

The Unexplored Places – Transcript  
Season 1, Episode 22: Interlude (Research, Part 2)

Transcript by Tyler (Twitter: @Tyler\_MoonSage)

CHRISTINE: Chase, you've got a couple of things going on right now, the first of which is that you accidentally let a demon loose on Deliverance.

ANDREW: Well, I mean... Did I let it happen? Maybe it was Remedy's fault... We don't really know.

CHRISTINE: [laughs] Well, it was your idea to summon the demon, so regardless of whose technical fault it was Zeke is still holding you responsible for taking care of this demon. That being said, what he has said to you is that it's up to you to find Bathym, find a way to regain control over Bathym, and find a way to banish Bathym back to hell. We're obviously not doing all of that right now in this moment, but is there anything that you're doing before setting out on that mission, anything that you want to take care of to set up all of that, or anything that needs to get done before you shift your focus to getting rid of this demon that you have summoned?

ANDREW: Well, there's Damaris.

CHRISTINE: Mm-hmm. Yeah, the full moon is in about a week, so theoretically you should take care of that pretty soon.

ANDREW: Yeah. I think that's my first priority, but at the same time since I don't really know what Bathym's whole deal is I should maybe be prepared to encounter him, or do what I can at any time...

CHRISTINE: Yes. Good call.

ANDREW: As much as Chase is in denial about his own...

CHRISTINE: Culpability?

ANDREW: Or, as much as Chase is outwardly in denial about his culpability, I think he does genuinely realize that it's his fault and wants to do something that members of the Kindred have done in the past, which is make an explicit and specific oath, which would be the "Sacred Oath" move, to accomplish this, and that requires forsaking something. Generally the way that those go, it's generally sort of a repentance kind of thing. We are Christians, so that's a whole thing that we got going on.

CHRISTINE: Yes. [laughs]

ANDREW: Because of that, the thing that you choose to forsake is often related to the goal or whatever way that you fucked up that you are now paying for.

CHRISTINE: So, forsaking the thing that caused you to need to atone.

ANDREW: Yeah, or something related to it that exacerbated the issue or some other personal flaw, or personal indulgence that allowed the issue to continue. I think forsaking magic is too general of a choice, because it's gonna require some magic to get him back there.

CHRISTINE: Yes. [laughs]

ANDREW: I can't just shoot him with a shotgun and he goes back to hell.

CHRISTINE: If only it were that easy. We did talk briefly off-mic about the possibility of... Your sect uses two different kinds of magic.

ANDREW: Yes.

CHRISTINE: We talked about forsaking demonic magic. Do you want to explain a little bit about the way that those two different types of magic work and the differences between them? Even if it's not what you're gonna end up forsaking, I feel like it's useful to break down the difference here between them.

ANDREW: Yeah. Essentially there are certain types of... Well, okay. All of the Kindred's magic is an appeal to some sort of greater power. I was gonna say higher power, but that does imply an upwards direction, and some of the magic comes from a downwards direction.

CHRISTINE: [laughs]

ANDREW: It's appealing to some sort of greater power, and different entities will allow you to accomplish different goals. The most general way of dividing that is magic that harms or restricts is generally in the realm of demonic magic and magic that helps or enhances or connects is generally in the realm of divine magic.

CHRISTINE: Right. The spell that you do where you can see another place or time tends to be a divine or angelic being that you're appealing to, whereas the President Morax spell is demonic, obviously.

ANDREW: Yeah, the set fire to this whole god damn house, that would be the bad one. It's not quite as... It's not completely clear like that. For example, this whole Bathym thing, we summoned Bathym for his ability to teleport things or people which isn't really an evil thing but is just sort of his realm, and that's who you work with. It is possible that there would be other ways of accomplishing these goals, but these are the methods that the Kindred has found to be the most effective to accomplish these specific goals. So, real quick, if we want to run down the mechanical effects of magic in the game...?

CHRISTINE: Sure.

ANDREW: Inflict Harm: That's an evil one.

CHRISTINE: That's evil. [laughs]

ANDREW: Enchant a Weapon: It gets +1 harm and +Magic. That depends on the situation.

CHRISTINE: Yeah, on the particular enchantment. You could imbue a weapon with holy light and that would not be a demon, but you can make a weapon covered in fire and that's probably a demon.

ANDREW: Yeah. Do one thing that is beyond human limitations: That's the most vague thing in the world, so let's skip that one.

CHRISTINE: Yeah, who knows.

ANDREW: But, although, I can say that if that's... you know, just a physical enhancement for yourself, if you're trying to fly or something, then that's probably gonna be angelic, but if you're trying to punch someone real hard—

CHRISTINE: Rip something in half! Yeah.

ANDREW: Yeah. Trap a specific person, minion, or monster: We've already mentioned, that's President Morax's domain because it's restricting something.

CHRISTINE: Mm-hmm.

ANDREW: Banish a spirit or curse from the person, object, or place it inhabits: That one sort of has a built-in good vibe to it because what you're banishing is a spirit or curse, so that is angelic.

CHRISTINE: Yeah.

ANDREW: Summon a monster into the world: Well, take a guess on that one.

CHRISTINE: [laughs] Probably not great.

ANDREW: Yeah. Communicate with something that you do not share a language with: That is angelic, because it's connecting two entities. Observe another place or time: We said that is angelic. Heal 1 harm from an injury or cure a disease or neutralize a poison: That is also angelic.

