rev: Gotcha.

Jake: Yeah.

Rev: Those are great dreams.

Jake: Yeah. I feel like I belong.

Rev: Yeah.

Jake: And everybody's so fast and so witty. God, I love it here.

Rev: It's a nice change, from ...

All: [Laugh]

Rev: The normal world you come from, surrounded by all of us dullards.

Megan: Fuck!

Tass: Big sad.

Jake: [Laughs]

Rev: So Tass and Megan, both of you feel rested. You have healed. You have gotten no strange magical sleep. But you notice that after you finish your food, after you have this vision wash over you, Jake is still asleep.

Tass: "Whoa. Do you feel like you just fell asleep?"

Megan: "No. But like ... Kind of like I had a dream or like a vision, maybe?"

Tass: "Yeah. Like I get visions a lot, but this was different. This was ... I don't know, I kind of felt like I fell asleep, and Jake's still riding his, I guess."

Megan: "Yeah. He's out."

Rev: TROG: Yeah. He'll probably be out for a while. It seems to be people come in here and they have a drink, have to have something to eat, and they get rested up. Sometimes it's kind of like instant, sometimes it's kind of like three days actually.

Tass: "Three days?"

Rev: TROG: Yeah. Give or take four more days.

Jake: [Snores] "Try the rum raisin."

Tass: "Wha—?"

Megan: "Three — can we wake him up?"

Rev: TROG: You know, I've never been able to so far, but that doesn't mean you can't.

Megan: "Oh no."

Tass: "Oh, god ..."

Rev: TROG: He will wake up feeling very good.

Tass: "Well that's great, but ..."

Megan: "We don't really have the time."

Tass: "Yeah."

Megan: "I think?"

Tass: "Yeah. We gotta get him out of here. I wonder if pulling him through the door does anything?"

Megan: "Maybe. I mean, we could try it. I guess we could bring him back, if we can't wake him up through the other side."

Tass: "Right."

Megan: "So what was your vision about?"

Tass: "Oh, right. So like, you know, I became The Chosen, right? Like we sort of forced it to happen. There's something about all of this that I saw in the vision that made me feel like that again. Like coming through and being in the space, and like that awakening, like that energy, the way that it snapped into me."

Megan: "Like you think it has something to do with you being a Chosen?"

Tass: "I don't know. I don't know that it's about me, exactly?"

Megan: "Just Chosens, in general?"

Tass: "Yeah."

Megan: "Yeah. What I saw was like ... I could kind of see when we were going through the tunnel. Like coming through into Kard, it was like passing into this, like, bubble of a world, with snow in it. And like, we were partway through it. And then it continued on past that, and there were other bubbles. One was shadow, and water, and I think there's like a castle at the end. I think maybe he is there? Like we have to go through to get to him? I mean, it makes sense if, you know, we were going through this tunnel and we went through a portal into another world, it makes sense if there's another portal to another world, and then another one, if he's trying to hide."

Tass: "Yeah. So, like, again, there's that idea of there has to be a path to where he wants to go, even if he can teleport in or out. So, yeah, I mean, this is either a part of the grander thing or he just is really, really good with his security. I mean think about this, having to fight our way through all of this just to get to him. If you're saying this is the first of four of these globes we have to go through? That's wild." With both her vision and mine and kind of these pieces, is there anything that I think I could suss out from that? Like I don't know, is there any connecting thread?

Rev: Yeah, you could try to roll Discern Realities as you're trying to puzzle this together.

Tass: That's a nine.

Megan: Yeah if I could help out by, like, establishing a mental connection and showing him essentially the same thing that I saw?

Rev: OK. Roll Aid or Interfere.

Megan: Eight.

Rev: All right. So that bumps you up 1, Tass. And I think, Megan, this does put you in danger. So it's just gonna be a -1 on your next Telepathy.

Megan: OK.

Tass: All right. That bumps me to a ten.

Rev: Yeah, so you get a hold 3.

Tass: So with all these pieces, what here is useful or valuable to me?

Rev: Leaning in the direction of the vision that you had, or the vision that Megan had?

