*Transcript by Raina Harper*

**Kyle (as If)**

*[Chuckles.]* Hello, guests and ghouls, and welcome to this year's Halloween special.

**Kyle**

Today's Halloween special follows up on our previous years' Halloween specials, and as such it features heavy references to our previous campaign. As always, in the description we've got a link to a character list which will give you a brief description of pretty much any proper noun we use in this episode, so if something sounds unfamiliar you can check it out there.

Down there you can also see timestamped content notes which you might want to check out because this episode gets a little bit into the Halloween spirit.

*[Silly Halloween music plays for the intro.]*

*[Sinister piano music begins]*

**Aaron (as Victor)**

Good evening. I am Victor Daemon of the Daemon Saloon. Come in, come in, you know how it goes by now. Take a seat, have a snack, and peer into the crusty forgotten corners of your soul.

The visit repeats itself like poetry, and just like with every other year, please refrain from sitting in these four seats in front of me. For two long years these four lone furnishings have awaited their friends' grand return, and at long, long last…

*[A door creeks.]*

…they arrive right on time, again.

*[Ambling spooky music begins.]*

**Kyle**

The Daemon Saloon looks the same as it did two years ago. It's a nice rustic bar with a handful of fantasy creatures, one of which is absolutely stolen from D&D. It's the one everybody likes. I'm not saying which because then you can fill it with your imagination.

Just like with the past couple of years, our adventure begins with Victor Daemon tending the bar with four empty seats in front of him before the door opens and four figures enter. But, it's a bit different than it was in 2020, and then back in 2019.

*[Music ends.]*

In both of those, our heroes had found themselves in a group cluster lost somewhere in the wilderness where they stumbled upon this, but our group of adventurers today did not all enter this door together and they did not think they were lost, because they were celebrating Hallieween.

*[Silly Halloween music begins.]*

Hallieween is a festive celebration full of costumes and candy named after a specter from many years ago who was known for being particularly fashionable.

**Hallie**

Yes. I'm a fucking legend now.

**Kyle**

So, all cross The Valley and The Hereafter—I didn't actually ask you where you were. All across the world of Quest Friends! Hereafter, our four protagonists were celebrating Hallieween each in their own costume and each in their own way, before opening a door that would take them someplace other than what they expected. What were each of you doing for Halloween and how were you dressed up? Did I say Halloween?

**Emily**

Yes.

*[Music ends.]*

**Kyle**

What were each of you doing for Halloween?

*[Stammers.]* What were—

*[Laughter.]*

**Tom**

They sound the same! Okay? When you say it, it sounds exactly the same.

**Hallie**

No it doesn't!

**Emily**

“Did I say Halloween? What were you doing for Halloween?”

**Hallie**

Just say my name and then –ween.

**Tom**

You have to overemphasize “Hallie”-ween in order to say it.

**Kyle**

What were each of you doing for Hallieween?

**Tom**

There you go. So, Hilda is dressed up in what you might call unconventional wizard garb. Medieval-looking boots, cardboard with thin bits of aluminum over it to mimic medieval plate grieves, a blue doublet but instead of conventional poofy sleeves it has this section that comes down off the top of the doublet with little strips of fabric that are sensibly bedazzled with a couple of fake jewels here and there.

There is a cape that has an extended chunk around the neck area where it wraps together almost like a little shawl, and then a very poofy sprawling wizard’s hat.

[00:05:00]

Super-wide brimmed and would totally cover your face if you even slightly tilt your head down, and there is a blue feather in this hat as well.

The defining thing is it’s very blue which is perhaps not the best color scheme, but Hilda was very insistent it had to be book-accurate to the description.

**Kyle**

*[Chuckles.]* Were you just going out trick-or-treating, Hilda?

**Tom**

We’re going out pierogi trick-or-treating. For pierogi!

**Hallie**

*[Laughs.]*

**Kyle**

Right, because you're celebrating—Alina actually had an event to run, you know, some Halloween ball, but you and your mom Yulia went back to Clown Town, did some celebrations, and last you remember you were actually going to open the door to Babcia Ania's house.

*[A door creeks.]*

Alright. What was everyone else doing?

**Hallie**

I was at that Halloween party with Lucas Bang.

**Kyle**

*[Laughs.]*

**Hallie**

We have a really cute couple's costume. I'm dressed as… I'm sorry, Sparky Malarky is dressed—

*[Laughter.]*

**Tom**

You didn't have to make that clarification, but it's a lot funnier now that you did.

**Hallie**

I'm not happy with how tonight has gone, and we are nine and a half minutes into our recording.

**Kyle**

I was gonna say, this is the first you've spoken besides Hallieween.

**Hallie**

I know. I know.

**Tom**

Oh dear.

**Hallie**

Sparky Malarky is dressed as Kansas McClane who is like Indiana Jones if he was also John McClane, but if those two people were also one cowboy. So it's like, you know, the brown pants and the brown jacket and a brown hat that has some steampunk flair on it. It's cool. It's like a steampunk princess cowboy vibe that Sparky Malarky's got going on.

Then, Lucas Bang is the love interest from Kansas McClane which I definitely thought of before I said the words. Let me just, let me just…

**Tom**

Look, he's just Channing Tatum from that movie that's coming out.

**Hallie**

*[Laughs.]*

**Kyle**

Yeah, I was gonna say, he's just a guy in, I don't know, a white tank top or something like that.

**Hallie**

Yeah, you know what, he's just a guy in a white tank top. Adventure Bro, that's what he is. He is Kansas McClane's assistant, Adventure Bro.

**Kyle**

Got a white top tank, some worker's pants, boots.

**Hallie**

Yeah. Exactly. It's a vibe. So, they were at this sweet Halloween party and they were having a pretty good time. Sparky was for once not ruining things for herself and just having fun at a party, and then she left to find the bathroom and now she's here.

*[A door creeks.]*

**Emily**

Irene is dressed up in a costume that her incredibly kind and well-meaning father made for her that she said she didn't want but kind of did. It's not quite like what she would have pictured from what the book said, but it has a lot of heart. She's got a bunch of shawls and a giant hat that's red. She did put some extra dirt and a couple little flowers on it. She's got all her Necromon, and she's hunting for pierogis. And by that I mean she's rapping on doors and, instead of saying trick-or-treat or whatever it is for Hallieween if it's not trick-or-treat, she's saying:

**Emily (as Irene)**

Give me a pierogi.

*[Laughter.]*

**Kyle**

Important question. Is it pierogis everywhere or did Irene get invited on this Clown Town trip?

**Emily**

Yeah, because it isn't Halloween.

**Kyle**

It's Hallieween.

**Hallie**

It's Hallieween.

**Tom**

Uh-huh.

**Emily**

It’s Hallieween.

**Kyle**

Hallie could have been a clown.

**Hallie**

Who knows? Maybe I am a clown.

**Tom**

You’re not just a clown, you’re the entire circus.

**Ari**

You’re not a clown, you’re—God damn it.

*[Laughter.]*

**Tom**

Faster on the draw, doctor! What if Hilda invited Irene to Clown Town?

**Emily**

Irene will go to Clown Town, hesitantly, because she’s observing her rival in the wild.

*[A door creeks.]*

**Kyle**

Quique, what were you doing this Hallieween?

**Ari**

I don’t have a good excuse for him to be in Clown Town, so I guess I’m going to make the pierogi thing everywhere.

**Kyle**

I mean, it could be candy other places too.

**Hallie**

Other places.

**Kyle**

Either works. It's either pierogis everywhere or Clown Town just does pierogis and everyone else does candy.

**Ari**

Okay, if they don't have to be together… Quique forgot that it was Hallieween because he was so busy, but he does like handing candy to kids that knock on his door. He's like "oh no, I don't have candy, and I need a costume." So, on the way he grabbed a coat that actually belonged to his best friend slash roommate that hasn't been here for a long time but he left his coat at some point. So, it's a bit big for Quique because he's not that tall, but it's a brown big trench coat that he's wearing.

[00:10:00]

He also grabbed some leftover 3D glasses from last time he went to see a 3D movie with Yunuen, one of which is red and one of which is kind of blue but I mean you can think that it's, you know, another type of color.

*[Laughter.]*

**Tom**

Yes. This is good.

**Ari**

Also, when he went to the supermarket to get candy, he bought a random black long wig. You know, why not? Make me look as different as possible. As he was coming out with the candy slash pierogis, he noticed that he was trailed by Tucán who happened to be nearby. So, he pat his head, rummaged in the closet, took this scarf that Quique has for when it's cold outside, and he's just wearing it trailing around Quique, holding the scarf in his beak.

So, he's hurrying up slash in his house with this costume, waiting for kids to come by.

**Kyle**

Sure enough, you hear a knock or a ding-dong. Do you have a doorbell?

**Ari**

Yeah, he does. It's usually disconnected, but for today only it is going to be connected for Hallieween.

*[Laughter.]*

**Kyle**

I love that detail so much.

*[A door creeks.]*

So, Irene and Hilda, you go into Babcia Ania's house ahead of Yulia. Quique, you open the door for a kid, and Sparky, you go on a brief bathroom break. As you walk through the door, it feels smaller and more condensed, but you realize that the door isn't getting smaller… instead it's getting more crowded.

*[Silly ambling spooky music begins.]*

Victor Daemon looks up from his post in the Daemon Saloon as Quique, Hilda, Sparky, and Irene all stumble inside through the open door.

**Aaron (as Victor)**

Good evening. I am Victor Daemon of the Daemon Saloon. Can I request your help this evening?

**Ari**

Quique will try to go back through the door, back to his house.

**Hallie**

*[Laughs.]* Right away.

**Ari (as Quique)**

I don't know what portal thing just happened, but I'm gonna try to go back to my house.

**Kyle**

You open the door and you hear a draft that isn't there. There is this howling through the trees, but the wind actually doesn't move that much. In front of you, you see massive tree trunks through a thick foggy forest that seems to extend forever.

**Ari**

Quique will look at this weird dude and, if Sparky is visible, at Sparky… and then back at the forest, and then at the room, and then just shrug like "I'll take my chances."

*[Laughter. Music ends.]*

**Kyle**

The door shuts behind you. Just, thud!

**Ari**

Oh no!

**Kyle**

After it shuts, Tucán just (woodpecker sounds) starts rattling on the door fruitlessly. This man in front of you who looks very interesting—he doesn't look like one of the living, but he doesn't look like any of the dead that you would recognize either. He is a very pale man with a large presence. He's got a mixture of this classic cloak and just a friendly worker's apron. His most notable feature are two very large fangs. You see these fangs as he smiles in a seemingly earnest way.

**Aaron (as Victor)**

Well, now-now friend, no need to rush off so soon. I appreciate your gumption, but we need to discuss why you're here first. Let's catch up, you know?

**Hallie (as Sparky)**

Wow. You guys really went all-out for this bathroom. But, um, I was looking for a more… functional restroom? So, could you just point me towards that?

**Aaron (as Victor)**

Ah yes, the restrooms are just around the corner, but beware of the sentient goop. I just saw one go in and they tend to be a bit messy.

**Hallie (as Sparky)**

*[Chuckling.]* Okay. You're taking this real seriously. I respect it.

**Tom**

Hilda's gonna make sure that Booker is here and safe, and scoop him up, and then just demand:

**Tom (as Hilda)**

Who are you and why have you taken us here?

**Emily (as Booker)**

*[In agreement.]* Rekoob!

**Aaron (as Victor)**

Oh? Do you not recognize me? I am your old friend Victor Daemon, of the Daemon Saloon. And of course, you…

**Kyle**

He pauses for a second and he looks at the four of you.

*[Quirky music begins.]*

**Aaron (as Victor)**

You do look a bit different, I suppose.