CHRISTINE: Yeah. So, if you were to forsake this demonic kind of magic you would be sort of axing your Use Magic options in about half.

ANDREW: Yeah. Yeah, I think so.

CHRISTINE: I will say, part of what the Sacred Oath move says is that you and I will agree on what you are forsaking which should match the goal in importance and difficulty. I would say that doing that would easily match the goal in importance and difficulty. It's a pretty restricting thing. I think for just return this one demon to hell, which is a fairly specific and limited goal, I think we probably don't need something quite that restrictive. Narratively it makes a lot of sense with what you were saying about the thing you forsake should be connected to the issue and connected to something within you that is not... Because you've been using a fair amount, this is the fourth or fifth time you've summoned a demon to do your bidding, basically, in the past three arcs. That is clearly connected to the issue, but I do think that we can talk about other options that are a little less restrictive that would still match your goal of banishing Bathym back to hell. The list that the book gives us says: speech, all sustenance except bread and water,

alcohol, lying, sex, etcetera. Obviously some of the ones on that list are not super relevant to either the way we're playing this game or your character in particular.

ANDREW: [pretend reluctantly] Alright, Chase won't have any more of the sex he's been having.

CHRISTINE: [laughs] That's not a thing that we've really talked about at all, for any characters at this point. I don't think it would be super interesting. But, there are a couple on there, speech and lying in particular, that obviously would have a large impact on Chase.

ANDREW: Yeah. I think speech is gonna be overly restrictive for Chase, honestly I would say more so than eliminating demonic magic.

CHRISTINE: Yeah, speech is a big one.

ANDREW: Yeah, but I do think lying is something that Chase has done a lot this whole time that he's also been conjuring demons...

CHRISTINE: That is very true.

ANDREW: ...and also, a sort of dishonesty and refusal of responsibility has been an aspect of this specific situation, and is also kind of still an aspect of it since what Chase is gonna do first is solve a different problem, so he's still a little bit running away from it.

CHRISTINE: Yes. Yeah.

ANDREW: But yeah, I think forsaking lying. That doesn't mean compulsory truth, but it means not...

CHRISTINE: Not knowingly telling a lie, yeah.

ANDREW: Yeah. If I break the oath, if I do lie to someone, the move has a thing about taking -1 ongoing until you have atoned, and atoning would probably mean telling the truth to the person that you lied to.

CHRISTINE: At the very least, yes. The sect takes atonement pretty seriously, we've established.

ANDREW: Yeah, it's their favorite movie.

CHRISTINE: [exhales... laughs] Zeke's just always watching it, just all the time. He loves it. Just Keira Knightley in that green dress, ideal. ... Just based on the language of the way the Initiate's playbook works and also the fact that we've picked total obedience as your sect's bad tradition, I think atonement would probably be stronger than just telling the truth to the person that you lied to.

ANDREW: Yeah.

CHRISTINE: I don't know what it would look like yet, and we'll figure that out if and when it comes up, but I do think that just telling the truth would not be enough to fix that, because the move gives you a lot of benefits. You get: While you keep your oath and work towards your goal mark experience at the end of every session and get +1 on any rolls that directly help achieve the goal. That's a lot. That's pretty

beneficial. So, if you lie to Damaris and get a -1 ongoing before you've even started pursuing Bathym, that's gonna be really tough I think.

ANDREW: Yeah.

CHRISTINE: That being said, I do feel like lying matches the goal pretty well. I think it feels like a really good fit. It's still restrictive but not quite as restrictive as magic. Right?

ANDREW: Yeah, that makes sense.

CHRISTINE: Alright. What is taking this oath like? Is there a special ritual around taking this oath, or is it just, like, you pray and say that you're not gonna lie anymore and it's done? Tell me what this looks like.

ANDREW: It's definitely very individual, so nobody else is gonna be involved in this. I would say maybe Zeke knows that I'm taking this oath, but probably nobody else does, especially since the thing that I'm giving up is lying and it seems kind of weird to be bragging about that. You know?

CHRISTINE: [laughs] Yeah. That makes sense.

ANDREW: It's a personal quest that you're undertaking. I think the process of doing it is going to be mostly prayer for an extended period of time. In some ways it's not even so much an agreement... It's not like I'm making a contract with Jesus, you know? It's really just a personal responsibility. Mechanics-wise, the -1 ongoing if you break the oath is not so much some divine intervention, like god's like "oh, you fucked up, you're gonna mess everything up now."

CHRISTINE: [laughs]

ANDREW: If you're really committed to this and you go back on your word, then that's gonna severely affect you. You're only gonna be able to make this oath and have it mean something if you're very committed to it, which I think in his heart Chase is, even if outwardly he's a little afraid of everything.

CHRISTINE: Aw, Chase... Alright. That sounds good. You now have a Sacred Oath, which is to return Bathym, to bind and banish Bathym back to hell, and you are forsaking lying during your quest. So, now that you can't lie, [smiling] you do have to go talk to Damaris about the werewolf situation.

ANDREW: Agh~!

CHRISTINE: At this point you have told Damaris that it's possible that she is a werewolf based on the fact that she was bitten by a werewolf. You have not told her that you found a possible cure. You have not told her that the possible cure is kind of a 50/50 shot, either it being fixed or you having to kill her. You also have not told her, you have not connected her with Evelyn, though I think you mentioned to her that there was someone else who might be able to help her. Right?