Tass: I think I have to go with mine.

Rev: OK. So I think the thing that's useful or valuable to you here is that when you became the Chosen, you took in all of this energy, and you were able to do that because of the crystal in your head. And you know that the crystal in your head means that you are not necessarily a Chosen, but a possible Chosen. And you experienced the same thing coming through to Kard, into this Dungeon World-esque world. You changed. You magically absorbed the energy and became something that fit in this world. And you don't feel any negative effect, like Grandpa Tincher discussed coming here bodily. And I think the valuable piece of information here is it wasn't just you who changed. It was all three of you.

Tass: "Wait a sec. Wait a minute. It clicked in my head. We walked through, I felt that same thing. That same, well, the spark that a Chosen would get, walking through. I think we're all three possible Chosen."

Megan: "What?"

Tass: "Yeah! Oh, my god. Yeah, that makes so much more sense. I don't know what Nash was planning or how he was planning to force it. I mean, taking a Monstrous and doing something like that is one thing. I don't know what all the pieces he would need would be, but I guess it just never occurred to me that somebody would have to already be a potential as well to get changed. If it happened to you, of course you are. Oh my god!"

Megan: "So you're saying that I only — well other me, I guess — only got turned into whatever it was because I was a possible Chosen?"

Tass: "I mean, that had to have been a factor for him choosing you."

Megan: "This guy too?" And I point at Jake.

Tass: "Apparently."

Jake: [Snores] "Order more maraschino cherries."

Tass: So with that in mind for hold 2, I'm thinking about Megan's stuff now. There are these four sort of orbs and worlds to go through. To me, it just looks like this is the path we have to take. Is there anything about this that isn't what it appears to be?

Rev: So the thing here that is not what it appears to be is, yes, it is the path you think that you would have to take to get to him. But with what you know about the runes and the circles and the magic spell to transfer that power into another person, another host, that Nash is drawing power from other worlds. You know that from Megan's grandfather that you talked to. As you see this in Megan's head, as she shares this vision with you, you see the stone tunnel and these four little orbs still surrounded by rock. So it seems like Estin is drawing his power from other places, but maybe can't do it as well. So he's brought pieces of those other places to him.

Tass: "Megan, OK."

Megan: "What?"

Tass: "OK, it's coming together."

Megan: "OK."

Tass: "So all the pieces. There are the circles, right? Like for these spells that we've kind of talked about. It's always four circles — three surrounding one."

Megan: "Uh-huh."

Tass: "There are four of these orbs that are just in the hallway, from what you showed me. These are the circles. One of them is the "central circle." The other three he's pulled

to himself — to kind of our world, sort of. They're just in the tunnel. But he's like made them little pockets that he's using as the other circles to fuel his thing."

Megan: "So he's drawing energy from these other worlds through these orbs?"

Tass: "Yeah."

Megan: "OK, so what happens if we cut off the connection? Can we do that?"

Tass: With that thought. Like if he's using these orbs to bring in these worlds and use them as a source, what here is useful or valuable to me? Like, I guess I'm trying to figure out the difference between should we do more work in each one, trying to find whatever this piece of the circle is that he's using and break that? Or like, is the useful thing to plow through these and get to him?

Rev: Yeah, I think with what — and I don't — this isn't a jab. But with what little you know of magic compared to, like, Jake.

Tass: Yeah. Yeah.

Rev: That you think it would have to be a very powerful spell to keep, like, a chunk of a world tethered in our world. I kind of described that it almost looks like a little snow globe. Like I think you can see the layers — like someone took an ice cream scoop and just took part of a world and dropped it down. So like Raylor may not even know that he's in this dome. Like he just thinks he's on the mountain, and he goes to the edge of it and is like, oh no.

Tass: Yeah.

Rev: And so you mentioned it has to be pretty powerful magic to keep part of another realm tethered here. And so you don't think you could undo that, inside of the spell. You think that to undo that, you would have to get to wherever that spell is being cast or is anchored.