**Kyle**

He points to you, Hilda.

**Aaron (as Victor)**

You have a hat!

**Kyle**

And he points to you, Irene.

**Aaron (as Victor)**

You're angrier somehow.

**Hallie**

*[Laughs.]*

**Kyle**

He just kinda shrugs his arms at you, Quique.

**Aaron (as Victor)**

I don't even know how to explain what's going on with you. And you…

**Kyle**

He does a long point and pause to Sparky.

**Aaron (as Victor)**

You actually look like just as much of a mess as last time, so that tracks.

**Hallie (as Sparky)**

Buddy, if you knew how many times I heard that, you would know it means nothing to me anymore.

[00:15:00]

**Aaron (as Victor)**

Ah. Well, regardless, I uh, I um…

*[Music ends.]*

I summoned you because I'm Victor Daemon of the Daemon Saloon. You know, we've done this dance before.

**Tom (as Hilda)**

Nope. Not ringing a bell.

**Ari (as Quique)**

Listen. I've met a lot of people, and I meet a lot of people down my extensive lifetime, and deathtime, and you are not a face that I would forget, so I do not think I've met you.

**Hallie (as Sparky)**

Oh my god. Quique? That's you?! You've never looked better. You should dress like that more often.

*[Laughter.]*

**Ari**

Quique's not going to reply to that.

**Hallie**

Rude.

**Emily (as Irene)**

Wow Sparky Malarky, you should be an investigative reporter. You figured that out so quickly.

**Ari (as Quique)**

Hey, kid!

**Ari**

He's going to high-five.

**Kyle**

"AYYYYYYYY"

**Emily**

*[Delighted.]* Irene does a high-five.

**Hallie**

I look slowly down at Irene.

**Tom (as Hilda)**

Sometimes those are the breaks, Boss.

**Kyle**

*[Laughs.]*

**Hallie**

Look from Hilda back to Irene.

**Hallie (as Sparky)**

You know, one day you're gonna learn that maybe you don't operate just as well with alcohol in your system, and then who's gonna be laughing? It's me.

**Ari (as Quique)**

Wow Sparky, are you always this rude to kids?

**Hallie (as Sparky)**

Just this one.

**Emily (as Irene)**

Yeah, Sparky.

**Hallie (as Sparky)**

Just this one.

**Kyle**

The man in front of you who called himself Victor Daemon looks kind of confused.

**Aaron (as Victor)**

Well, uh… Well, they certainly aren't acting like the Quest Friends, but that is definitely who I summoned. The spell was very specific. In either case, I require some help from all of you!

**Emily (as Irene)**

Do you have pierogis?

**Ari (as Quique)**

Or any other sort of payment that is more of an adult's kind.

**Hallie (as Sparky)**

Like money.

**Ari (as Quique)**

Yeah Sparky, that's what I meant.

**Tom (as Hilda)**

Why are we here?

**Aaron (as Victor)**

Okay. So, in order. Yes, Gustav makes a mean pierogi, yes, we do have the shins that you use for currency, and yes, I was just getting to that, so thank you for asking.

**Tom (as Hilda)**

That's a rather gruesome kind of payment. Why are we being paid in shins?

**Aaron (as Victor)**

Listen. You're the ones who use shins, not me. I found fingers to be far more convenient.

*[Fun haunted music begins.]*

In either case. Earlier, during the eternal twilight that is my day, I received word that my mailman and best friend, which he would totally say if you asked him, Hank Brightdawn, called in sick. Normally I could wait a day or two for my delivery, but unfortunately in only a few hours I am hosting a rather large celebration for the joyous holiday of Halloween!

**Tom**

*[Laughs.]*

**Aaron (as Victor)**

Anywho. Hank was supposed to perform a pickup from your world. It was in an amusement park or something of the sort, someplace far. I simply need you to go there, grab the package, and deliver it to the top floor of my tower.

*[Music ends.]*

The package shouldn't be too hard to find. It actually has my face on it which I thought was a bit kitschy, but we try to keep it fun here. You know?

**Ari (as Quique)**

I have two things about this. The first thing is, what happens if we don't do whatever this favor is? And second, if you do pay with the money, it better look like this.

**Ari**

He'll take a bill or a coin of The Hereafter from his wallet and hopefully it does look like the Hereafter kind.

**Kyle**

Yeah, it does look like the Hereafter money. The single dollar bill is Bill Pullman from the movie Independence Day.

*[Laughter.]*

**Ari**

Sure. He will be like:

**Ari (as Quique)**

Just make, eh… a thousand of these, probably? It sounds like a lot of work.

*[Dramatic organ music begins.]*

**Aaron (as Victor)**

*[Loud and dramatic.]* One thousand…

*[Music ends abruptly.]*

*[Suddenly back to normal.]* is no problem at all.

**Kyle**

He whisks his hand and you can see next to him just a pile of a thousand dollar bills appear.

**Aaron (as Victor)**

As for what would happen if you didn't comply, well… the guests of the party would be very disappointed. Oh, and you would be cursed to travel Tremaine Bluffs for all eternity, because once you're here you can't leave until you've resolved whatever important task has been set for you.

**Tom (as Hilda)**

So we've been kidnapped?

**Aaron (as Victor)**

What? You are my friends.

**Tom (as Hilda)**

We've never met you.

**Aaron (as Victor)**

You… You weren't the jokester in previous years, but you're becoming one now. I must admit, I am quite enjoying it.

**Ari (as Quique)**

So, let's say we do… I mean, I still haven't agreed to that, and there's a minimum chance I will, but if I choose to do this thing, would be return at the same time we left through whatever portal you made or will it be like the next day? I went through all this—

**Ari**

And he'll signal through the entirety of his costume.

**Ari (as Quique)**

—to give candy to kids in time for Hallieween, and now I haven't given candy to a single kid.

**Kyle**

He'll think for a little bit.

[00:20:00]

**Aaron (as Victor)**

Hmm. Well, let me take a look.

**Kyle**

And he takes out this pocket watch and looks at it.

**Aaron (as Victor)**

Ah yes, it appears that your world's clock is not ticking right now, so yeah, it should be fine.

**Ari (as Quique)**

Hmm. Okay.

**Aaron (as Victor)**

So, it sounds like you're interested in the job, and for that I am delighted.

**Ari (as Quique)**

I’m interested in going back and in the money, not in the job at all. Don’t be mistaken by that.

**Hallie (as Sparky)**

I’m just confused, really.

**Aaron (as Victor)**

Perfect! Before you go, I would like you to borrow this.

**Kyle**

He takes the pocket watch he was looking at.

**Aaron (as Victor)**

This is the celestial clock. It is a pocket watch that tracks all of time throughout the multiverse. It also conveniently doubles as a compass that will point you in the direction of whatever you seek. It’s no Lightbringer Gauntlets, but I do think you’ll find it useful.

**Kyle**

And he hands you the celestial clock. Who wants to take this pocket watch?

**Hallie**

Me. Nobody else spoke up, it’s Sparky’s now.

**Aaron (as Victor)**

Alright. That’s it. Any questions before we get started?

**Tom (as Hilda)**

Yes. How are we supposed to fight and slay monsters? I am not a real wizard. This is a costume.

**Kyle**

He looks at all of you and his face grows paler.

**Aaron (as Victor)**

Oh dear, that would explain the changes. You should have started by saying you lost your powers.

**Tom (as Hilda)**

What?

**Aaron (as Victor)**

Alright! Let's make some Halloween magic!

**Hallie (as Sparky)**

Hallieween.

**Aaron (as Victor)**

Jack-o-lantern, spooky scary flibble-dee-doo, and here we go!

*[Clockwork Halloween music begins.]*

**Kyle**

The door behind you opens and a gust of wind pulls you in. You can see the Daemon Saloon extending from far beyond you. You know the wide bubble effect, the wide lens effect? It's like that as everything stretches further and further, and everything feels different.

Hilda, you've experienced the magic of Necromon, and as a kid interested in witches' books I'm sure you've had moments of "ah-ha, I'm gonna cast a spell in my imagination." But, the magic here feels different, it feels real and tangible, and you see as this clear scepter appears in your hand.

**Tom (as Hilda)**

This is not book-accurate. This character is supposed to have a sword.

**Kyle**

As a glass sword appears in your hand, perfect for casting spells and also hitting people to death.

*[Laughter.]*

Irene, you feel heavier, and not in the ways that you feel heavy when you get a bit tired. It's almost as if your body itself is getting denser. Like, if you stepped, you would just sink to the bottom of the ocean.

Quique, you feel kind of a combination of the two of these. You feel some sense of magic, but more importantly you see your beautiful very-taken-care-of bones turn this metallic silver color. I know that wasn't how Misha looked, but I figure that's more like—

**Tom**

I mean, you can describe false skin growing over that metal now.

**Kyle**

That's a good point. You see skin grow.

**Hallie**

*[Laughs.]*

**Kyle**

But it seems artificial. It seems fake. It isn't how you remember skin feeling, but then again, it's been a long time since you've had some.

Finally, Sparky. You feel no change to your body or no additional connection to magic, but your experience might be the most surreal of all.

*[Music ends.]*

You, on a fundamental level, not only understand math… you appreciate it.

**Hallie**

"Ew, I'm not sure I'm comfortable with that," Sparky thinks to herself.

**Kyle**

As you come out of this, the white lights turn into every color. You see every color brightly shining down on you.

**Tom**

Hilda doesn't react at first to any of this weird stuff and instead just pulls out her notepad and writes down "vampire money, shins?" Question mark, question mark.

*[laughter.]*

“Human?” Question mark, question mark, question mark.

**Ari**

Quique’s just like, oh, you know, just a regular Tuesday for Quique Canaca in here.

**Kyle**

Quique, roll me Speed Defense.

**Ari**

What? Why?

**Tom**

Oh god.

**Ari**

*[Rolls.]* That’s a 12.

**Tom**

Ooh.

**Kyle**

Quique, you see out of the corner of your eye that the scarf Tucán was wearing starts to rise at the end and it brandishes a knife, and the knife swings at you.

**Ari**

Oh my god.

**Hallie**

Agh!

**Kyle**

And you duck by as the knife at the end of this purple scarf starts hammering the ground with a (woodpecker sounds).

**Ari (as Quique)**

Is that… Tucán, is that you?

[00:25:00]

**Ari**

As he's going to carefully try to take the knife out of the scarf.

**Tom**

Oh no…

**Kyle**

The scarf flails back and you hear a (squawking), muffled from the end of it.

**Tom**

This is horrifying.

**Ari (as Quique)**

Is this part of you now? Is this knife, uh… is this your beak?

**Kyle**

The knife points to you like a beak looking at you…

**Ari (as Quique)**

Okay.

**Kyle**

…then points to the ground. (Woodpecker sounds)

**Ari (as Quique)**

Okay. Uh… this is definitely weirder than whatever happens to me. I guess you can stay here, but don't point that thing at me or at any humans, including Sparky. You could point it at her hat if you so wish, but not—

**Kyle**

Scarf Tucán points its head down, then hearing you can point at Sparky's hat just starts tracing the little feather with the knife.

**Hallie & Ari**

Aww.

**Kyle**

Alright, Sparky and Irene.

**Emily**

Where are my Necromon? I'm asking that out of character.

**Kyle**

Um…

**Ari**

Are they the candles?

**Kyle**

Yes.

**Emily**

Aww!

**Hallie**

Aww! That's so cute!

**Kyle**

There are three little candles on your hat that just do little puffs. We'll say in Morse Code they say their names backwards. You just see a light of "puff, puff, puff, puff, puff."

