

“Today you’ll be headin’ a bit farther out than walkin’ distance!” Jack announces. “Tonight’ll be played on the land of Tex Haldeman, good enough to grant us use of his family’s old land! Hop on into the back of our trucks and we’ll take you where you want!” You head down, and step into the gloom of the night, sitting in the back of a flatbed, giving the driver your instructions.

Dripping wet, you stumble through the double-door entrance of the **Cattle Baron’s Mansion**. A torrent of rain patters on the roof, howling winds rattle the windows, and the mighty *CRACK* of thunder reverberates through your soul. Tonight, a storm rages.

Again, darkness coats every inch of the building. Only sparse candles throw a feeble ray of light, and you strain your eyes taking note of what’s around you. Soft carpet covers the ground as you trek from one spacious room to another, jewelry and decorations catching the glints of light, and you ascend and descend a few flights of stairs to entirely new wings of the mansion. Some rooms are coated in dust; others hold lingering traces of warmth. But the heavy silence of anything other than the battering of rain from the storm outside keeps you on edge.

You take whatever looks useful as you feel your way through the darkness.

Somehow, you only find **\$9**. Although you use your **Cards of Life** and **Lucky Rabbit’s Foot**, all you find are another **Loot Crate** and some **Ambrosia**.

Strangely enough, the storm seems to intensify outside, and through the air drifts the melody of tonight’s theme song: <https://www.youtube.com/watch?v=5BmEGm-mraE>

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You begin wandering the hallways of the first floor, when out of the corner of an eye, you see Khuda. You step inside a doorway, waiting for the right time to strike, until it arrives.

You tackle Khuda, striking at her with a makeshift knife! She growls, spitting at you as one wild swipe inflicts a small cut to her face, but instead of moving away, she inches in closer.

Suddenly, the dwarf hooks her arms around you by the waist, gripping you with an iron hold, lifting you up with unbelievable strength. You find yourself in the air, and then on the ground as you are suplexed! But there’s more, as the dwarf gets up surprisingly nimbly, before launching a devastating stomp right into your belly.

“Yar about ta see thangs doone tha Jarngrepp wae!” You cough as she knocks the air out of you. Clearly, strong things come in small packages. You’ve got to cut your losses.

You roll over and start scrambling away. “Yae, run yae cowaerd!” Khuda shouts behind you, but she doesn’t seem to pursue, content in her victory.

You retreat up the stairs to the second level of the mansion. An open door upstairs beckons you into some sort of African tribal exhibit, with various charms and relics and crude weapons, a place ironically more peaceful than where you came from. A little out of place, but maybe it's meant to be part of the owner's collection or something. Soon, Enzo and Mei enter the room, and start looking around in the dim light. Enzo seems to be examining the pieces with interest.

Enzo jumps when Kenji and Rayford walk into the room, but Kenji just waves and starts looking at the wall opposite him. Kenji is wearing a somewhat-silly-looking oversized suit, like, huge enough to slip right off.

"So, who do you think'll... go, tonight," Enzo says, clearly sounding worried. "I mean, it could be any number of people, yeah? Pretty scary to think anyone in the room could be out to get you."

Kenji just responds with: "Hey, Enzo, wanna see something *really* scary?"

Curious where this conversation is going, you turn, and watch as his body begins to morph into that of a werewolf, limbs creaking and groaning, his body coming to fit in the oversized suit. You look on in alarm as his furry grip tightens around a machete.



The lycanthrope charges forward, trying to land a fatal blow as Rayford backs him up, but Enzo is able to quickly grab a makeshift jungle spear off the wall to defend himself.

Rayford stands between you and Enzo, keeping yourself and Mei from supporting the goblin.
Not good!

Kenji leaps after Enzo, jamming one end of the spear into the doorway to create a spike. The goblin is slashed across the chest pretty badly, but the spear gets the werewolf in the knee. Enzo stumbles out of the room, spear in tow.

Rayford is distracted, and Mei takes the initiative to rush by Rayford, shouting “Stop!” and grabs Kenji by the scruff like a misbehaving dog. Catching him by surprise, she tosses him back, rushing past him, and following Enzo down the stairs. Kenji seems stunned.