ANDREW: Yeah. Did Evelyn say that she didn't want to be involved though?

CHRISTINE: You told Evelyn that someone might have been bitten, and she told you that she would be happy to help that person but that she'd rather not be wrapped up in other sect stuff. Basically, what she

didn't want was to be your werewolf consultant for every time you come across something in a mystery, but she said she'd be more than willing to help whoever this person was in the same way that she's been helping her sister or is going to be helping her sister through that transition into being a werewolf.

ANDREW: Alright. Yeah, I would like to talk to Damaris, and we'll just see how that goes.

CHRISTINE: Do you go approach her in her room, or do you find her on campus? How are you approaching her?

ANDREW: Do I have her number? I feel like I don't want to just show up.

CHRISTINE: You don't, but Lance does... I think if you mentioned that this is what it was about he would probably—I mean, we don't have Chaz on the call, but I feel like you could probably get her number from Lance.

ANDREW: I'm not convinced that I could get her number from Lance...

CHRISTINE: Yeah? That's fair. Actually, you probably do have her number, because you did go and talk to her once already about all this, so she probably gave you her number at that point.

ANDREW: Oh, that's true.

CHRISTINE: Yeah, I think you do have her number.

ANDREW: Okay. I will text her and ask to meet her somewhere private, either she can come out to The Farmhouse or we can meet... just not like a coffee shop.

CHRISTINE: Yeah. She offers that you can come talk to her in her room. There's a lot of technical things, like "text me when you're getting here so I can come unlock the front door, because it's keycard access to the dorm building" and all of that, but yeah, you can meet with her in her room. She comes down to get you at the main door of the dorm building.

CHRISTINE (as Damaris): Hey Chase, what's up?

CHRISTINE: And she starts leading you towards where her room is.

ANDREW: I'm gonna wait until we are in her room and not being overheard.

CHRISTINE: Yeah. She lives pretty close. She's on the first floor. You guys get into her room and she closes the door.

CHRISTINE (as Damaris): This is about the whole... werewolf thing, right?

ANDREW (as Chase): Yeah, it is. I did some research and I spoke to someone who knows about this whole thing. What they told me is it's pretty certain that you have likely contracted the disease...

ANDREW: Chase is so good at talking.

CHRISTINE: Ohh... Chase is SO good at talking. Disease makes this sound really—

ANDREW: Affliction?

CHRISTINE: [laughs] Werewolfism?

ANDREW: Yeah, werewolfism.

CHRISTINE (as Damaris): Okay...?

ANDREW (as Chase): You wouldn't be showing any effects right now, but...

CHRISTINE (as Damaris): But the full moon is next week.

ANDREW (as Chase): Yeah. I guess you were probably already looking at that.

CHRISTINE (as Damaris): I mean, that's how it works, right? I don't really have anything to go on here except movies, but that seems pretty consistent for werewolves?

ANDREW (as Chase): Yeah. Now, there's a couple possibilities here.

CHRISTINE (as Damaris): Okay?

ANDREW (as Chase): Let me just be straightforward here. The person that I spoke to, who knows about this, is also a werewolf...

CHRISTINE (as Damaris): Okay.

ANDREW (as Chase): ...and she is not, you know... She is just a normal, kind, intelligent person, and she doesn't hurt people unless they attack her at her home and shoot her with a shotgun.

CHRISTINE: [laughs]

CHRISTINE (as Damaris): Sounds oddly specific.

ANDREW (as Chase): It is. So, there is a way to manage this in the same way that you might manage your... um... Crohn's disease? I don't know.

CHRISTINE: [laughs]

ANDREW (as Chase): I mean, not in the same way, but similar. It's difficult, but it's possible, and that person is willing to help you if you want her help.

CHRISTINE: You can see that she looks visibly relieved to hear that.

CHRISTINE (as Damaris): That's good, right? That sounds really... That sounds like a super positive option. I mean, you don't sound super positive, but...

ANDREW (as Chase): Well, you should know that it is an arduous process of regulating that, especially when you're starting out. It's not... There are still situations, for example if you are being attacked at your own home and shot by a shotgun, where you might... change, not on purpose.

CHRISTINE (as Damaris): Luckily I've never been attacked with a shotgun before, so hopefully that's not something that will happen super frequently.

ANDREW (as Chase): Well, neither had she, until...

CHRISTINE (as Damaris): Okay, yeah... Fair.

ANDREW (as Chase): I guess I don't know that for sure. Anyway, the point is that is an option to you. There is a second option.

CHRISTINE (as Damaris): Okay?

ANDREW (as Chase): In my research I came across some instructions for a potential cure.

CHRISTINE (as Damaris): Oh?!

ANDREW (as Chase): If we carried that out successfully it would mean that you would no longer be afflicted with werewolfism.

CHRISTINE (as Damaris): Okay. I feel like you would have led with that unless there was a "but" to this whole thing.

ANDREW (as Chase): Um... Well, like any cure, some people might think that there's no need for a cure and that if you can live your life as you are you don't need to fundamentally change the way that you function, so that could be a reason why you wouldn't want to do this cure.

CHRISTINE: [laughs] Not lying.

ANDREW: Not lying!

CHRISTINE: Okay, so Keeper to player, I want to ask what Chase wants out of this interaction, because I think that will direct the way things go. Is his goal to get her to agree to try the cure or is it just to present her with her options?