**Tom (as Mossies)**

*[Faintly.]* See-sawm…

**Kyle**

Mostly because the idea of them screaming their names in the thing is more nightmarish to me than—

**Tom**

I am not certain. This might be scarier to me, them just having to scream in Morse Code, but I feel like we're past that point. It will be horrifying—

**Kyle**

Or maybe smoke? Do we want the smoke to say their names?

**Emily**

I don't think you're gonna be able to make it good.

**Tom**

There's no changing the horror at this point.

**Kyle**

We'll just say, Irene, you see three new candles on your hat, all of them lit.

**Tom**

*[Weary.]* Oh…

**Ari**

All of them lit, screaming in eternal horror.

**Hallie**

No, they're like Calcifer. They're like Calcifer.

**Ari**

Okay.

**Tom**

I hope so.

**Kyle**

Yeah, sure. They've got little faces on them.

**Hallie**

Little faces! Little fire faces. It's cute.

**Emily**

Yeah, they're not the candles, they're the flames.

**Kyle**

Yeah, yeah, yeah. They're little flames on the candles. There we go. I like that. Still scary.

**Emily**

Yeah, but then at least they are the fire and they're not on fire.

**Kyle**

Anyways, that's where they are.

**Emily**

Okay.

**Hallie**

In that case, from a little bit below everybody's height, you hear:

**Hallie (as ???)**

*[In a posh voice.]* What's all this then? What are we standing around here for?

*[Halloween organ waltz music begins.]*

**Hallie**

There is a walking book who looks like the pirate book from The Pagemaster but without a mustache and cuter. He's got a little eyepatch and there's a little bandana and it's just a little walking book.

**Kyle**

Don't forget the backpack.

**Hallie**

A little book backpack.

**Ari**

A book bag.

**Hallie**

*[Laughs.]* With a book bag. And really big robotic luminous round eyes.

**Tom (as Hilda)**

Booker…?

**Hallie (as Booker)**

That’s right, pal. Let’s have an adventure!

**Kyle**

*[Laughs.]*

**Hallie**

I’m trying so hard to do a newsie voice, and I don't know if I’m capable of it. I might just default to Ness’s voice.

**Kyle**

I mean, I think that would be a lot clearer for the audience too.

**Hallie**

*[In Ness’s voice.]* Oh boy, I’m a Booker now… Okay.

**Hallie (as Booker)**

Then you know what, fuck my newsie voice. Man, that was really hard.

*[Music ends.]*

Anyway. What are we standing around here for? Come on!

**Kyle**

*[Delighted.]* Booker’s canonically said fuck.

**Hallie (as Booker)**

Fuck!

*[Laughter.]*

**Emily**

Booker would.

**Kyle**

Yeah, Booker would say fuck.

**Hallie**

Yeah, he's allowed.

**Tom (as Hilda)**

This is starting to get distressing.

**Emily (as Irene)**

It's alright, Hilda. I have figured out what's happening.

**Tom (as Hilda)**

Yeah? What's going on?

**Emily (as Irene)**

I am dreaming and you are all figments of my imagination.

**Tom (as Hilda)**

Well…

**Hallie (as Booker)**

The imagination can be a very powerful thing.

**Tom (as Hilda)**

That's reassuring for you but not so reassuring for me.

**Kyle**

*[Laughs.]*

**Tom (as Hilda)**

Maybe it's one of those group dreams, you know?

**Ari (as Quique)**

I wish that were true, kid, but I don't think this is a dream of yours.

**Tom (as Hilda)**

Um… so we're going to a haunted amusement park to find a package, right?

**Hallie (as Sparky)**

And it appears to be that way.

**Hallie**

Sparky's fiddling with the celestial clock compass pocket watch thing.

**Kyle**

As you say "it seems to be that way," you look up and take in your surroundings, and you see lights… so many lights, many of them neon and artificial, shooting up into the sky.

*[Messing with the Best by Miracle of Sound begins."*

You would imagine that you're underneath the sky, but you don't see stars above you, but instead you see this bright pulsating light from what looks to be giant luminescent fungi. But, not only is light coming from the buildings and the fungi on the ceiling, it's also coming from the floor itself which is separated into four different quadrants alternating in a white and red color scheme.

All of these meet at a giant colossal platinum queen's chess piece, and next to it, which is where your compass is pointing, is a sign that says "welcome to swagtacular Roulettia."

*[Music swells and carries into the announcements.]*

[00:30:00]

**Kyle**

For a podcast listener, there are few things more terrifying than the announcement break, so thanks so much for taking the time to listen to it.

I'd like to start this announcement break by thanking Aaron Catano-Saez for voicing Victor Daemon for the fourth year in a row. Aaron does a lot of really cool voice acting and tabletop roleplaying stuff, so the wonderful voice that he does for Victor is only the tip of the iceberg of what this fantastic man can do.

Speaking of many years ago, it has been many years since I have played in the setting of Roulettia where this adventure takes place. I actually only decided to use Roulettia like the day of the session. So, how did I remember all of the details? … I didn't. Instead, I used Welcome to Swagtacular Roulettia, a location module that includes about 20 pages of characters, settings, adventure ideas and other stuff based on this glitzy and glamorous hellscape.

It was not only really helpful in giving me specific stats and reminding me of some details about Roulettia I had forgotten, but it just helped me ground myself back in that world and also provided me a bunch of ideas that I never actually used in the podcast but I had when generating the setting.

The module used to be stuck in a forgotten corner of DriveThruRPG, but I've actually just rereleased it on Itch.io and DriveThruRPG. So, if the setting of today's adventure seems interesting to you and you want to use it in your Cypher System or other tabletop roleplaying game, you can find Welcome to Swagtacular Roulettia linked below.

Speaking of, if you're a fan of Flashback Future and you would be interested in a specific aspect of the world, be it an adventure line or a setting like Roulettia, and would love to see it in a module content like this, let us know. As long as I don't directly reference Numenera, I'm able to publish it.

Okay. I got a promo for you today for the podcast Graphic Novel Explorers Club, so let's get into that.

*[Promo begins.]*

**Aubrey**

I'm Aubrey.

**Dennis**

I'm Dennis.

**Johnny**

And I'm Johnny.

**Aubrey**

Every other Tuesday we take an in-depth and humorous look at different comic books.

**Dennis**

We're talking indie comics.

**Johnny**

Capes and cowls.

**Aubrey**

And everything in between.

**Dennis**

Graphic Novel Explorers Club is available on all platforms.

**Johnny**

Be sure to subscribe and leave a review wherever you listen to podcasts.

**Aubrey**

And be sure to tell your friends, you nerd. *[Giggles.]*

*[Promo ends.]*

**Kyle**

If that sounded interesting to you, you can find Graphic Novel Explorers Club at GNExplorersClub.com or by searching on whatever podcatcher you're listening to this episode on.

Alright, that's all I've got for you today. We are returning to our main episodes with Die Card, Part 2, on Monday, November 14. But, if you've enjoyed listening to this tenuously canon special, I want to quickly let you know that we've got a bunch of fun crossovers for free right now on our Patreon. The one I want to shout-out right now is called Welcome to Tsarvia which is an adventure run by Hallie that takes place in Rasputin's homeland. So, whether it's in our next episode in a few weeks or in one of our bonus episodes in a few hours, I will see you then.

*[Upbeat 50s rock music carries out of the announcements.]*

**Ari**

Oh my god. Why are we back here?

**Hallie**

I can’t be back here. No!

**Tom**

You motherfucker.

**Hallie**

Please!

**Kyle**

I tried to think of a place to go back to, and this felt like the best one.

**Hallie**

*[Sobs dramatically.]*

**Ari**

Why? Of all the places. Will Hallie have to pick a Flex Skill?

**Kyle**

Oh my god! Hallie, pick a Flex Skill!

**Hallie**

It’s been so long since I’ve chosen a Flex Skill. Oh no, I wasn’t prepared. Hang on… Hang on.

*[Laughter.]*

*[Stammers.]* I’ve got… I’ve got Flex Skills listed on my—Oh, these are useless. No.

**Tom**

Oh no!

**Hallie**

I'd like a skill in… parasailing.

**Kyle**

Okay, perfect, you have a skill in parasailing.

**Hallie**

I have a skill in parasailing.

*[Electro Swing music begins.]*

**Kyle**

Let me explain where you are. You are in Roulettia.

[00:35:00]

You are in front of the big chess piece in the center of town. As a reminder to you as players and to folks who haven't watched Quest Friends! Season 1—watched, listened, or read I guess, Quest Friends! Flashback Future, Roulettia is kind of this underground bustling market. It is a combination of Disney World and Las Vegas and murder, because death doesn't matter here, because if you die you can just regenerate at an EZ-Life pod using some brands on the back of your hand.

Admittedly, Hilda is the only one who seems to have those on her hand. If I remember correctly.

**Tom**

What?

**Ari**

Oh yeah!

**Kyle**

Xoc was the one who got it, right?

**Emily**

Yeah!

**Tom**

What?!

**Ari**

Yup. It comes back yet again.

**Tom**

No! You can't do this. You can't keep getting away with this!

*[Laughter.]*

**Kyle**

Roulettia is split into four districts. There is the Land of Tomorrow which has this aneen racetrack, essentially horse racing, and other fortune teller things. There is Gamblestrip Navarene which is a lot like the main space of Disney World with all the pop-up shops.

**Hallie**

Main Street USA.

**Kyle**

Main Street USA.

**Hallie**

That's what it's called.

**Kyle**

There's Piper's Pit which is the kid-friendly area and where Vespari performed. And then there's Whaleter's Prosthetic Intestine which is the deadliest rollercoaster in The Ninth World.

It is hectic. It is chaotic. You've already seen a guy die and come back to life and die again and then come back to life. He seems awfully tired by it. And yeah, that is where you are with a compass pointing you to some package somewhere in this weird strange neon town.

**Hallie (as Sparky)**

*[Uneasy.]* Okay…

*[Music ends.]*

**Ari (as Quique)**

Well, I mean, I think we should just stay away from all of these weird places and follow the compass to wherever this thing is. We grab it, we go, we take it back, and we can just keep living our lives.

**Tom**

Hilda is going to go up and not actually but very lightly try to pinch Irene. She's worried about hurting her, so it's like an ineffectual pinch.

**Emily (as Irene)**

Why did you do that?

**Tom (as Hilda)**

I don't like this, Irene. Please wake up.

**Several**

Aww.

**Emily (as Irene)**

I think you need to pinch me harder.

**Tom (as Hilda)**

Uh… okay.

**Tom**

Slightly harder but still not very effectual.

**Emily (as Irene)**

Hilda, if you want me to wake up, you are going to have to actually pinch me. I know you are very—

**Tom (as Hilda)**

Ah, fine!

**Emily (as Irene)**

Ow!

**Hallie**

*[Laughs.]*

**Emily (as Irene)**

I'm not awake.

**Tom (as Hilda)**

Well, I guess that was worth a shot. I'm sorry for pinching you.

**Hallie (as Booker)**

Wow, this place is lit!

**Hallie**

Booker is taking in all of the sounds and sights and keeps running in different directions to go to the different areas because he just isn't sure where he wants to go.

**Kyle**

Yeah. You're running in between the legs of so many people. You have seen a bunch of the dead, a bunch of the living, a bunch of Necromon, and these people look nothing like them. They have almost alien-like features.

**Hallie (as Booker)**

Oh wow! The costumes are so good here! Hilda, we gotta u our game next year.

**Tom (as Hilda)**

I don't actually think those are costumes, Booker. I think we've actually been teleported to some weird world.

**Hallie (as Booker)**

Ah, that's even cooler. I guess that explains why I can talk and stuff. So yeah, that tracks.

**Tom (as Hilda)**

Yeah, that might explain it.

**Ari (as Quique)**

Yeah… I was gonna ask. Your book usually doesn't do this usually, does it?