Tass: OK. OK, cool. "All right. I don't know. God, we need Jake to be awake for this. But still, with what I've seen, I think we just got to get through these. You know, part of what

we want to do with this whole scheme, going to the future and all that, is to find all of the pieces so that we can break them down. But we're like inside of a piece. Does that make sense?"

Megan: "Yeah, we're inside one of the bubbles."

Tass: "Yeah. So I don't think we can break that without something catastrophic happening. Or even at all, really. Probably. So we gotta go."

Megan: "Yeah. If we're not even through the first one yet, I mean I can't imagine what we're gonna end up facing, but we should probably get going on it."

Tass: "I guess we're dragging Jake out of here and hoping that wakes him up. And if not, we'll do what we can."

Megan: "I'll use my Telekinesis to just Weekend at Bernie's, carry him along. It'll be fine."

Tass: "I like it. Very good. Well damn, Trog. It's good to see you, bud, but I think we kind of have to ... I think we have to scram."

Rev: TROG: Yeah, all right. Good luck.

Tass: "Thank you. And now that we have the knob here, you can bet we'll try to see you more."

Rev: TROG: Yeah, sounds good.

Megan: "It was really nice to meet you."

Rev: TROG: Yeah, you as well.

Tass: "Raylor, you chillin' here? Or are you coming back through?"

Rev: I rolled his dice. As you turn to ask him that question, he is also asleep on the bar.

Megan: [Laughs]

Tass: Welp, I'll get Raylor.

Megan: [Laughs] OK. Yeah, I'll use my Telekinesis to levitate Jake out of the room.

Rev: Yeah, no problem. You are able to lift Jake out of his spot at the bar and hover him over to the door. As you all approach the door, it does open of its own accord, and you can see the inside of Raylor's cave through the door

Tass: "After you."

Megan: "After you." And I have Jake go through and I follow him.

Rev: All right. So you push Jake through, and then you all follow and the door closes behind you. Jake, how much harm do you have?

Jake: I'm only sitting at 1 damage right now.

Rev: OK. So you're at 2 now. There is a moment where as you pass through this door, you are jarred awake. You feel like if you had been in worse shape, that could have been way more deadly. But the two of you see, as you push Jake through the door, he is ripped out of this magical sleep, and a couple of his old wounds open up and start to bleed.

Jake: [Cries out in pain]

Megan: "Oh, no!"

Jake: [Gasps] "What happened?"

Tass: "You fell asleep."

Jake: "And you interfered with that?!"

Tass: "Yeah. Trog said it was gonna be like a week or something."

Jake: [Groans] "Oh, that sounds amazing."

Tass: "I know, but there's stuff going on. And hey, good news. You're a Chosen."

Jake: "I don't ... What are you talking about?"

Tass: "Megan and I had some visions. I sort of parsed it together. All three of us are potential Chosens. I don't know what to do with that. But that's not the point. The point is we have to ... We have to keep going. There are the orbs that like — well, no. Oh god, I don't even know where to start with this."

Megan: "OK. Start over. We're going through the tunnel, we go through a portal, we're in the snow world, right?"

Jake: "Yeah."

Megan: "Snow world's like a bubble. We pass through that bubble, we find another bubble with some other weird stuff in it. We do that again, and we do it one more time, and then we should probably find Estin."

Tass: "Yeah, that was way better than my thing."

Jake: "OK. So do we know a direction? Where — are we literally just like walking across this to the other side, or something? Can you guys just put me back in the dream?"

Megan: "No. If we have to be here, you have to too."

Jake: "Do I have to do this? I was in ... Lorelai Gilmore is such a card, guys. Like, it was a good dream."

Tass: "I don't ... I literally don't know what that means."

Jake: [Laughs]

Megan: "I do. Um, let's keep going forward. I think if we just follow the path of this mountain, maybe just like the path we were on? I ... Cause that kind of felt right. Like we thought we had to go this way, right?"

Tass: "Yeah. If they were lined up the way you showed me, it seems like we gotta just go from one to the next. We have to get through whatever this space is — sort of path is."

Rev: I think at this point, Raylor, who has also been jarred out of the sleep, raises his hand.

Rev: RAYLOR: What do you mean, trapped in a bubble?