ANDREW: I think Chase's goal is for the decision here to be someone else's responsibility.

CHRISTINE: [laughs]

ANDREW: That sort of requires skirting the issue of the failed cure, and making them seem... you know, just letting them seem how they seem which might be equally good or difficult options.

CHRISTINE: Okay. She says... See, I think you've unintentionally made a very compelling argument for her not going for the cure just in the way that you framed the "not a lie" negative side of that option.

ANDREW: Yeah?

CHRISTINE: [laughing] I don't know how to say this without sounding super crass, but like... She's a lesbian. I don't think she wants to change something fundamental about herself even if it's new just because she could. I don't know how to articulate that really.

ANDREW: I see... Huh.

CHRISTINE: I think that because you framed the cure that way...

CHRISTINE (as Damaris): Okay, so it's taken me a little while to get my head wrapped around the whole werewolf thing, but it's been like three weeks now. We don't know for sure until next week, but now that I've kind of adjusted to the idea of it, I think... I feel like if there's a way to manage it, it's okay. I don't know, maybe it will suck, maybe it will be fucking awful and way too hard to control, and I will hate it and then the fact that there might be a cure is awesome. Thank you for helping me with this, for doing all this research and everything, but I might as well see how it goes, I mean see if it's even true and also how hard it will actually be, I guess. Wait and see how things go? Does that make sense?

ANDREW (as Chase): Yeah. That makes sense.

ANDREW: I think Chase is surprisingly, to himself, relieved by the fact that he does not have to... whatever he had to do, nail her to the cross and then stab her with a blade, I don't remember what it was.

CHRISTINE: [laughs]

ANDREW: Sorry, Christine, can you just refresh my memory? Was—Oh, I can't remember Evelyn's sister's name.

CHRISTINE: Clara.

ANDREW: Was the incident involving Clara, did it happen because Evelyn screwed up her containing or mitigating? It was more like they didn't know she was gonna turn at that specific time?

CHRISTINE: No. Exactly. It was not a "oh no, we fucked up," it was a "we didn't know this was gonna happen yet, so we weren't really ready for it and then it happened."

ANDREW: Okay. That's good. That makes me feel a little more secure in this option.

CHRISTINE: [laughing] You don't feel like Evelyn's gonna fuck up and Damaris is gonna come kill someone?

ANDREW: Well, that could still happen, but...

CHRISTINE: Yeah.

ANDREW: ...at least I'm not like, she's done it once before and she'll do it again. Great. I think I will give—I have Evelyn's phone number.

CHRISTINE: You do, yes.

ANDREW: I can give her phone number to Damaris and tell her to call her... now. [chuckles]

CHRISTINE: Yeah.

ANDREW: Or like, ASAP.

CHRISTINE: [laughs] Today.

ANDREW: Or like right now in front of me.

CHRISTINE: Oh?! Right now in front of you?

ANDREW: Well, I'm not demanding it, but it's like you should do this as soon as you possibly can, and if you want me here to like chat together—although I don't know if Evelyn wants that.

CHRISTINE: Probably not.

ANDREW: But yeah, it's important to get it today, because—

CHRISTINE: She's gotta start. Yeah.

ANDREW: Yeah, and Evelyn has to prepare for that to happen, to be watching over not just one but now two new werewolves.

CHRISTINE: Mm-hmm. Yes. Yeah, I think Damaris promises that she will call Evelyn, not now while you're in the room, but when you leave she will call her.

ANDREW (as Chase): Okay. I'm not requiring you to do anything, but I would appreciate it if you let me know when it was all set up and ready. Maybe just send me a text the morning after the full moon to let me know everything's cool?

CHRISTINE (as Damaris): Yeah. Yeah, I can do that.

ANDREW (as Chase): Okay. Thank you. I'm not going to check in on you, to make a habit of checking in on you, if you just want to deal with this on your own, but I am available if you want

an additional resource on this general situation. You have a firsthand source about werewolfism through Evelyn, but if you have any other questions or concerns you can, yeah, come to me.

CHRISTINE (as Damaris): I will keep that in mind. Thank you, Chase.

CHRISTINE: Alright. Is there anything else that you want to do during this downtime?

ANDREW: I think I should do some research if I can about the whole binding and banishment.

CHRISTINE: Bathym situation? Yeah. Alright.

ANDREW: I was thinking it would be that study the archives...

CHRISTINE: Your special study the archives move?

ANDREW: Yeah, that's what I was thinking.

CHRISTINE: Yeah, let's do that then. That is a Sharp roll. ... Thirteen! Phew. Yeah, when you study the archives, on a 10+ you may ask any three questions. Tell the GM where you found the information. Alright, what are your three questions about Bathym, and about banishing demons more generally I suppose?

ANDREW: My first question is going to be specifically about Bathym. What havoc, if any, has Bathym brought previously in the history of the Kindred?

CHRISTINE: There was a... Hmm. I'm trying to decide what this is. Are you specifically looking for an encounter that Fight-the-good-fight-of-Faith Fayerweather has had that involves Bathym, or are you more looking for broad theoretical examples of stuff that he has historically done?

ANDREW: Let's go with broad, theoretical examples. Yeah, let's go the broader route. It just seems more likely to find information through that. If there is information directly from Faith, I bet that would be especially helpful, but if I'm choosing between one or the other I think I would go for the broad.