**Ari**

I wanna say that Quique, without noticing, accidentally does it just to Hilda, because I assume that if we have the same—

**Kyle**

Ha!

**Tom**

Nooo! Agh!

**Kyle**

You do. You do have the Mental Link.

*[Laughter.]*

Hilda, you hear Quique's voice in your head.

**Tom**

Hilda's gonna recoil in shock.

*[Music begins 38:48.]*

**Tom (as Hilda)**

Mr. Quique, are we dead? Is that why I'm psychic now? Is that why we're in a strange place? Is this what The Hereafter is like?

**Ari**

Quique, at also noticing that Hilda didn't actually open her mouth to say those things, is also going to equally freak out.

**Ari (as Quique)**

What? Wait, what?

**Ari**

He's gonna try and do the same with Irene to see if it's just a real psychic, like…

**Ari (as Quique)**

Detective, can you also hear this? Is this a thing we can just do?

**Kyle**

Hilda, you hear Quique say that?

**Tom (as Hilda)**

Uh, I can hear it…

**Ari (as Quique)**

Agh!

**Tom (as Hilda)**

…but I don't know if Irene can hear it.

**Ari (as Quique)**

Let me tell you, this is not what being dead is like. I think I would hate it even more, which is to say it's a kind of—

**Tom (as Hilda)**

You hate being dead?

**Ari (as Quique)**

Well, you know.

*[Laughter.]*

**Kyle**

Sparky, Irene and Booker, you see as Hilda and Quique just stare at each other, and then Hilda jumps, and then Quique jumps, and then they keep staring at each other.

**Hallie**

I was gonna say, we just see them looking at each other. Right? So, as this continues, Sparky looks from one to the other.

**Hallie (as Sparky)**

What is going on here?

**Tom (as Hilda)**

I'm psychic.

[00:40:00]

*[Music ends.]*

**Ari (as Quique)**

*[Strained.]* I guess I am too?

**Tom (as Hilda)**

But only with Mr. Quique.

**Ari (as Quique)**

Yeah, apparently only Hilda can sometimes hear me without speaking, which is a thing that's strange.

**Hallie (as Sparky)**

Really?!

**Ari (as Quique)**

But that's not a thing that you should worry about, Sparky.

**Hallie (as Sparky)**

Are you sure? Because it sounds like a very abnormal thing, at least for you. God, you just get more interesting by the day!

**Tom (as Hilda)**

Anyway. I guess we should try to find this package before we're… killed horribly?

**Kyle (as ???)**

*[Distressed shout.]*

**Kyle**

Another splat.

**Hallie (as Sparky)**

Yeah, that would probably be…

**Ari (as Quique)**

Yeah, let's not approach that.

**Hallie (as Booker)**

*[Chuckles.]*

**Tom (as Hilda)**

I know I wanted adventure, but this might be a little much. This is not the PG fantasy world I was promised.

*[Laughter.]*

**Hallie**

Okay. Let's see. Where is the compass pointing?

**Kyle**

I will leave that question to you. Where does it point?

**Ari**

Not to the roller—

**Tom**

Manny's Artificial Intestine.

**Kyle**

It point's to Whaleter's Prosthetic Intestine.

**Hallie**

It points to the intestine. So, I start ushering the children – Quique can follow, he's an adult – towards the whale intestine, because we apparently have to go there.

**Kyle**

Alright. You make yourself towards Whaleter's Prosthetic Intestine. It is a weird rollercoaster. There's a ramp, there's grass, a part is on fire. You're seeing half the carts are just exploding as they're flying through the air. As you do, I want everyone to roll me Perception, because we can do that again.

**Hallie**

Oh-ho-ho.

**Emily**

And that's my descriptor again.

**Hallie**

We're using the d20s, right? Like Numenera.

**Kyle**

D20s. We're in Numenera town.

**Hallie**

That's right!

**Tom**

It's been so long.

**Hallie**

Hop… I'm trained!

**Tom**

This would be Int Effort, correct?

**Kyle**

Yes.

**Tom**

I can spend… How many is that again? Ooh… Ooh, that's 2 levels of Effort for free.

**Kyle**

Okay.

**Tom**

*[Rolls.]* I rolled an 8 with 2 levels.

**Emily**

*[Rolls.]* I rolled a 9, but I'm trained.

**Ari**

*[Rolls.]* That's a 7.

**Hallie**

*[Rolls.]* I got 6.

**Kyle**

Okay…

**Ari**

*[Smiling.]* Heh, you got 6.

**Hallie**

*[In the same cadence.]* I got 6.

**Kyle**

So, you didn't roll high enough to see the figure itself.

**Hallie**

Not a one of us.

**Tom**

Any of us?

**Kyle**

To see what the figure was. But—

**Hallie**

Wait, wait, wait! Can Booker roll?

**Tom**

Ness has a character sheet.

**Hallie**

Ness has a character sheet. I pulled it up.

**Kyle**

Yeah, Booker has a character sheet, you're right.

**Hallie**

Yeah! Yeah. Hang on, let me find a different d20.

**Tom**

Regionals! Regionals! Regionals!

**Hallie**

Regionals! Regionals! Regionals!

*[Rolls.]* Eight!

**Tom**

Did you spend any Effort?!

**Hallie**

No!

**Tom**

Why didn't you spend Effort?!

**Hallie**

Because I wanted to roll a die!

**Tom**

When have you ever rolled high?

**Hallie**

*[Smiling.]* Shut up, Tom! … Shut up, Xoc.

**Kyle**

Alright. None of you see exactly who the figure is, but Hilda, as you're walking you notice a figure in a trilby detective hat and a trench coat.

*[Horror sting begins.]*

**Tom**

Oh my god.

**Kyle**

Just standing, looking at all of you.

*[Sting ends.]*

And the figure turns the corner and walks away.

**Ari**

Was that just Matt or whatever the name was? With cigarettes.

**Hallie**

Mac!

**Kyle**

Mac? It is Mac's costume.

**Ari**

Okay.

**Hallie**

Oh man.

**Tom**

Hilda takes no notice of this because this is just as suspicious as anything else in this city.

*[Laughter.]*

**Kyle**

Okay. Yeah. You make your way forward. You're walking through the Intestine, and at one point you see there is a line for people ready to get on what is called The Ninth World's Deadliest Rollercoaster.

**Hallie (as Booker)**

That sounds like fun.

**Emily (as Irene)**

I could ride that if I wanted.

**Ari (as Quique)**

Eh…

**Emily (as Irene)**

But I am very focused.

**Tom (as Hilda)**

I don't want to ride that, ever.

**Ari (as Quique)**

I don't think we should do that. There's no stipulation that all of us should ride this, right? We could have one of us, like Sparky or somebody, just putting it out there, ride this highly deadly rollercoaster.

**Hallie**

Sparky is actually looking at it, considering it, like really studying what this rollercoaster is all about.

**Emily (as Irene)**

You know if she dies she'll pursue you in both worlds, right?

**Ari (as Quique)**

Eh, I mean, I've considered it…

**Kyle**

*[Grinning.]* Quique, take a GM Intrusion.

**Ari**

Okay?

**Kyle**

Who do you want to give your other point to? Your other XP.

**Ari**

I'll give it to Irene because of this statement she gave.

**Kyle**

Among the crowd, you notice that there is a really short girl, really cute actually. You only see her from behind, but she's got this very vibrantly glittery blue hair that's in like a bow.

**Hallie**

Oh no.

**Kyle**

She seems to be tugging alongside her some skeleton on a stand. You know like the old fortuneteller things in a box?

**Ari**

Mm-hmm.

**Kyle**

It's like that, but the head is chopped off at the top. You don't take much attention to it.

[00:45:00]

Sure, the girl is really small, she looks way too young to be on here, but nothing much matters.

**Ari**

He feels a bit… I don't think "offended," but at least feels like there's a lot of disrespect going on with having a skeleton.

**Kyle**

Well, that's the thing. The skeleton, you hear it jangle inside of the head as if it's shaking and moving around a lot and there's something inside of it, like a magic 8-ball, but the GM Intrusion comes from when you hear it speak.

*[Silly ghostly music begins.]*

**Kyle (as skeleton)**

Are you really sure about going on this ride, Yunuen? It seems awfully dangerous for me, your Tio Lionel.

**Hallie**

*[Laughs.]*

**Ari (as Quique)**

This is definitely a nightmare. I'm just going to ignore… I'm just going to not—

**Kyle (as Lionel)**

This seems fun, but it seems awfully dangerous. Good old Tio Lionel, he has a lion's heart but… this is how I died, actually. A heart attack. So you know, heh.

**Kyle**

He kinda looks around awkwardly, and this skeleton on a fox's eyes lock with yours.

**Ari**

Oh no. Quique's gonna try to not make eye contact at all. He's going to try to slyly turn to the other side.

**Kyle**

He sees that you're in the flesh…

**Hallie**

Oh my god.

**Kyle**

…and he just turns back around to this little girl who is, again, with this hair that's in a bow wearing this big green jacket. She turs around and starts bouncing in excitement looking at Lionel in the skeleton thing, and sure enough, it is Yunuen.

**Ari**

The thing is, this is like an AU Yunuen, so he's still gonna try to ignore it because this is not his niece Yunuen.

*[Music ends.]*

Unless he knows that something that actually happens to this girl will happen to real Yunuen, he's not necessarily…

**Tom**

This is starting to feel a lot more like a dream. Yeah.

**Emily**

Since we were talking about it, Irene is spiraling into an existential crisis.

**Ari**

Oh no! Why?

**Hallie**

No! Why?

**Emily**

Because Hilda pinched her and she didn't wake up.

**Tom**

Aww.

**Ari**

Oh no! Oh, Quique would notice and react to that. He would casually stand next to Irene and kinda just be like…

**Ari (as Quique)**

Hey kid, I know this isn't a dream, but I am going to make sure we all get out of here fine, and you'll be back in your—

**Emily (as Irene)**

Okay, yes, but how did we get here and why are we here and is it a dream or is it not? One of my deep-seated fears involves reality and what is or is not real, and so I'm thinking that maybe my deep-seated fears have come to the surface and are taking over my life as I work to not have them do.

**Ari (as Quique)**

I've had those fears before, multiple times, and I—

**Emily (as Irene)**

Why are you not spiraling?

**Ari (as Quique)**

Well… Listen, here's a secret. I have learned to spiral on the inside.

*[Laughter.]*

It's not a thing that you should necessarily take up on.

**Emily (as Irene)**

Are you saying that I was not successfully spiraling on the inside? I thought I hid it very well.

**Ari (as Quique)**

You did.

**Tom (as Hilda)**

My moms say that masking is not all that important. It's important to be yourself instead.

**Ari (as Quique)**

Yeah, that is also a really fair point from Hilda.

**Emily (as Irene)**

That is great advice for everyone else except for me.

**Ari (as Quique)**

Listen. We can all take it on that weird guy that was on the inn. I think he somehow got us roped into this weird scenario which sadly seems more real than I could like.

**Emily (as Irene)**

Tucán has a knife. Can we stab him?

**Ari (as Quique)**

Uh… I am gonna say that Tucán would nod at that, with the knife.

**Kyle**

Oh yeah, Tucán would stab a man. No hesitation.

**Hallie**

Kyle, I have a question.

**Kyle**

Yeah. Hit me.

**Hallie**

Booker is smaller than most people around him, right?

**Kyle**

Mm-hmm.

**Hallie**

It only occurred to me now that Booker would want to ride that thing as well as Sparky. So, um, can I just have Booker have run underneath everybody's—He's on the coaster, he's there.

**Ari (as Quique)**

Whoa. Hey kid, I think your book just kind of slipped—

**Ari**

I don't know if we all notice or not. I assume we do.