Tass: "So you're kind of in like a little pocket dimension version of a piece of your world? Like it was sort of scooped out of ... Kard, you said it's called?"

Rev: RAYLOR: Yes.

Tass: "And it is now sort of occupying another place. So until we get through and break that, you're sorta trapped here."

Rev: RAYLOR: Oh. Where did you enter into Kard? Like, what was your surroundings?

Tass: "Kind of in the middle of a field, looking at the mountain in the distance and that little camp."

Megan: "Yeah. We weren't too far away from that camp."

Rev: RAYLOR: Oh. All right. I will not venture past that point until I ... I don't know. What would the signal be that — I'll just continue to do my research, and I'll go see if there's a boundary when I'm finished, I suppose.

Tass: "Yeah. That's the best we can offer you."

Megan: "So do we keep going towards that bridge that you talked about?"

Tass: "I mean that seems right. It seems like the only other path."

Rev: Yeah, and the bridge would be essentially just a straight line from where you came in.

Megan: "All right. I think we need to get there to get through this world. Jake, how you feeling? I see you're bleeding a little bit, there."

Jake: "Oh. Yeah, I am. No, I'm pretty good. Yeah, that kind of smarts, though."

Tass: "I mean, I've got some more bandages and stuff, if you want to get wrapped up before we run."

Jake: "Yeah. I wouldn't — I wouldn't mind a Band-Aid, here."

Tass: All right. And I'll get to work on patching him up.

Rev: All right. So you apply bandages. Remove one charge. And Jake, you can heal those two points of damage.

Jake: Huzzah, I'm full.

Tass: "Well Raylor, do you know the fastest way down the other side of the mountain?"

Rev: RAYLOR: Do you have a sled?

Tass: "No."

Megan: "Do you have one we could borrow?"

Rev: RAYLOR: One.

Tass: "That'll work."

Rev: RAYLOR: Very well.

Rev: And he goes over into the corner and opens up a box and pulls out a fairly long metal sled.

Tass: "Oh, but then now I'll feel bad if you get in a scrape and the big beast thing comes for you, you won't be able to get away quickly."

Rev: RAYLOR: Yes, that's true. This is my emergency conveyance.

Tass: "Dang it ..."

Megan: [Laughs] This is my escape sled.

Rev: RAYLOR: Break in case of Yeti.

Jake: "I could try to, like, go back to that camp and bust off a door or something, if we want to just have a makeshift sled."

Tass: "Well that seems like a long trek just to do that."

Jake: "I think I could teleport here, though."

Tass: "Oh! Right!"

Jake: "Yeah. I think I brought that with me. I don't think I can bring you guys along, but like — actually, I feel like ..." I'm like looking around. I'm like, "I think if I can see it, I can do it." [Sings] "If I can see it, then I can be it ... I don't remember the actual words to I Believe I Can Fly."

Rev: RAYLOR: [Sings] I beled I can sled.

All: [Laugh]

Rev: RAYLOR: [Sings] I hope I don't fall and bust my head. If the Yeti catches me, I'm dead.

Megan: "How do you have a karaoke machine in here?" [Laughs]

Rev: RAYLOR: It's standard research equipment.

Megan: [Laughs] It's what he records all his field notes on!

Rev: RAYLOR: I'm researching the acoustics of caves!

Megan: I love him.

Tass: Oh, my god ...

Megan: "Yeah. I mean, I honestly don't know if that would work. Sleds usually have, like, the front end is kind of turned up to be able to, like, be aerodynamic and like work on snow, and ... We could try it, but I don't know."

Tass: "And if we start to wipe out, we pop in the knob, open that baby up, and fall through to safety."

All: [Laugh]

Megan: "Perfect."

Jake: "I just have no better idea."

Megan: "I mean, yeah, if you can teleport and we don't have to wait for you to make the entire journey? Let's try it."

Jake: "OK." Well yeah, I'll walk back out and scan the horizon for that camp again. Can I see it from here?

Rev: Yeah, you can. It's a little hard to see, because you notice that the snow has picked up. But you can still make out the outline of the shacks.