CHRISTINE: Okay. Historically, you can find that Bathym has been connected to things that have been explained away as sleepwalking incidents, with people falling asleep somewhere and waking up somewhere else and having no explanation for it, that have been written off as oh you must have been sleepwalking, especially in situations where they are somewhere they could not have plausibly sleepwalked to. There's a story about a woman who went to sleep in her bed and woke up on an island in the middle of a lake, and everyone's like you must have just sleepwalked there, and she's like I didn't row a boat in my sleep. [laughs] What's going on? You can find that the concern might be less what havoc will Bathym wreak of his own accord and more what he might be able to do if someone were to... if he were to enter a pact with someone else.

ANDREW: Oh, okay.

CHRISTINE: Tell the GM where you found the information... That one's probably—There are demon books, right? That's probably where you found that.

ANDREW: You know, it's the Bible.

CHRISTINE: Yeah. I don't think THAT's in the Bible, especially since I just made it up. [laughs]

ANDREW: Yeah. I think there's some demon books. We can have an in-universe slightly different version of the *Ars Goetia* which is the actual book that I'm taking all this stuff from. I guess the actual book is *The Lesser Key of Solomon* and the *Ars Goetia* is a section of that book. Anyway. Yeah. So, my second question... The next thing I want to look for is information from Faith, from the Kindred histories, some kind of information on binding and banishing out of control demons.

CHRISTINE: Yes. That isn't a question, it's a statement.

ANDREW: It sure isn't.

CHRISTINE: [laughs] Is the question "How do I bind and banish a demon?"

ANDREW: Yes. Yeah.

CHRISTINE: Okay. Basically, the easiest way to bind a demon... You know the runes that Remedy had drawn on the floor in order to keep Bathym in place during the ritual?

ANDREW: Yeah, which clearly she fucked up, so...

CHRISTINE: Lying~

ANDREW: That was Andrew.

CHRISTINE: [laughs] Okay. Andrew's still allowed to lie. Okay, it's sort of like that. It says the best way to do it is to draw a runic demon trap, to disguise it, and then to lure the demon onto it. The demon will then get stuck in it, and there's a ritual chanting in order to banish it. There's a certain set of prayers that you use to get rid of the demon. There's information that you can draw them under the floorboards of a building and then when a demon passes over that part of the floor it gets stuck in place. If you're in the forest you could draw it in the grass and then cover it with leaves or something like that.

ANDREW: I don't want to genie myself. I don't think this counts as a question that Chase is asking with the move. Andrew has a mechanical question about these runes, which of course Chase would already know about.

CHRISTINE: Yes. Yeah?

ANDREW: Do they have to be etched or do they just have to be represented in some way? Can you draw them with a pencil, or do you have to carve them in something?

CHRISTINE: That is a good question.

ANDREW: I guess the third option would be you could make them with sticks or something. Which of those are available?

CHRISTINE: What I want to know from you is, do you think that the act is more about having something physically there or is it about the act of creating them? Which do you think the magic lies in, the physical image or the act of making that representation?

ANDREW: Huh...

CHRISTINE: Judging by some of the magic we've seen people other than you do in this game, it's likely the intention or the act. We've seen Lance do magic without the right ritual chanting, right? We've seen him do magic just by being scared and wanting something really badly without having the technical knowledge that Chase has, where Chase knows what prayers to say in order to summon a certain thing.

ANDREW: Yeah. Maybe you could argue that the more technical method is a more reliable way of accomplishing it.

CHRISTINE: Absolutely. His magic is pretty accidental, and not necessarily as strong as yours has been historically.

ANDREW: I don't think that the drawing itself is generating the magic, but I think that the thing you physically do causes something metaphysically to happen. It's almost as if... This is not what's happening, but to visualize it, you draw this circle with runes and things and that thing you drew is not what's trapping the demon, there's like an invisible ghost circle of runes that rises from that.

CHRISTINE: It's not the actual images but the circle that you've created by drawing them that becomes an altered space.

ANDREW: Yeah. If you screw up drawing it then the magic thing that is generated is also screwed up. You're not necessarily directly making the magic, you are making this thing and that thing makes the magic, so still if you mess up this medium it's gonna mess it up.

CHRISTINE: Yeah, but that does sound like it could be drawn or created out of stones or something rather than having to be etched.

ANDREW: Yeah. Okay. That makes sense.

CHRISTINE: So yeah, you could just draw it or something like that and it would still work. The history is probably of etching it because it's more permanent that way.

ANDREW: Right.

CHRISTINE: You see a history of superstitious people etching these demon traps at the front of their door to keep the demons out of their house, so they wanted something that would stay there and last that way, but that doesn't necessarily mean that you have to carve it into a floorboard. You could create it however you wanted to as long as you were doing it and using the right symbols and all of that.

ANDREW: Okay. How to bind and banish it would be draw a runic demon trap, disguise the trap... I guess that's not necessarily part of it, but that's probably gonna help with the third part, which is to lure the demon onto it.

CHRISTINE: Yes.

ANDREW: Then there is ritual chanting that is required to banish it back to hell.

CHRISTINE: Mm-hmm.

ANDREW: Okay...

CHRISTINE: Alright. You've got one more question, since that one didn't count.

ANDREW: I want to know more generally about not necessarily just Bathym but demons in general and how they interact with the world. Are there any specific rules they must abide by or specific tendencies that they have that I either should be aware of or could use to my advantage in this endeavor?

