

Kazen Koda PM

Before entering the rooms, as the entire group was heading off to go explore, you used your ability, **Christmas Thievery**, on Bolshka. *Two more tokens!*

That night you decided to enter the **Helper's Factory**. You note that Ventequo, Hel  y, Finn Smith-Schumacher, Innay  , and The Emperor explore Helper's Factory tonight as well.

The buzz of machinery immediately draws your attention as you step foot into the Helper's Factory. Slow moving cranes shuffle empty boxes off even slower moving conveyor belts in every direction. You're unsure of where the empty boxes go, why they're moved, or what purpose they serve, but the low hum and moderately loud clanks of machinery heard occasionally from varying distances and directions give off an eerie, lifeless vibe to the room.

The factory appears to be comprised of several very large rooms, all of which identical in size and content. Hundreds or thousands of cranes moving uncountable boxes off and on conveyor belts with harmonic rhythm -- like an orchestra sung by indefatigable robots. Every few feet you see a box here or there that found its way off its planned path. Traversing the Helper's Factory involves waving in and out of conveyor lanes while kicking aside the forgotten, empty boxes littering your path.

Being sure to not miss anything, you keep an open eye and begin to search the Helper's Factory for loot.

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During your search you found a **Brass Knuckles** and a **Blessed Chainmail**. You also found **6 tokens!**

You also find a strange note. It reads...

WHEN WE LEAVE THE FUCKING CASPER SHITS CLEAN OUR CRAP! HOW SPOOKY IS THAT!?!?!?!?

...

As you're about to leave you hear a loud thud. You cautiously head in the direction of the sound. As you get closer you hear incredible, awesome explosions. The sounds begin to sound unworldly in their power as you close in on the source.

You turn a corner to see Ventequo standing over the decapitated head of The Emperor. The room they were in is entirely destroyed with metal flung every which way and mountains of boxes in each corner.

Seeing all that you wanted to see you make your way back to your quarters.