This old lady is putting you to shame! You run by and kick Kenji in the ribs on the way out, but it doesn’t really seem to hurt him. Good enough to show him who’s boss!

You make your way through the mansion, but you drop your glasses. You have to pick them up, causing you to lose sight of the other two in the dark. Well, you’ll meet up with them later - things have worked out alright so far. You head down the stairs and begin exploring the first floor.

Eventually, you come to an entertainment studio with a large TV, movie posters on the walls, and stacks of VHS tapes of Westerns. You stick around for a while, and eventually Enzo rushes in, slamming the door behind himself. You wave at him, but the goblin just dives into a corner.

“Woah there, what’s going on?” This is unusual behavior, even for a goblin.

Enzo gulps. “M-Mei, he bit her head right off, there was- it was-” he stammers.

“Slow down there, son,” you say. That’s concerning. Well, you’ll tell him what he needs to hear. “Someone got Mei? We’ll make them pay. Together.”

“It’s a monster, we can’t fight it!” Enzo screams, panicked.

You smile at the goblin. Can’t have him going soft on you now! “Hah! You think they’d put us in here with something we can’t beat! Come on, buck up!”

The goblin panics in fear, looking behind you, pointing at the doorway, grabbing at you for some form of comfort.



There stands a creature covered in scales with a ridiculous long neck and lizard-like eyes. You see a metallic arm hanging off one shoulder- Griggs?!

It charges in, going straight towards Enzo, who whips out the spear he used against Kenji.

Enzo shouts in fear and stabs at Griggs, causing an unearthly yowl as the spear connects. Attaboy!

You try to back up Enzo, stabbing at Griggs with your makeshift knife, but it can't break his scales.

Griggs snaps his fangs at Enzo, who suddenly drops his spear and fumbles with something in his pocket. Suddenly, it looks like Griggs is able to bite into Enzo's face, but ducking out from below is... another Enzo? He makes a dash for the door, waving at you to follow as Griggs tears the conjured double to shreds.

You make it out alongside Enzo, but he's in a frenzy and zooms off away from you. Alone again. Still, you'd best try and get out of this maze of a mansion. Instead finding your way into a small kitchen, you take a moment to get your bearings, observing some fine china, when that werewolf Kenji and his pal Rayford appear in the doorway.

"Aw, hell," you mutter, looking at Kenji and drawing your makeshift knife. This is not a good position.

Kenji charges at you with his machete, and your little knife is no match for his blade. He cuts deep across your chest. Not enough to finish you, but darn close. You stab at Kenji once and make a run for it, and once again Kenji seems to let you go. Maybe he's satisfied with the damage he's done? You'll make him pay! Tomorrow night!

You stumble through the mansion, looking for an exit, when you come across a room with a large TV, movie posters on the w- *wait, I was just here! That means-*

Griggs leaps from the darkness with a guttural hiss, and bites at your throat. Within his maw are rows of needle-like teeth and they're all coming straight for you.

You gurgle as his teeth sink in, and with the last of your adrenaline, you stab at the creature, managing to get through his scales, but only barely. Bloods pouring out of your throat, and involuntary knowledge rises to your consciousness that it's symptoms of a ruptured artery.

Griggs' long neck whips backwards, taking your throat with it. Your vision blurs. You stumble backwards, crashing into the TV, leaning against it as your legs lose all strength.

The world goes black around you. You crumple to the ground.

Damn it, I thought I had a real shot.

You have died.

Engagements Witnessed:

Fitz vs Khuda

Kenji vs Enzo (Kenji assisted by Rayford, Enzo assisted by Fitz and Mei)

Griggs vs Enzo (Enzo assisted by Fitz)

Fitz vs Kenji (Kenji assisted by Rayford)

Fitz vs Griggs

Thanks for playing in a Fistful of Dollars! Fitz was an awesome first character, Whistle, and I hope you'll join us for more Houses of Fun in the future! In the meantime, if you'd like, I can give you access to the spectator channel.