CHRISTINE: Okay. The first piece of information you find is that demons of Bathym's level within the hierarchy, once they are unbound on earth, they can take whatever form they please...

ANDREW: Shit.

CHRISTINE: ...but, the form of a demon does not have a shadow.

ANDREW: Oh... so carry a flashlight.

CHRISTINE: [laughs] The other thing that you find is that unbound demons on earth are usually looking to make a pact of some kind, to make a bargain with a human, and will often manipulate vulnerable people into making those pacts.

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CHRISTINE: Rowan, you leveled up at the end of last session.

MORGAN: I did~

CHRISTINE: Did you have an idea of what you wanted to do for your improvement this time around?

MORGAN: I was trying to think what would make the most sense narratively, and I don't think it makes any sense at all to take another Divine move. I didn't see any I necessarily wanted from any other playbook, so I think I might just make myself a little more charming, because Rowan's been in the human world for a little more time and knows how to speak a little more normally, so it makes sense for them to be just a little less weird in that way.

CHRISTINE: Yeah. Can drop in the occasional casual TV reference.

MORGAN: Yeah, you know.

CHRISTINE: Great. I think that makes a lot of sense at this point and also will probably be very useful.

MORGAN: Hopefully so. [laughs]

CHRISTINE: Because other than Lance, no one on this team is charming at all.

MORGAN: Oh, neither is Rowan, but we've got a good neutral 0 now. We've clawed our way back from -2.

CHRISTINE: Yeah. Everyone right now has been working hard to get their negatives up into neutrals. I think Lance finally has a 0 in Sharp, and I think Chase finally has a 0 in Cool, [laughs] so we're getting there.

MORGAN: Lance, that good, good boy. Amazing what a semester of college will do for you.

CHRISTINE: It's true. He's learning things about the world.

MORGAN: Although, he doesn't seem to go to class ever, he just plays lacrosse.

CHRISTINE: I mean, that's all you do in college, right? Your extracurriculars and then at the end they hand you a degree anyway? That's totally how it works.

MORGAN: As far as Rowan knows, that's exactly what happens, you just hang out in the halls together and then four years later, wow a degree!

CHRISTINE: [laughs]

MORGAN: There's singing and dancing involved as well.

CHRISTINE: Of course, absolutely, always singing and dancing. Alright, with your level up taken care of let's talk about our downtime. What are you working on now that we have trapped the Chronophage and Lance is not in too much trouble with his parents, what is Rowan working on or working towards?

MORGAN: During our last mystery Rowan noticed one particular freshman on the quad who's shadow didn't seem to move exactly as she did, and that is our good, good shadow monster who has stolen—well, not stolen, who Rowan gave their wings to in a trade way back when. The monster said that they would go away and they didn't, so now Rowan's going to try and have to figure out what this shadow has been up to and why they persist in Deliverance.

CHRISTINE: Yes, our good friend the Shadow Eater.

MORGAN: Yeah, who I think we had just decided was male... [laughs]

CHRISTINE: Yes, we did.

MORGAN: I think I've been referring to it with male pronouns, so the Shadow Eater... man... guy.

CHRISTINE: When you hallucinated him in the monster house I was definitely acting as if he were male, so yeah, you know, some demons and angels have gender and some don't. He happens to have been in the human world doing various things for quite a long time. He's sort of settled himself into a gender.

MORGAN: Cool. No judgment.

CHRISTINE: That happens. Yeah. I mean, ugh, some people have gender, but like whatever, I guess we can't stop them. [laughs]

MORGAN: [laughs] That's very true.

CHRISTINE: So, what is your next step? Are you going to try to find this person that you saw, this girl that you saw with the weird shadow?

MORGAN: Well, first we have to figure out who got kicked off on that episode of Survivor we were watching that Sunday afternoon. That's the first order of business.

CHRISTINE: Very important. It was... Jason. It was Jason.

MORGAN: [laughing] Oh no! And then, after we're done dealing with the emotions associated with that situation, I think Rowan sits down and is trying to sift through their memory to figure out who this girl is and how she might be attached to this Shadow Demon or why he would have picked her to latch onto. I was thinking that maybe using magic would be a good way to do that to see if Rowan can go back into their memory and examine that moment a little more fully, because there wasn't a whole lot of time to figure out who she was, why she was there, or even where she was going when the Chronophage nonsense was going on.

CHRISTINE: Yes. So, I'm trying to get the best way mechanically to handle this... Obviously it's gonna be a Weird roll because you're using magic to do it, but I don't know that it's a Use Magic roll. It's kind of "Observe another place or time," it's kind of observing her in other times I guess, so we can do it that way, or if you want it can be an Investigate a Mystery roll using Weird. The questions aren't exactly the kind of questions we're trying to ask, but we could do it that way.

MORGAN: There's no mechanical difference for me versus Sharp and Weird.

CHRISTINE: It will be Weird either way I think, because either way you're using magic to do it, it's just a matter of do we want this to be a "it might work but there might be a glitch" consequence, or do we want the consequence to be like you can't really find anything, or you find out less...

MORGAN: I think it's more interesting for me personally to think that somehow the memory is corrupted or they can't access that memory in the same way, or their remembering wrong, so it's not even a lack of information, they might actually be relying on some misinformation if the roll goes badly.

CHRISTINE: Interesting, very interesting, I like that.