Jake: OK. "Well, I can barely see it. The weather's getting worse again, though."

Tass: "Ooh. Does it look like the weird witchy ghost woman stuff, or is it just legitimately getting worse?"

Jake: "I have no idea."

Megan: "Well, if your ability to teleport is conditional on your visibility, either hurry up, or this is a bad idea."

Jake: All right. I'm gonna take a second to gather up some magic, here.

Rev: All right. Roll it.

Jake: Twelve.

Rev: All right. And how much does it cost to teleport? Or do you just have to have some?

Jake: I can spend 1 magic to teleport to a location I can see.

Rev: OK.

Jake: So I will spend 1 to teleport to the camp.

Rev: So Jake, what does this look like when you use the sword to teleport?

Jake: Well, the text of the movie says "your weapon can slice through space." So I think I literally swing the sword down, and it cuts a rift that I just like instantly follow through.

Rev: Yeah, so you slash through space and step into the center of this little camp with its four huts.

Jake: I'll take a brief look around to see if there's anything here that seems like it would be a better substitute for a sled.

Rev: Why don't you roll Discern Realities?

Jake: Seven.

Rev: All right. You get a hold 1.

Jake: What here is useful or valuable to me?

Rev: I think that looking around, you do notice that part of the roofs of these places have some metal on them. And you think that if you were to take the doors and that metal part of the roof, you could probably make what Megan described — something a lip at the front, to stop snow from just piling up on it.

Jake: OK. Then I'll do that. I'll start trying to break one of these down and get the requisite pieces.

Rev: So I think as you're doing this, you do hear again that familiar wail on the wind.

Jake: I go faster.

Rev: Yeah, that's fair.

Jake: [Laughs]

Rev: I just imagine you kind of looking back over your shoulder as you hear that, and you do see her off in the distance. She's not looking at you. She's just kind of roaming. But the storm does seem to be centered around her. So it seems like you were able to dissipate her, but that she has reformed in this area.

Jake: OK.

Rev: But you are able to gather the pieces and spend another point of magic to get back to Raylor's cave.

Jake: All right.

Tass: "Oh, look at you. Doing some inventing here, huh?"

Jake: "Yeah, I think we'll have to kind of bind these together, but hopefully this will serve the purpose. Spooky Snow Lady is back. Yes. She has kind of reformed? Remanifested? She's out there, making snow."

Rev: RAYLOR: That's interesting. You destroyed her, but she pulled herself back together? Or maybe did you — did you not kill her? Ah, yes. How do you kill a ghost?

Tass: "Yeah, that's a good point. If it's more just dissipating her until she reforms, then yeah, she might just be there."

Rev: RAYLOR: Interesting. There could be something inside of her — I suppose this is probably not your immediate concern. But there could be something inside of her journal that maybe would help discern how to permanently release her. But I do realize you're in a hurry.

Tass: "Yeah, as much as I'd like to release someone that's trapped in that way, I don't know that we have time for that at the moment."

Jake: "Also, we might want to reconnect to this to the rest of its plane, or else there might be nowhere to release her to."

Tass: "Oh, god."

Rev: RAYLOR: Oh, interesting.

Jake: "Because I mean, like, I don't know, this might be cut off from the beyond, you know? Whatever. If you've been scooped out of your dimension, maybe there's nowhere to go."

Rev: RAYLOR: Oh, so you're saying maybe I can't die?

Jake: "Maybe. Or maybe if you did, like, you would also be trapped here inevitably. But we're gonna fix that."

Rev: RAYLOR: Those are both very interesting options.

Jake: I'm gonna start trying to put these pieces together, make a sled.

Rev: Yeah, no problem. It takes just a little bit of time. Raylor has some equipment in here that can help. But you are able to basically use this metal to put a lip around the sled and in some of the slats in the wood of the door, to make sure that it won't take out a bunch of snow when you try to use it.

Tass: "OK. Let's sled down a mountain, shall we?"

Megan: "Let's do it. I'm ready. I'm so excited. Let's go."

Tass: "Middle."

Megan: "Front."