**Tom**

Should I roll Perception?

**Kyle**

I'm gonna say everybody sees Booker, but you see him right as he slips under a pair of legs.

*[Chase music begins.]*

**Tom**

Hilda is tearing off after him.

**Tom (as Hilda)**

Booker!

**Kyle**

Hilda and Booker, give me competing Speed rolls.

**Hallie**

Yes, yes, yes! Okay, what is Ness's… what are his little—his little stats?

**Tom**

*[Indignant.]* Making me roll Speed instead of Int.

**Kyle**

Well, you do have Far Step.

[00:50:00]

**Hallie**

Ha!

**Tom**

That would require Hilda to know how magic works.

**Kyle**

Okay. Alright. That's fair.

**Tom**

I'm committing to the bit. I'll Far Step if I damn well please. *[Rolls.]*

**Hallie**

*[Hums a dance step tune. Rolls.]* Heyo!

**Tom**

What did you roll?

**Hallie**

Nineteen!

**Ari**

Ooh.

**Tom**

Mother fuck! Damn it. I got a 10.

**Hallie**

‘I never roll high.’ I mean, you’re right, but I’m gonna mock you anyway.

**Kyle**

Alright. Hilda, you try chasing Booker, but you’re not as small as him. You’ve gotta maneuver around people.

**Tom**

Oh, I was just gonna crash into people.

**Hallie**

*[Laughs.]*

**Kyle**

Okay. It’s still slower than going under them. Sparky, Irene and Quique, you see Booker haul ass and then you see Hilda haul ass slightly less quickly. Booker, you get a minor effect for this. What’s your minor effect?

**Hallie**

Something minorly good for me… I want this to ensure that I get a front row seat on the rollercoaster.

*[Music ends.]*

**Kyle**

Okay. Yeah. You get a front row suite—You get a front row seat.

**Hallie**

Like a full suite on a rollercoaster. That’s something I really want now. Like with a bar and a table and you can get it catered.

**Kyle**

The luxury coaster.

**Tom**

You’re just at the first car, Booker! It’s not even that luxurious!

**Kyle (as Walnut)**

Wait! Wait. Wait a second. Is that a Necromon?

*[Surfer rock music begins.]*

**Kyle**

Booker, you turn back and you see two figures behind you in line, because you’re right in the front of the line.

**Hallie**

Yeah, where I belong.

**Kyle**

One of them on the right is a rounder fresh-faced individual wearing all-purpose leather coveralls. Notably though, he has a very square round head and green skin. Next to him you see a figure that’s also wearing the Speedy Speed Boy outfit, but dae have daer head shaved so it’s shaved down one side. You can see it’s actually a costume, so it’s just like a bald cap that’s been fitted to be on one side of someone’s head. This one looks down to you.

**Kyle (as Walnut)**

Yeah, that’s gotta be a Necromon.

**Kyle (as Freddie)**

I don't think this place has Necromon, Wal.

**Kyle (as Walnut)**

I don't know what you’re talking about, Baby Freddie, but there are definitely Necromons here.

**Tom (as Hilda)**

Oh, uh…

**Hallie (as Booker)**

Uh, they're over there!

**Hallie**

I point in a different direction that's not me.

**Kyle**

Roll me Convince—not Convince Somebody, roll me Persuasion.

**Hallie**

I'm putting in 1 level of Int Effort.

**Kyle**

Okay.

**Hallie**

*[Rolls.]* I got 6.

**Ari**

Oh my god!

*[Music ends.]*

**Kyle**

Wal just drops daer head and says:

**Kyle (as Walnut)**

You know what? Maybe you're right, Baby Freddie. Maybe there aren't Necromon here.

**Tom**

Have I arrived yet? Am I still—?

**Kyle**

Yes, you can now arrive.

**Tom (as Hilda)**

Oh, hey Walnut, hey Freddie.

**Kyle (as Walnut)**

Oh, Hilda! You're here too. Hey, can you help us figure this out? Does this place have Necromon?

**Kyle (as Freddie)**

I keep saying that it doesn't, though maybe this Whaleter they keep talking about, Whaleter Whale, is a Necromon.

**Tom (as Hilda)**

I don't know what's happening, and I'm kind of freaking out a little bit, but I just wanted to make sure that Booker does not get on this rollercoaster. Get back here!

**Kyle**

Booker just has one leg over the [unintelligible].

**Hallie**

*[Laughs.]* Yeah. He's like, "what?"

**Tom (as Hilda)**

Get back here!

**Tom**

She's just bursting past again.

**Hallie (as Booker)**

I waited in line just like everybody else!

**Tom (as Hilda)**

No! Come back.

**Tom**

I'm gonna attempt to just snatch him up and away.

**Kyle**

Yeah. Give me a competing Might roll.

**Hallie**

Yeah. I was gonna say, it's okay to do a competing Might roll, right? Because Booker wants to ride.

*[Rolls.]*

**Tom**

Tell you what. Tell you what. I'm gonna do some Grade A bullshit here. What if I told you I want to use my specialized skill in Sleight of Hand? You know how you gotta distract a cat and then yoink them?

**Hallie**

Yeah.

**Tom**

That's my plan here. I wanna make sure that Booker does not see it coming before I'm just like "meh, you're in my arms now."

**Kyle**

Perfect. Yeah, I'll take it.

**Tom**

Yes!

*[Rolls.]* That was a 13, +6 from specialized.

**Hallie**

God damn it.

**Tom**

What did you get?

**Hallie**

I rolled a 7.

**Tom**

Oh-ho!

**Hallie**

It's not even a 6… it's not even a meme number.

**Kyle**

Booker, you don't even notice but you're off, and then you hear as the rollercoaster with the suite (whoosh) goes off.

**Hallie (as Booker)**

What? Hey! Hey~!

**Tom (as Hilda)**

I'm sorry, but it's not safe.

**Hallie (as Booker)**

Heyyy~!

**Tom (as Hilda)**

Maybe you can ride a real rollercoaster in the real world.

**Hallie (as Booker)**

What? That's a… what? That's a real coaster. Look at it go!

**Tom (as Hilda)**

I don't know if any of this is real.

**Hallie (as Booker)**

The realest coaster I've ever seen.

**Kyle**

Have you seen rollercoasters, Booker?

**Hallie**

Have they gone to a theme park?

**Tom**

Not yet!

*[Laughter.]*

**Hallie (as Booker)**

Okay, but I want to go to a theme park and you have to make that up to me now.

**Tom (as Hilda)**

Okay, I'll go to a theme park for you.

**Hallie (as Booker)**

I'm gonna remember, and I'm gonna remind you every single day.

**Tom (as Hilda)**

Okay.

**Hallie (as Booker)**

Every day.

*[Whooshing sound signaling a scene change.]*

**Kyle**

Meanwhile, we're gonna cut back to Sparky, Quique and Irene.

[00:55:00]

Quique, you can almost feel the heat on you as Lionel's head is just doing… You know the Exorcist thing?

**Ari**

Oh god.

**Kyle**

Where the head just keeps going around. Or like a spotlight in a security guard station. You can almost feel heat as his eyes go over you, but then he just keeps circling around.

**Kyle (as Lionel)**

And around! And around! And around! And around! And, I think it was the 45th time around that my heart finally let out.

**Ari**

Quique will avoid eye contact with this Lionel-looking and –sounding skeleton man, possibly even moving behind Irene slightly.

**Kyle**

You hide behind Irene. It's about as effective as Misha hiding behind Elee, which is to say not at all.

**Ari**

I know, but at least there's a child in between, so there may be a little bit less of an interaction.

**Hallie**

"I have a child!"

**Emily**

Irene turns around.

**Emily (as Irene)**

Wow, detective, I guess even professionals can be afraid of things. Thankfully, I am not, but I understand and acknowledge your fear.

**Hallie (as Sparky)**

*[Stammers.]* What… What's the detective business about?

**Emily (as Irene)**

If you are in the know, you know.

**Hallie (as Sparky)**

I'm clearly not.

**Ari (as Quique)**

And you clearly do not know.

**Hallie (as Sparky)**

That's what I just admitted.

**Ari (as Quique)**

Yeah, I was gonna say it before you did and then you sort of did it, and the magic is broken as always, Sparky.

**Hallie**

*[Laughs.]*

**Hallie (as Sparky)**

The magic is… What? What?!

**Emily (as Irene)**

Some things are best kept between a mystery solving duo.

**Ari**

Quique will fist-bump Irene at that phrase.

**Emily**

*[Laughing.]* Irene had gone in for a high-five again and it's really awkward.

**Ari**

Oh no!

**Tom**

Aww. Oh no.

**Kyle**

Yes! Yes!

**Tom**

Oh no…

**Ari**

Quique will slowly open it, but it might be a little bit too late.

**Kyle**

I choose to believe it's after—

**Emily**

As she had awkwardly curled her hand.

**Ari**

Oh no!

**Kyle**

Yeah, I choose to believe it's after they collide, Quique just slowly extends his hand out.

**Ari (as Quique)**

Yeah, that's a secret detective salute that you are also not in the know of, Sparky. How does it feel not knowing things?

*[Laughter.]*

**Kyle (as ???)**

Ah, well you can hardly blame her for not knowing things when she is not Roulettia's premier investigatór.

*[Noir detective music begins..]*

**Kyle**

You look to your right and you can see the figure that Hilda saw in the trench coat and the trilby, but this figure is not who fans of Season 1 would recognize as Mac, because underneath the figure all I can describe is a face that looks like a tan Pierce Brosnan. You notice now that he has a small rock on his shoulder, and he just sips a cig—

*[Music pauses abruptly.]*

He just sips a cigarette?

**Hallie**

*[Amused.]* He sips a cigarette.

**Tom**

Yeah-yeah, you gotta sip that cigarette.

*[Sipping sounds and giggling.]*

**Kyle**

He continues to sip a cigarette. Mr. Elmo has never used a cigarette before.

**Hallie**

Mmm, smoke.

**Tom**

This show does not endorse smoking. Repeat, does not endorse smoking. It isn't cool. It isn't fun.

**Kyle**

*[Smiling.]* What about drinking smoke?

**Tom**

"You kids are drinking drugs tonight?"

*[Music returns.]*

**Kyle**

Anyways. As he continues to drink his cigarette, Mr. Elmo looks and says:

**Kyle (as Mr. Elmo)**

That being said, what brings such amateur investigatórs to Whaleter's Prosthetic Intestine?

**Hallie (as Sparky)**

Look, I'm not an amateur. …

*[Music ends.]*

**Hallie**

Then she just stops. She looks a little bit uncertain after that statement.

*[Laughter.]*

**Kyle (as Mr. Elmo)**

How many crimes have you solved in Roulettia?

**Hallie (as Sparky)**

Okay, well in Roulettia—

**Kyle (as Mr. Elmo)**

In fact, I have just solved the crime of the EZ-Life Killer…

**Hallie (as Sparky)**

The who?

**Kyle (as Mr. Elmo)**

…the one who would take the brands off someone's hand before killing them.

**Hallie (as Sparky)**

Why…?

**Kyle (as Mr. Elmo)**

It helped that it was me, so I just solved the case of me doing it.

*[Laughter.]*

**Tom**

What the fuck?!

**Hallie (as Sparky)**

Sir, did you just confess to murder?

**Kyle**

This world's Mr. Elmo is a murderer. Maybe our world's too, who knows.

**Kyle (as Mr. Elmo)**

That being said, the boss did say that she was very interested in why you were here.

**Tom**

Oh no… No. No! Oh!

**Hallie (as Sparky)**

Who…? Whomst?

**Hallie**

*[Growing more angry.]* Yeah, as soon as we were here I was like oh, we're gonna meet her, that's fucking fine. That's just fucking fine.