MORGAN: I just like making things more difficult for myself. [laughs]

CHRISTINE: Don't we all? That's been the recurring theme lately, for you, for Chase, for you know... all of us, really.

MORGAN: Chase doesn't need a whole lot of help.

CHRISTINE: Chase does not need a whole lot of help, but he keeps screwing himself anyway.

MORGAN: 'Whatcha gonna do?'

CHRISTINE: Yeah. I don't know that we just made a decision on which roll we were making. That was Use Magic, right?

MORGAN: For me that was Use Magic. I don't know if you'd like to frame it in an Investigate a Mystery type of way.

CHRISTINE: No, I think that's fine. Yeah, if what you're doing is recalling the memory to see if you can get any information about her from what you remember of her, then yeah let's do Use Magic. Do you want to give me a Weird roll? ... Seven, so it works imperfectly. Choose a glitch: weakened, short duration, take harm, magic draws immediate unwanted attention, or it has a problematic side effect.

MORGAN: I'm gonna go with problematic side effect.

CHRISTINE: Okay. I know what the side effect is going to be, but tell me what kind of information you're specifically looking for so that I can tell you what you find looking back through these memories.

MORGAN: Who this person is, do they have any relation to Lance, have I seen them around before, and where were they going, what general direction they might have been going when I had to turn my attention back to the Chronophage, because when I had a moment to check on that situation again she was nowhere to be found.

CHRISTINE: Yes. I think you have seen her around before. You've seen her on campus. You know that she is a student. She was on the freshman quad, but she is not a freshman. You've seen her working in the library.

MORGAN: In the normal library?

CHRISTINE: Yeah, in the campus library.

MORGAN: [laughing] Okay, just for clarification.

CHRISTINE: Not the sect library. You can gather that she's an older student, you don't really know what year. I don't think she has any connection to Lance that you know of. As for where she was going, you can't tell except that you think she saw you see her and that was why she left, so where she was going was just to get away from you so that you couldn't follow her. As you're looping through this memory in

your mind however—I'm imagining this as like rewinding a video to watch it again and again kind of thing, you're sort of scrubbing back through it and watching it back and forth in your head. As you do that, you notice that in your memory the shadow is not only moving independently from her, it's moving independently from your viewing of the memory. As you're watching it it's doing different things to the point where what it's doing seems unconnected to whether you're going backwards or forwards, rewinding or fast forwarding, watching it in normal time. The shadow is just kind of doing its own thing.

MORGAN: Oh god.

CHRISTINE: You get the sense of being watched as you're doing this, that you going through the memory is giving the Shadow Eater himself a window into seeing you as well, so if you're viewing him through magic he's also viewing you through magic.

MORGAN: Ahh!

CHRISTINE: You get the sense that that's something he can do and that using magic as a further means of investigating this is going to be potentially dangerous for you.

MORGAN: Cool. Let's exit out of that memory window. Bye~ [laughs] Oh, that's really creepy, but interesting. Alright, wow.

CHRISTINE: If you want to find out who this girl is more specifically, like her name or where you might find her or how she might know Lance, you will probably have to pursue that through non-magic means or risk the Shadow Eater gathering more information about you and what you're doing.

MORGAN: That's okay. Rowan just needs a person who is decently connected with social media, so let's go upstairs in The Farmhouse and Facebook stalk her.

CHRISTINE: Funny enough, there is one person in the sect who is particularly well connected via social media and an upperclassman at Fairweather.

MORGAN: Perfect. Do I know them?

CHRISTINE: [smiling] Do you want to ask Van for help Facebook stalking this girl?

MORGAN: [laughing] Somehow I knew it was gonna be Van. I just knew.

CHRISTINE: [chuckles]

MORGAN: Sure, why not.

CHRISTINE: You go ahead and find Van. Are you just like "I need to find a person"? How do you approach him?

MORGAN: What is he doing?

CHRISTINE: That's a good question. He is...

MORGAN: What day is it, also?

CHRISTINE: Probably a Monday. It was Saturday before, but you watched Survivor which was Sunday, so probably Sunday evening or Monday morning? I'll say Sunday evening.

MORGAN: Cool.

CHRISTINE: He'll still be at The Farmhouse Sunday evening. I think he is hanging out in the library with a pile of books near him. He looks really bored. He's just flipping through these books and doesn't seem to really care all that much. He keeps pulling out his phone and texting instead of actually reading the books.

MORGAN: Cool. Rowan just plops down next to him.

MORGAN (as Rowan): Hey! Do you have a moment? Can we talk?

CHRISTINE (as Van): Yeah, sure, anything to distract me from this nonsense. What's up?

MORGAN (as Rowan): So, I need to find a person...

CHRISTINE (as Van): Okay. Go on.

MORGAN (as Rowan): ...and I only know vaguely what they look like and vaguely more or less what they do on campus. Do you think you could use that magical internet thing to help me figure out who they are?

CHRISTINE: His face breaks into a super wide grin and he laughs a little.

CHRISTINE (as Van): Ohh, you want to Facebook stalk someone. Yeah. You came to the right place. I can 100% help you do that.

CHRISTINE: He pulls up Facebook on his phone and opens his friends list.

CHRISTINE (as Van): Okay, so tell me what you know.

MORGAN (as Rowan): So, it's a girl who goes to Fairweather, I think she works at the library, and I've seen her in the freshman quad before but I know she's not a freshman.

MORGAN: I guess Rowan probably has more physical details about her that Morgan does not.