Jake: "OK. Back, then."

Rev: Have you guys ever seen Cool Runnings?

Jake: If you think I wasn't gonna quote Cool Runnings as we got on this sled, you are a fool.

All: [Laugh]

Jake: If you think I wasn't just about to say, "Feel the rhythm, feel the rhyme."

Rev: If you don't think I've been Googling Cool Runnings for the last three months.

All: [Laugh]

Rev: Yeah. So the three of you leave Raylor's cave and start heading around to the other side of the mountain. This is where those Yeti prints are. You know, what are you doing exactly? Are you trying to keep an eye out for this thing? Are you just trying to rush over there as fast as you can, so you can see the bridge and start sledding? Or ...

Tass: Yeah, I don't think I can help scanning. Like I've got the gun up and I am trying to cover us as we go. Admittedly, I'm probably not paying attention to anything else, but I am looking for the big boy.

Rev: OK. Roll Discern Realities.

Tass: OK. Ten.

Rev: All right, you get a hold 3.

Tass: OK, I am scoping out the scene. So first thing that I'm really paying attention to, are there creatures hidden?

Rev: Yes. You do notice that as you are scanning around, there are certainly more of the ice gnomes that are hidden partway down the hill towards the ice bridge. And you do see the tracks of the Yeti, and you can see it seems like it's laying down in the snow closer to the peak, maybe sleeping. But you can see the steady rise and fall of a very, very large mass of white fur.

Tass: "Whoa, look." And I'm gonna point up towards it. "You see that lump?"

Megan: "Oh, no, no, no. Yeah, yeah. I can see it. I can see it."

Tass: "Holy shit. OK, we got more ice gnomes too, on the way down. So if we could like, you know, scooty scoot on past those as fast as possible, that would be superb." And I'll try to kind of point out the spots.

Rev: Yeah. And as Tass is showing you all of this, you know, what you see is that you're now on the far side of this mountain. And about halfway down this mountain is the ice bridge that was discussed before, that spans over a large chasm that leads then to another smaller mountain top. And that these ice gnomes seem to be buried under the snow about halfway to the bridge.

Tass: What here is not what it appears to be?

Rev: The thing here that is not what it appears to be is the bridge appears to be stable. It may not be entirely stable.

Tass: OK. Who's really in control here?

Rev: The elements. You think that the wind, the snow, all of those things affect so much of what is aware of where anything else is, how strong the bridge is, how strong the wind is across that chasm, if anything in that chasm can hear folks above, et cetera.

Tass: All right. We got to get across this one way or another. So, what here is useful or valuable?

Rev: You're kind of used to being on this mountaintop now. You've been up here for a while, talking to Raylor, climbing up one side, coming around. It's very steep. You imagine that if you were to climb onto this sled and the weight of the three of you, just ride it towards the bridge, you would not stop even when you hit the bridge. And that seems very bad.

Tass: "Oh. You guys, no. We can't ... We can't do this."

Megan: "What?"

Tass: "Just the angle where the bridge is? If we jump on a sled and we go down this, that bridge is absolutely not stable enough for us to hit the bottom and actually get across it on this thing."

Megan: "Come on!"

Tass: "I know, I want it too!"

Jake: "What's unstable about the bridge?"

Rev: I think to paint the picture here, the snow bridge is literally just a bridge made of ice. There's no strong symmetry to it. There's, you know, uneven patches on it.

Jake: So was this — this is not constructed?

Rev: No, this is naturally occurring.

Jake: Oh, OK.

Rev: Yeah. So it is a literal ice bridge.

Jake: OK. I see. Our concern is being able to stop at the bottom before we hit the bridge, yes?

Tass: Yes.

Jake: "I mean, do we think we could, like, use some kind of anchor or something, like as we get closer to the bottom? To tie off to the sled and toss it out behind us and slow us down?"

Megan: "Maybe? I might also be able to use telekinesis a little bit to help. I don't think I could have complete control over it, but it might give us a little bit of a ... Little bit of a boost."

Jake: I'm going to rummage through my pack, and I'm going to pull out a grappling hook. I will mark a charge off of my adventuring gear.