**Ari (as Quique)**

Is the boss this really pale fangy-looking person?

**Kyle (as Mr. Elmo)**

Pale? You want to call this person preposterously pale? No, she has a sense of class and action.

**Hallie (as Sparky)**

Like a class action lawsuit?

**Kyle (as Mr. Elmo)**

And prefers pink.

**Ari**

*[Chuckles.]*

**Hallie (as Sparky)**

Intriguing. Intriguing. Does she have some kind of a package with the face that Mr. Quique over here just described on it?

**Kyle (as Mr. Elmo)**

A package with a facsimile of a face on it, you say? How perplexing. That package sounds exactly like what the boss was interested in. She said it could take us to a place far more lively than Roulettia.

[01:00:00]

**Ari (as Quique)**

Did she know where that package is?

**Kyle (as Maybelline)**

Now why on earth would I have that information when you're going to find it for me?

**Kyle**

Sparky, take a GM Intrusion. Why not?

**Hallie**

Her eye is twitching.

**Kyle**

Who do you give the other point to?

**Hallie**

I'm gonna give the other point to… Y, what? I'm sporting. I'm gonna give it to Irene because I am being torn apart by other PCs in this party and she manages to make a fool of me every single time.

**Kyle**

You turn around, and you don't see the bearer of the voice at first. What you see is you see a series of stuffed mascots. One of them looks like a whale with an antenna out of its head. There is this bipedal camel. There are all these really rough, shoddy costumes. But interestingly, all of them are wearing Hawaiian shirts and have these mustaches on them.

**Hallie**

*[Laughs.]*

**Kyle**

Surrounded by all of these Mannymate Rons, you see a woman.

*[Confident sultry music (Lorraine's theme) begins.]*

She has a wide elegant white hat, is wearing roller skates, and has a beautiful glittering pink dress.

**Hallie**

*[Grumpy.]* Hmm…

**Emily**

Irene tugs on Sparky's sleeve and whispers.

*[Music ends.]*

**Emily (as Irene)**

This might not even be real. If you killed her, I wouldn't tell anyone.

**Ari**

Can I say that—I mean, I know that you control Tucán technically, but Irene says that and he comes and shows up with a little knife as Irene is saying that?

**Kyle**

Give me one quick second. We said something very important about Tucán earlier, didn't we?

**Ari**

That the knife is his beak?

**Kyle**

No. You were like, "oh, Tucán definitely would stab someone" and I said he definitely would.

**Ari**

Oh my god.

**Tom**

Oh no.

**Kyle**

*[Rolls.]* A natural 1.

**Hallie & Ari**

*[Shouting.]* Nooo!

**Kyle**

Tucán lunges and stabs Maybelline.

**Hallie**

Yes! Yes! Yes! Yes! Yes! Natural 1 for everybody else, but for me, I am living. In fact, I just “heh” after that happens.

**Tom**

I want Hilda to return at this very moment and be like:

*[Laughter.]*

**Tom (as Hilda)**

What the F?!

**Hallie (as Booker)**

What did I miss?! God, I didn’t go on the rollercoaster, I didn’t’ see the shanking, god… I missed everything.

*[Threatening music begins.]*

**Kyle**

Maybelline looks at you with a fury and she points to all of the Mannymates around her.

**Kyle (as Maybelline)**

Look at that. They put red all over my beautiful pink dress. Also, I got stabbed hard enough to bleed.

**Hallie**

*[Giggles.]*

**Kyle (as Maybelline)**

Get them!

*[Music changes to frantic swing music.]*

**Tom**

Battle time! Battle time!

**Hallie**

Battle time!

**Kyle**

I was gonna do a chase, unless you wanna fight an army of Ron Mannymates.

**Tom**

We're Tier 6. None of them can stop us.

**Hallie**

That's also true.

**Kyle**

Sure. It's combat time, baby. Roll me initiative.

**Ari**

*[Rolls.]* I got a 10.

**Hallie**

*[Rolls.]* Oh, motherfucker. I got a 2.

**Ari**

Oh no.

**Emily**

*[Rolls.]* I got a 12.

**Ari**

Oh!

**Tom**

*[Rolls.]* I got an 8.

**Kyle**

We'll say that was for Sparky. What did Booker get?

**Hallie**

Oh, Booker?

*[Rolls.]* Eleven.

**Emily**

So, how many points did we get off of Maybelline by stabbing her?

**Kyle**

That would be 2 I believe is how much the knife does.

**Tom**

Damn.

**Ari**

Where was she stabbed?

**Kyle**

I was thinking just the shoulder.

**Ari**

Oh, okay.

**Hallie**

Yeah, classic shoulder.

**Kyle**

So a little drip of red gets down on her dress.

**Ari**

I thought she got stabbed at the heart, and I was like “oh no… this is—”

**Tom**

“Time for murder.”

**Kyle**

Sure.

**Tom**

Hilda’s traumatized for life.

**Kyle**

She gets stabbed in the heart, something even Lorraine Stiles wouldn’t have been able to survive. Quique, you realize that you were right, these are not the people that you knew.

**Ari**

*[Laughs.]*

**Kyle**

Sparky, roll me Speed Defense.

**Hallie**

I’m trained.

*[Rolls.]* Thirteen.

*[Music changes to threatening ambience.]*

**Kyle**

Okay. The Ron Mannymates start to surround you as the Mr. Elmo figure just gulps the final bit of his cigarette with a big crunch. No, a big slurp.

**Hallie**

*[Giggles.]*

**Tom**

*[Disgusted.]* Oh… Oh no.

**Hallie**

There were so many tactile things going on with this cigarette and I am obsessed with it.

**Tom**

This is the worst texture imaginable.

**Hallie**

I love it so much.

**Kyle**

Sparky, you jump to the side as you feel a heart swing past you.

**Hallie**

A heart?

**Kyle**

And Maybelline, having failed to hit you with the heart that's now at the end of her knife, points and says:

**Hallie**

What the fuck?

**Kyle (as Maybelline)**

Get me that compass!

**Hallie (as Sparky)**

No.

**Kyle**

And it is Irene's turn.

*[Music ends.]*

**Emily**

I didn't describe her having a chair…

**Kyle**

Oh, she has a chair.

**Emily**

Can she—Okay.

[01:05:00]

**Kyle**

It's just assumed it's there. It's a chair or something else. Like how the strong-glass staff is a sword.

**Emily**

I feel like Irene would have a brief internal panic because the only time she has ever fought has been with Necromon.

**Ari**

Oh no.

**Hallie**

Aww.

**Emily**

And she does not have Necromon.

**Tom**

Oh no.

**Emily**

So, in her panic, she will grab the nearest hard thing she can find and swing it, and that happens to be a folding chair off her back that is a part of her costume that I didn't mention.

**Kyle**

Who are you swinging at?

**Emily**

Um, probably Maybelline.

**Kyle**

Alright, give me a roll.

**Hallie**

*[Musically.]* Maybe it's Maybelline.

**Tom**

*[Flatly.]* Maybe she's born with it. Maybe it's Maybelline.

**Hallie**

Ha!

**Emily**

*[Rolls.]* It is a 19.

**Ari**

Ooh!

**Tom**

Nice.

**Kyle**

How much did the chair do by default?

**Emily**

Seven.

**Kyle**

Alright, so you can either do 10 points of damage or you can have a minor effect.

**Emily**

Okay. Would this be a major effect or a minor effect? If I didn't want her to instinctively go after Hilda.

**Tom**

Aww.

**Emily**

Hilda’s so squishy.

**Tom**

I am not.

**Kyle**

We’ll say she targets you, because she was not gonna go after Hilda.

**Emily**

Okay. Well, if she wasn’t anyway, then I don’t wanna use up my—

*[Chuckling.]*

**Kyle**

Yeah, alright. CONK! Her head goes down like two feet.

**Tom**

*[Startled.]* Ooh!

**Ari**

Two feet?!

**Kyle**

Not two feet. Her head goes down like half a foot.

**Tom**

Just buried deep in her chest.

**Hallie**

Christ.

**Ari**

That sounds like a glitch in a video game.

**Kyle**

You know in Episode 1, An Oasis of Ghosts, where you comically knocked off Rasputin's head and then he put it back on? Yeah, it's that, but it's a human flesh head.

*[Distressed sounds.]*

**Tom**

This is a huge content warning episode. I wanna put that out there.

**Ari**

It's a Halloween episode, so hey.

**Hallie**

Hallieween!

**Ari**

Hallieween!

**Tom**

Is this what you wanted your legacy to be, Hallie?

**Hallie**

Eh, a little bit.

**Tom**

*[Laughs.]*

**Kyle**

I mean, it's only happened to Maybelline so far, so…

**Tom**

Look. I'm glad we're just finally getting the Lorraine boss fight we deserved.

**Kyle**

*[Defensive.]* Alright…

**Emily**

I also specifically did not attack Mr. Elmo because I felt like I needed to at least give first dibs on him to the two people who attacked him in actual Hereafter.

**Tom**

Oh, that's a good point. I'm torn now.

**Kyle**

Speaking of. Booker, it's your turn.

**Hallie**

Booker! Oh man, I just wanna fling myself at, um… I'm gonna fuck up Elmo. I just wanna—the book opens, and it's over Elmo's face, and oh my god there's a book, he can't see, it's me, Booker.

**Kyle**

Okay.

**Tom**

Do it. Destroy him. Cast him into the fire.

**Hallie**

*[Hums a peppy tune.]* Do I have a fun ability to use? Not really. Oh wait, Eye Gouge! That's what I'm using. Ah-ha!

**Ari**

Oh, that's right!

**Kyle**

Oh! Oh…! How does Eye Gouge work again?

**Hallie**

You make an attack against a creature with an eye. The difficulty of the attack is increased by 1 step, but if you hit, the creature has trouble seeing for the next hour. During this time, the difficulty of any of the creature's tasks that rely upon sight is increased by 1 step.

**Emily**

Because you just paper cut his eye.

*[Loud groans and other sounds of distress.]*

**Hallie**

Yeah, I just wanna paper cut his eye. I am going to use 2 levels of Effort.

**Kyle**

Oh good, you need to. Alright, give me an attack.

**Hallie**

*[Rolls.]* Fourteen.

**Kyle**

Shink, shink, shink, shink!

**Hallie**

*[Laughs in delight.]* Yes! Oh my god!

**Kyle**

His eyes get cut, and—

**Ari**

Oof.

**Tom**

Oh god, no. I'm gonna X-Card the description of this. I'm gonna X-Card the description of this real hard.

**Ari**

Thank you, Tom.

**Kyle**

Okay. I will then just vaguely say, if anything happens to his body, it will turn into ashy fluid.

**Hallie**

*[Chuckles.]* Okay. You're welcome, team.

**Kyle**

Was that vague enough, Tom?

**Tom**

Uh… we'll let it pass.

**Kyle**

Okay.

**Emily**

I didn’t expect the phrase “ashy fluid.”

**Kyle**

Well, we know cigarettes are liquids in this world, so…

**Tom**

*[Groans.]* No!

**Kyle**

Nicotea…

**Tom**

Nicoteani!

**Kyle**

It sounds like a cocktail.

*[laughter.]*

**Ari**

That sounds like a cigarette Pokémon, Nicoteani.

**Tom**

*[Scrunched in delight.]* Yeah, I was gonna say it’s a Necromon.

**Hallie**

Nicotea!

**Tom**

*[Posh.]* Nicoteani, that Legendary Pokémon.

**Ari**

*[Amused.]* Nicoteani.

**Hallie**

Oh my god, Nicotea… Fan artists, please make us this.

**Kyle**

Anyways.

**Tom**

Anyways. Whose turn was it now?