CHRISTINE: Yes. I think I forgot to describe her when you saw her. She's like 5'4" or 5'5", she's got wavy brown hair, she's kind of just like a very average—not average looking as in she's not pretty, but she looks like a fairly common appearance.

MORGAN: She is me.

CHRISTINE: White girl, brown hair, shoulder length brown hair—Her hair is curlier than yours.

MORGAN: Oh, okay. [laughs]

CHRISTINE: In my mind, I'm picturing—Did you watch *Stranger Things*?

MORGAN: Everyone here is obsessed with *Stranger Things*.

CHRISTINE: I'm picturing the teenage girl from *Stranger Things*. I can't remember the character. Nancy?

MORGAN: Oh, okay.

CHRISTINE: She's just like, pretty but kind of...

MORGAN: Aggressively average looking?

CHRISTINE: Yes, exactly, she's just a super average looking pretty white girl. You describe her to Van and he starts looking. He's typing away on his phone. He finds a couple of people and he shows them to you, and they're clearly not the right person, and he keeps looking. Eventually he pulls up the Facebook page for a girl named Hazel DeWitt. Her Facebook profile tells you that she is a senior. Van's actually just Facebook friends with her because he's friends with everyone in the senior class because he's a senior. She's an English major. She works in the library in the archives area. Fairweather has an archival/rare books room and she sits there and makes sure that people don't bring food in and destroy the books, because they're rare. You don't see any connection to Lance through her Facebook. Van goes through to look at the friends they have in common. I don't know if he's Facebook friends with Lance but it doesn't look like she is, so you're not sure that they've met before. She is Facebook friends with Damaris.

MORGAN: Oh... Okay.

CHRISTINE: I think that's most of the information you can gather from her Facebook except that it looks like she hasn't posted recently. The last post on her Facebook is from maybe two weeks ago which is a picture of her at a costume party. It's her and a couple of other people that it looks like she's friends with and they're all dressed up, and she's wearing a bad Dracula vampire costume with the cape and the high collar, the fake plastic fangs...

MORGAN: Low commitment costume.

CHRISTINE: Yeah, exactly. She put on a costume, but she didn't go out of her way to pay a lot for it or put a ton of effort into it. That is the last post on her Facebook that you can see.

MORGAN: Okay. I guess I'll ask Van...

MORGAN (as Rowan): Do you know her? What does she do?

CHRISTINE (as Van): Yeah. We met like the first week of school. We're not like friends or anything.

MORGAN (as Rowan): But you are friends. It says friends.

CHRISTINE (as Van): Well no, we're Facebook friends. That's... So, it—It just means... Okay, so like, I have 900 Facebook friends but I don't actually have 900 friends, right? They're just people that I've met, people that I know.

MORGAN (as Rowan): That's so weird.

CHRISTINE (as Van): Like, acquaintances. We're acquaintances.

MORGAN (as Rowan): Then why doesn't it say acquaintance?

CHRISTINE (as Van): Because... we humans like to feel appreciated, and like we have more connection to one another than we actually do.

MORGAN (as Rowan): Okay... Huh.

CHRISTINE (as Van): It's like when you call someone your friend so you don't hurt their feelings even though you don't really like them.

MORGAN (as Rowan): Ohh. Okay.

MORGAN: Rowan's thinking "like Byrdie and Chase!"

CHRISTINE: [laughs] Exactly! Exactly like that.

MORGAN (as Rowan): Do you know where she lives?

CHRISTINE (as Van): I don't, but I can find out.

CHRISTINE: He pulls up the Fairweather website in the browser on his phone and goes to the student directory and starts looking, and he pulls up her dorm room number. It takes him a minute or two but he finds it. You know that really creepy thing that our college had where you could look up anybody's home address and home phone number and also where they lived on campus, and it's the biggest breach of privacy ever but it's just there on the school website? It's that.

MORGAN: Oh, 100%. Yeah.

CHRISTINE: So you know exactly where she lives now, and you know where she works.

MORGAN (as Rowan): Cool. I guess if it's Sunday evening then she's probably with everybody else in the library cramming, and she might be working and cramming at the same time.

CHRISTINE (as Van): She might be, yeah, you are correct.

MORGAN (as Rowan): I guess I should just get ready to go to the library.

CHRISTINE (as Van): Yeah. Hey, do you want some company? Do you want someone to tag along? I can make sure that we find the right person. I don't know if you know your way around the library...

CHRISTINE: He glances over at this pile of abandoned books that he clearly does not want to be reading.

MORGAN: Oh, poor baby, he's just bored.

CHRISTINE: [laughs] Yeah.

MORGAN (as Rowan): Sure thing.

MORGAN: I don't think Rowan's ever been in the library by himself and low-key I don't know what the security system at this university is, but Rowan does not have a student ID and probably won't be able to get in if it's after dark.

CHRISTINE: That's true. That's 100% true, but Van will gladly be your Trojan horse into the library.

MORGAN: Excellent. Rowan's also gonna be really concerned about fitting in, so they're gonna rumble through The Farmhouse and get a really weirdly sized backpack, carry some of these super big monster books around, being like "this is what a student looks like!" ... They do not look like a student.

CHRISTINE: Van's like:

CHRISTINE (as Van): Oh~

MORGAN: Trying really hard. [giggles]

CHRISTINE (as Van): You look great. You look perfect. An icon, an absolute icon. Let's go.