Rev: OK.

Jake: But I'll say, like, "I mean, maybe I can either, you know, dig this into the snow as we go down, or hook it around something as we go and use it to slow some of our momentum. Or worst case, if we start to plummet off the ice bridge, maybe I can hook it on and keep us from falling to our doom."

Tass: "Yeah, I mean, that works for me."

Jake: "I think this is gonna be fine." Who's steering? Still Megan? Still in the front?

Megan: Whatever lets me be in the front and getting to see this, like, without any obstructed view.

Tass: All right.

Rev: So paint me a picture. How are the three of you arranged on this?

Jake: Megan in front, Tass in middle.

Rev: Yeah.

Jake: Me in back. Megan's got the reins. I've got a grappling hook, ready to cast it out behind us. Is it possible for me to use the sword as a rudder of any kind, to help steer us?

Rev: The dice will tell us.

Jake: All right. Very good.

Megan: [Laughs]

Jake: I'll save that as a possible aid, in my head.

Rev: And so I guess what I'm really asking is like, are you all facing the same direction? Are you sitting with your legs on the outside of each other? Like, how are you physically on this to do the things you've discussed doing?

Jake: Oh, I'm scared of how specific this is getting.

Megan: [Laughs]

Jake: I'm imagining, yeah, like legs wrapped around the person in front of you, sitting upright, facing the same way.

Megan: I think we need to not do this like ... So if we're trying to stop before the ice bridge, we need to not do this in a way that makes us go as fast as possible, you know what I mean? So like, if there's any way we can, like, disrupt how aerodynamic we are?

Jake: OK.

Megan: That might help?

Jake: I can kind of like, hang my feet — not hang my feet off the side, but I kind of have my heels off the side in the snow to, like, create a little bit of drag as we go along, in addition to that? Maybe that's what we should do. Or should I be facing backwards, so that when it's time to throw the grappling hook out, like I'm strong holding on to that? But then I'm just gonna — [Laughs] the sled goes out from under me, and I just stop.

Rev: Either way, just — whee!

Tass: [Laughs]

Jake: That's why —

Rev: Now you understand what I'm asking for specifics.

Jake: That's why I'm talking about casting it into the snow, so that it just — it drags and it slows things down. It doesn't just catch something and rip me clean off the sled.

Rev: Yeah. Cause you do know that there's like two feet of permafrost underneath the snow.

Jake: Yeah.

Megan: Well I mean, if you ... If you hold on to Tass, and Tass holds on to me, and then you do the grappling hook, the sled could keep going and we can stop with you.

Jake: We can all stop and — yeah. OK, so do we like actually rope each other together, then? We live as a team, we die as a team? Is that what we're going for?

Megan: If going as fast as possible is not a concern, our main focus has to be steering and bailing, in whatever way we can get the most control over those two things.

Tass: OK. Then that is about the only way I think I'd be able to help is yeah, let's tie each other together. Megan, you'll steer us down. Jake, be ready to slow us at the right spot.

And then I'll try to be the one to call it to literally be the one to bail to tug you two off of that sled, if it gets too rough.

Megan: OK.

Rev: So you've discussed a couple different options. Jake, are you facing backwards or forwards?

Jake: Um, I think I'm facing backwards.

Rev: OK.

Jake: If they have taken responsibility for a couple of, like, the steering and the calling it? Again, I'm trying to put my trust in my team here, so I'll face the other way so that I can eyeball when I need to, like, hook the grappling hook onto something and like monitor it to try and slow us down.

Rev: OK. So you're also gonna be the one to give a push off.

Jake: Ah, hell yeah.

Rev: OK. All right. So you all pile on to the sled, after tying yourselves to one another. Jake takes his position and plants his feet into the snow. And as he starts to push off, you hear that the wind kind of shifts a little bit. It dies down. And you hear just a real deep rumbling on the ground.

Jake: Uh ... What — do I see anything?

Rev: As you look up from pushing off the sled, you see, maybe 50 yards away, the Yeti in a dead sprint towards all of you.

SFX: OUTRO MUSIC

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