**Kyle**

Uh, it's Quique's.

**Ari**

Oh, it's me!

*[Fun swing music begins.]*

**Kyle**

Quique, you have—again, for the sake of the X-Card, I will not describe everything that happened, but you saw it happen.

**Ari**

Well, you know, there's a lot of things going on here. I know, I want to use Shock to the System, but the way I am going to flex it is that Quique is just recounting all of the similar experiences he has witnessed in his long, long, long life and how this may or not compare to some of the most—

[01:10:00]

**Kyle**

What the fuck has Quique experienced in his life?

*[Laughter.]*

**Ari**

He has experienced a lot.

**Kyle**

Quique, you know those YouTube videos where it's like "the 'blank' iceberg explained," where it starts with the basics and goes? I feel like that's what Sparky wants to do, just a video, "the Quique iceberg explained."

**Hallie**

Yeah, that's exactly what she wants to do. Quique is so fucking fascinating.

**Ari**

Quique is a man of many mysteries.

**Hallie**

He's a man of many mysteries, and Sparky is gonna solve all of them.

**Kyle**

Okay, so who are you traumatizing with your life?

**Ari**

Um…

**Hallie**

*[Whispering.]* Sparky.

**Ari**

So, in addition to beheaded slash eye gouge…

*[Music ends.]*

**Kyle**

There are a bunch of the Mannymates, the big costumed security, except they're the Mannymate Rons because they all have Hawaiian shirts, sunglasses and mustaches. They're like a cluster enemy. Essentially, they all have a group health.

**Ari**

I'll do it to them, or to one of them if I can't do it to multiple people.

**Kyle**

Yeah. The idea is that, if you attack one Ron, you attack all of them. They go down real easy.

**Ari**

Okay. I want to do it to all of the Rons.

**Tom**

Oh-ho-ho…

**Kyle**

Oh god. Give me a roll.

**Ari**

Just getting all of the secrets that Sparky has ever wanted from Quique.

**Hallie**

For fuck's sake.

**Kyle**

Are you using any Effort?

**Ari**

I am using 2 levels of Effort.

**Kyle**

Okay.

**Ari**

*[Rolls.]* And that's an 18!

**Tom**

Oh my god.

**Hallie**

Holy shit.

**Tom**

One extra point of damage.

**Kyle**

Well, it doesn't do damage normally, right?

**Ari**

No, I think it just makes them faint.

**Tom**

Oh, that's right.

**Kyle**

Wait, it just makes them 'what?'

**Ari**

Yeah! Affected targets faint and collapse to the ground remaining unconscious for two rounds.

**Kyle**

So it's an insta-kill, basically! Alright.

*[Laughter.]*

Alright. You hear a series of very masculine "AHH," and in the front you just hear one of them say:

*[Overly tragic music begins.]*

**Kyle (as Ron-13)**

Oh my god, Aneen-12! Aneen-12! Are you with me, buddy?

**Kyle**

And the other one says:

**Kyle (as Ron-12)**

Whaleter-13, it's so… it's so horrifying, yet captivating!

**Kyle (as Ron-13)**

That's right, Aneen-12, I feel equally blessed and cursed with this knowledge. AHH!

*[Music ends.]*

**Kyle**

And they all pass out. All of them are on the ground.

**Ari**

As they pass out, Quique will just be like:

**Ari (as Quique)**

What just happened?

**Kyle**

Anyways, I'm just gonna mark them off. Hilda, it's your turn.

*[Magical song (Xoc's Theme) begins.]*

**Tom**

So, Hilda is going to hold out her right hand which is the one that has the glove with the little ring where there used to be a bedazzle and start just gathering moats of light in it, charging up and up and up and up. Now, the real question is who does the bullet hit? On the one hand, would it be more in-character to blast Mr. Elmo who kidnapped the entire school? Yes. On the other hand, at long last, me, out of character Tom with a chance to hit Lorraine Stiles with a 6 Effort Cutting Light!

**Hallie**

*[Laughs.]*

**Tom**

*[Fierce.]* Have you forgotten the power of Xoc?! You gave me back this character sheet. Now you get 6 levels of Effort. I can do this all day.

*[Music ends.]*

**Ari**

Oh my god.

**Hallie**

Oh my god. Holy shit.

**Tom**

I can do this for ages. Let's go over the numbers here. I have 43 Int right now.

**Hallie**

Jesus!

**Tom**

To cast Cutting Light with 6 Effort only takes 9. I think 2 to hit and 4 to damage is more than adequate.

*[Rolls.]* That's a 10. I thought I rolled a 19 for a second.

**Kyle**

Yeah, of course that's enough. Of course that's enough to kill. Who did you target?

**Tom**

Wait, hold on, hold on. Let's tally up that damage. That's, what, 4 times 3 so that's 17… 17 against Maybelline, 17 damage on Maybelline with Cutting Light.

**Kyle**

Yeah, how do you just cut her up?

**Hallie**

Jesus.

**Kyle**

Is it like the sword thing where you just (shink) in, (shink) out, and then suddenly she just slides in half?

**Tom**

So, we recall how her head is now two feet down in her torso, right?

**Kyle**

Yeah.

**Tom**

Just gonna (slice sound) a hole right through that, just melted.

**Kyle**

And before Sparky can even act…

**Tom**

*[Guilty.]* Wait, oh no! Wait, no! No!

**Hallie**

Yeah, what the fuck!

**Tom**

Wait, I can redirect my attack to Mr. Elmo! No!

**Hallie**

No, it is too late.

**Tom**

No, this isn't right.

**Hallie**

It is too late. You have taken this from me.

**Tom**

*[Distraught shout.]* I'm so sorry.

**Hallie**

*[Smirking.]* This feels right somehow.

**Tom**

No! No…

**Hallie**

That's fine. I accept it.

**Tom**

No, no, no. Wait. Undo.

**Hallie**

This night has not gone in my favor except for when I gouged out Mr. Elmo's eye.

**Tom**

Oh no! I didn't mean—I didn't…

**Hallie**

Before Sparky even gets a turn! And where "I" can destroy the Lorraine analog.

[01:15:00]

**Tom**

I don't— I don't— I don't— No…

**Hallie**

No! No! No, it's done. No. It is legitimately funnier this way.

**Tom**

Oh… I didn't expect it to kill.

*[Laughter.]*

**Hallie**

'I forgot I was lethal.'

**Kyle**

Alright. Well, you're around a bunch of unconscious Rons, a dead Maybelline Stiles… you don't have the package.

**Tom**

Well, we got Mr. Elmo. He's still alive, he just doesn't have eyes anymore.

*[Laughter.]*

**Kyle**

So, anyways. You look down at the celestial clock and you notice that it has kind of been swinging around in a circle. You notice specifically as you hear:

**Kyle (as ???)**

*[As if rushing past.]* Ah… Oh my god, this is so cool. … Ah! I think I'm gonna die again.

**Kyle**

As the rollercoaster carts go past you.

**Hallie**

And the suite.

**Kyle**

The suite one specifically. You notice that the line of the clock is actually lining up specifically with the suite seat.

**Hallie**

*[Laughs.]*

**Kyle**

Meaning that, yes, Booker could have gotten the package a while ago.

**Hallie**

Tom, running everything even in hindsight.

**Ari**

Oh no!

**Tom**

Even when Tom wins, he loses.

*[Laughter.]*

**Hallie**

God, I knew it was there! Alright, Sparky's going for it.

*[Hectic electro swing begins.]*

**Kyle**

Are you running in line or are you gonna try to get on it halfway through it running past you?

**Hallie**

The second one. Because you know what's fun? I'm good at math now. I would like to use Visual Calculus in order to time this jump into the suite.

**Kyle**

So, if I understand, you do math and everything is 1 step easier, right?

**Hallie**

I think so, yeah. Then, because there's a high chance that there's a door on this thing and it's not really open, I'd like to be jumping with my Defibrillimb so that I'm lasering my way into this suite.

**Tom**

Hilda's following, just in case Sparky falls.

**Ari**

Can I do a thing to reluctantly help Sparky?

*[Chuckling.]*

**Kyle**

Yeah, absolutely. Sparky, you look down, you look up, you do the math. Everyone sees Sparky and it literally is the confused math woman meme. She's doing the calculations and doesn't quite understand but is also figuring it out.

**Hallie**

*[Laughing.]* Okay. Oh god.

**Kyle**

And then… let's go big. You know at the end of your rollercoaster race there's a big ramp in the middle of it?

**Hallie**

Yeah.

**Kyle**

It’s gonna go off the ramp.

**Hallie**

Okay.

**Kyle**

You see Sparky run, and you see Hilda run after her. Quique, what do you do?

**Ari**

*[Giggling.]* I want to use Move Mountains.

**Kyle**

On what? … On how?!

*[Laughter.]*

**Ari**

The package is on the top cart, right? Is that kind of what you said?

**Kyle**

It’s on the front cart which is just a suite. It’s a literal suite on a rollercoaster.

**Ari**

Oh. Was it the top cart—like, I was picturing it was like above the rollercoaster, so I wanted…

**Kyle**

Sure! Sure. Let’s say it’s not only the front it is also on the second story.

**Hallie**

*[Amused.]* Yeah, why not?

**Ari**

So I wanted, as they are running, for Quique to just kind of be like “oh, I want to get this over with,” and then not knowing how or that it was him necessarily, create a mountain as they’re walking so that it lifts them, like a little mountain elevator.

*[Music ends.]*

**Kyle**

Yeah, we’ll say that makes it another step easier. You know what? Let’s make this interesting. Let’s make it a Difficulty 9 task since you’re all strong enough for that.

**Hallie**

Okay.

**Kyle**

Irene, do you do anything to help?

**Emily**

I’ve just been following, but I feel like there’s not so much else I can do.

**Tom (as Hilda)**

Irene, can you help me catch, just in case something goes wrong?

**Emily (as Irene)**

Yes, I’m very good at catching, but can’t you just use your magic powers?

**Tom (as Hilda)**

Uh… my magic powers might not be perfect for this.

**Emily (as Irene)**

I thought you were a wizard. Don’t you have transportation spells?

**Tom (as Hilda)**

Look. If I had the ability to step really far away, I would, but I don't.

**Kyle**

*[Laughs.]* Alright. Sparky, give me a roll.

**Hallie**

Okay.

**Kyle**

How much Effort are you using?

**Hallie**

As much as I can.

**Kyle**

Okay, 6 levels of Effort.

**Hallie**

Six.

**Kyle**

And a bonus from Quique. You have to roll a 6 or higher.

**Hallie**

For fuck's sake…

*[Rolls.]* Eleven!

*[Others cheer.]*

Yeah! That's two ones, but it's good this time.

*[Overly happy guitar music plays.]*

**Kyle**

Sparky, you run. The mountain rises from beneath you. What does the mountain look like, Ari?

**Ari**

Uh, it looks like a mountain of… bones?

*[Laughter and groaning.]*

**Kyle**

All of the bones from underneath Roulettia before EZ-Life was instituted, also because it's nightmare land.

**Tom**

Oh no.

**Hallie**

*[Delighted.]* That was the worst thing you could have said!

**Tom**

What the fuck?

**Hallie**

A mountain of bones! That's not even structurally sound.

**Kyle**

Sparky launches with her Defibrillimb.

**Hallie**

Wee!

**Kyle**

Irene and Hilda, waiting below to catch her.

[01:20:00]

Sparky, describe how you expertly get on the thing right before it goes off the ramp.

**Hallie**

Oh man. Okay. The thing about bones is that they're not stable at all, so I like to imagine that, when this mountain of bones comes up underneath Sparky, she trips a little bit, comically, but then she turns that little trip into a spin. With the height and the momentum given to her by this mountain of bones, that is just enough for her to do a really sick mid-air barrel roll.

Then, as she's coming up facing the suite as it's coming by, she's got her Defibrillimb and she punches through the glass with the limb just seconds before it would have been worse, because it would have been her body. You know how in action movies they do the summersault?

**Kyle**

Yeah. You do a three-point land.

**Hallie**

Yeah, that one! That's what I'm trying to say, the three-point land. She does the three-point land and she's on her knees with her Defibrillimb up Iron Man style. She's a little bit surprised because, I don't know, this is a physical feat that she is not capable of doing normally. So, when she lands, she's like:

**Hallie (as Sparky)**

Maybe math wasn't a waste.

*[Laughter.]*

**Hallie**

Then I look around for the package. Is it in here?

**Kyle**

It is.

**Hallie**

Yeah!

**Kyle**

You see it. It's got Victor Daemon's smiling face on it.

**Hallie**

I yoink it. I yoink it and I fling myself back out. Yeet!

*[Music ends.]*

**Ari**

Yeet!

**Tom**

Yeet!

**Hallie**

Onto the mountain of bones. I wanna surf on a bone.

**Tom**

Quique Flings Sparky out.

**Ari**

Yes! Fling!

**Kyle**

Vroom!

*[Laughter.]*

**Hallie**

Yeet!

*[Whooshing sound signaling a scene change.]*

**Aaron (as Victor)**

Ah-ha! My deepest thanks for this delivery. It shall truly make this party the bee's knees.

*[Dance Halloween music plays over the speakers.]*

**Kyle**

You are all at the top of Victor Daemon's tower. You are tired and exhausted not only from the Roulettia adventure but you actually had to go through a whole Castlevania maze of monsters to get to him.

**Hallie**

*[Laughs.]* That we just glossed over.

**Kyle**

But Victor Daemon is beaming.

**Aaron (as Victor)**

Frankie has been salivating all night over the mere thought of this package. I can already see the excitement in Mummy's face. I'll need to save a few for Adam Sandler as well.

*[Laughter.]*

Thank you! Thank you again! My guests will love these macarons.

**Tom (as Hilda)**

*[Indignant.]* Macarons? What?!

**Aaron (as Victor)**

Yes, blood orange macarons! They're absolutely delectable, but you can only find them in a few select dimensions.

**Emily (as Irene)**

It's actually pronounced macaron. {using a shorter O sound}

**Ari (as Quique)**

That was the package? It was macarons?

**Hallie (as Sparky)**

You got cookies? These are cookies? Why didn't you just order new cookies?

*[Shouting.]* Why didn't you just order new cookies?

**Aaron (as Victor)**

Because they wouldn't be as good as these.

**Hallie (as Sparky)**

Why do you—

**Tom (as Hilda)**

Can we at least go home now?

**Aaron (as Victor)**

Ah yes, your reward. Are you sure you don't want to stay for the party?

**Tom (as Hilda)**

No.

**Ari (as Quique)**

However, if you do give me the money you promised, give us the money you promised…

**Tom**

*[Laughs.]*

**Aaron (as Victor)**

Fine! Your loss. Here is your money. Thank you for the macarons. You can go out that door and you will be maca-gone. Ah-ha-ha!

*[Music ends.]*

**Emily (as Irene)**

You should be ashamed of yourself.

**Tom**

*[Laughs.]*

**Hallie (as Booker)**

Are macarons anything like the Manny Rons we just fought?

**Hallie**

Booker yells from the background where he is eating… not the party food, but he's snacking on the tablecloth itself. Before we leave, I'd like him to ruin the whole party spread by eating the tablecloth and then it pulls everything down and it goes (clatter).

**Kyle**

Yeah.

**Hallie**

That's the sound food makes when it falls, if you didn't know.

**Tom**

Exquisite.

**Kyle**

Alright. Anything y'all do before you head out?

**Hallie**

I wanna hold up the compass thing.

**Hallie (as Sparky)**

Can I keep this?

**Kyle**

Roll me… Roll me Persuasion.

**Hallie**

Which I am specialized in.

*[Rolls.]* Fourteen?

**Kyle**

He looks at you.

**Aaron (as Victor)**

*[Laughing sarcastically.]* Can I keep this? Can I keep…

*[Trails into words unintelligible past giggling.]*

*[Flatly and abrupt.]* No.

**Hallie**

Fucking—!

**Ari**

No!

**Hallie**

Motherfucker. That's how you're ending the Halloween session after I didn't get to punch Lorraine? After I—

**Tom**

*[Wincing.]* I'm so sorry.

**Hallie**

Oh my god.

**Kyle**

It's Questionable Measures. That's when "no" happened.

**Hallie**

Oh my god.

**Tom**

So sorry.

**Hallie**

OH my GOD. *[Long distressed screech.]*

*[Silly halloween music plays and carries out to the bloopers.]*

[01:25:00]

**Tom**

Tom ruins Halloween the game.

**Hallie**

Hallieween! Tom ruins Hallieween!

**Tom**

*[Sob-laughs.]* I didn't even say it right.

**Hallie**

*[Tearful.]* This is the worst holiday! This sucks. Who decided this is a holiday? Ugh~

*[Others giggle.]*

Ugh…! *[Coughs.]*

**Kyle**

And that's the Halloween special. A couple of other analogs in case anyone's curious. Tommy Funbuck was Chazz Casey. Vespari was Rasputin. Q-BO was Alina. The pi pod kid was either gonna be Steve or Ariel. Cart was the frog in a tutu. And Chris Prevansworth-Pine was Lucas Bang.

**Ari**

Ohh!

**Hallie**

OHH! Chris Prevansworth-Pine! Oh…

**Emily**

*[Chuckles.]*

**Kyle**

So, we're on our Halloween special. We are going to start with Victor Daemon doing a monologue because that's what he does every time.

*[Silly voice.]* Whoa-ho-ho, let's talk about world and maybe I need help from some old friends or something-something.

**Tom**

*[Silly voice.]* Batman.

**Kyle**

*[Silly voice.]* This is not my voice and not the voice I'll do when he talks to you.

**Hallie**

I was gonna say, good imitation of Victor Daemon.

*[Mocking the silly voice.]* Oh-ho, I'm a completely different person.

**Kyle**

I love that the two of you each got your costumes from books and one of them has a big blue hat and one of them has a big red hat like true rivals.

**Emily**

I wasn't actually going to originally have it be from a book, I wasn't sure, but as soon as I heard that Hilda's was from a book I decided that Irene's was from—

**Hallie**

Is it the same book?

**Emily**

Yes.

**Kyle**

That's what I was thinking, like rivals from the same book.

**Emily**

That's what I was picturing.

**Ari**

Oh yeah.

**Kyle**

Hilda’s Sonic to Irene’s Shadow the Hedgehog. Same color scheme.

**Tom**

God!

**Kyle (as Victor)**

So first off, I found a bunch of junk in this drawer. You can feel free to take whatever you want.

**Kyle**

Victor Daemon is gonna pull out four cyphers—the final four cyphers actually because there were four remaining that we never used for Season 1. They are a flexible metal pole about one inch thick that keeps bending itself into different shapes, a paper airplane with little paper bombs inside of it—

**Ari**

Oh my god! What an A.Lex cypher.

**Kyle**

A bandit’s mask with wings on the side, and then finally a bagpipe that sprays out a colorful mist when it plays.

**Hallie**

I’d be happy with any of these.

**Emily**

I feel like Sparky Malarky would be particularly happy with the bandit’s mask.

**Kyle**

Wink!

**Tom**

I thought that sentence was going to end very differently. Ignore me.

*[Laughter.]*

**Emily**

I mean, she would be happy with a lot of the bandit's things.

**Hallie**

Oh, because he's the Aggressive Bandit. Oh… Fuck it, give me the bandit mask. It's aggressive now.

**Tom**

I'm taking the paper airplane with little paper bombs inside of it.

**Ari**

Okay, I think I want the flexible metal pole.

**Emily**

I guess I have bagpipes.

**Hallie**

*[Laughs.]*

**Ari**

No, I mean, if you want, like…

**Tom**

I can switch if you want.

**Kyle**

No, that's fine. I do love that we've given the character with sound sensitivity and chronic pain a pair of bagpipes.

**Several**

Oh no~!

**Tom**

We can trade. We can trade!

**Hallie**

I didn't mean for that!

**Kyle**

I think it'll be fine. I don't think it'll be a big deal.

**Emily**

I think it'll be fine.

**Tom**

*[Emotional.]* Are you sure?

**Kyle (as Victor)**

Let's do some Halloween magic!

*[Hums rhythmic gibberish.]*

**Tom**

A terrible spell.

**Kyle**

*[The humming begins to resemble Bibbidy-Bobbidy-Boo.]* These powers will expire—

*[Laughter.]*

**Tom**

Atrocious.

**Ari**

Is he going to voice over this?

**Kyle (as Victor)**

Just like in my favorite movie of all time, Cinderella, the Disney one… It comes from… It comes from some dimension you're not used to. Just like how those expire at midnight, this will expire at 8:30.

**Kyle**

Quique, you feel kind of a combination of the two of these. You feel some sense of magic, but more importantly you see your beautiful ivory— I think human bone is ivory, right?

**Ari**

I think so.

**Kyle**

Let me check.

*[Typing.]* Is human bone ivory?

**Ari**

Oh my god.

**Kyle**

Nope.

**Hallie**

Nope!

**Kyle**

Which you can hank Emily for this, because Emily reminded me that Misha's scarf had a knife that was never used. I was like oh perfect, Tucán has a beak.

**Ari**

Yes, Misha's scarf had a knife, it's true.

**Tom**

God.

**Kyle**

Tucán just got more dangerous.

**Ari**

It's the knife Misha had at the beginning but I just also never used because I was like this is too much.

**Kyle**

Quique would use it, though, in dire circumstances.

**Ari**

Yeah.

**Kyle**

I also choose to believe that the chair is part of the costume but it's also just nice because Irene can take breaks by sitting on it while trick-or-treating.

**Several**

Aww.

**Hallie**

That's cute.

**Ari**

I thought about that actually.

**Hallie**

That's cute, yeah.

[01:30:00]

**Kyle**

Can we have a D.A.R.E episode of Quest Friends where Hilda has to go to a D.A.R.E program and they have the Nicoteani Pokémon?

**Ari**

*[Smiling.]* Nicoteani.

**Hallie**

We promise, we don't support cigarettes, or drugs.

**Ari**

We don't.

**Hallie**

It's just that we find cigarettes funny.

**Kyle**

That's why it's a D.A.R.E. episode.

**Hallie**

*[Amused.]* that's why it's a D.A.R.E. episode. We do need one of those.

**Tom**

Oh boy.

**Emily**

I just want you all to know that, before I remembered that this was the Rons design, I thought this was like "oh, we return back and all these creatures have just adapted after they saw Hannelore in the NPC fight."

**Ari**

Oh my god.

**Emily**

I thought they were all just dressed as Hannelore Dunn.

**Kyle**

I specifically designed the Rons after the Hannelore Cookie Three design.

**Hallie**

*[Laughs.]*

**Kyle**

I thought this is what someone who would want to be a superstar cop would wear, and I know that because Hannelore Dunn wore it.

**Hallie**

God bless Hannelore Dunn.

**Kyle**

I just love that I designed the world's worst woman with Maybelline and still the vendetta is against Lorraine whose body she has taken over.

**Tom**

Unquestioning.

**Hallie**

Lorraine is also the world's worst woman.

**Ari**

Yeah.

**Hallie**

You know?

**Kyle**

It's the world's worst woman versus the Ninth World's worst woman.

**Hallie**

*[Frustrated.]* Oh my god. Whatever.