

Chapter 3: Aftermaths and Prospects

April 1, 2013 *Partially Cloudy. Low Humidity. High/Low: 9/4°*

[The Lurk Below]

[Time Check: 7:30]

It was dark, the sun having set a long time ago. Their gang, two masked figures in biker gear, two of the anthrope, and a girl sneaking around... In anycase, if the cats hoped to find something with their extraordinary sense, they were disappointed. It had been hour and the place had been swarming with bugs, people and wind since then, so everything was muddled, to the best they would do was try and find the closest storm flow access and descend into darkness.

"Maybe we should take a map or something," Trevor said, hesitant before the open space the drain cover revealed.

Alex grumbled. This place didn't look any good and he couldn't spot the bugs himself, buuut...
"Yeah, we totally should..."

Henry looked around the place. He didn't really know what he was looking for. His style had been more reaction then looking for stuff.

"There are maps here? If it is quick then grab one." Henry added in his own 1.5 cents.

Marina followed along, she tried to stay hidden as much as possible, shifting the colors and hues in her body to mimic camoflaugue with minimal success. She just hoped they could find Erin, and whatever they did didn't reach the news...She was hopeful at this stage.

"I have a city map in my car," Trevor said. "Of course... said vehicle is parked a couple blocks from here. I mean, we could still get into the system from there most likely, and they all connect to the central lines, but we might get... turned around getting forom there back to the hospital area part of the network..."

Φαιόγαλι rolled a die with 20 sides. The die showed: 18 Coincidence roll

"This is the sewer network, not the street level, though anything to keep us efficient when trudging out way through the sewer should be okay.", Marina suggested.

"I guess that could help. Although streets are different from sewer lines. Let's just get this going. The longer they have the better defended they get." Henry added getting tired of the constant stalling they were having.

"I'll be back with the map then," Trevor said, skipping back a few steps before turning and sprinting off, using his running start to clear a couple dozen feet, bouncing off a box and vanishing over a rooftop. PARKOUR!

"Why didn't he bring that before? I feel like one of the only people who are prepared for this trip." Henry said kicking a small rock on the ground.

"Least he doesn't smash stuff when he tries to move quickly...there's so much I need to practice when using my powers...", Marina said.

"To be fair, Henry, you're the only one with decent superhero experience," Jezelle pointed out, agreeing on some level as she couldn't help but fidget, wondering what was happening and how much worse it might be getting as the seconds ticked by.

"I don't really know how much more experience I have then the rest of you. Jez you have been in just as many issues as I have. Although you and Trevor got attack by bugs before the rest of us did so I think that evens the score." Henry replied in an even voice.

"I have seen how quick these things can make a nest or out post. In just a few minutes they had a room pretty secure. These bugs have had hours, perhaps this nest has been here weeks for all we know. This is going to be a tough situation and it gets worst by the minute."

"Maybe this nest won't be too fortified though. Diminishing returns in construction. Just like with spiderwebs. They can make them in quite some time, but can't really improve it a lot, no matter how much time would they waste on it. Then again, it's just one spider versus a weird and unknown colony of spiderbugs..." Alex said

"What I meant was that we never had the luxury of preparing," Jezelle returned at Henry flatly, "And what's the issue with webs anyways? We got a superman, a somewhat supercat and a cat that can superheat his claws or something -in a pinch I might even be able to teleport webs off."

"Best I can do is melt my way out of the webs in that situation.", Marina quipped. "If we get through this, I'll need to train more...gotta be prepared ya know."

Trevor made his triumphant return to them, sliding down one of his invisible boxes with much more success on this time, bleeding off momentum with a jog. He held up a somewhat thick folded paper. "Got the map. And a pen."

Φαιόγαλῆ rolled a die with 20 sides. The die showed: 7+4 power check pass

Stealth TT: 18, Acro TT: 18

"So that means that we are going in now?" Henry asked pulling out his flashlight.

"Into the maul of darkness? yes." Trevor gave a sarcastic whoop.

Henry turned the flashlight on and aimed it at Trevor. "Won't be so dark with this."

"Hmm we have Alex to provide light.", Marina said to them.

"You guys make adventures boring, you know that?" Trevor sighed. "So... who goes first?"

"Whoever...hmm how far down does it go...", Marina asked, "I suppose I can go down first and catch people as they come...but if it isn't that deep I won't have to."

"It's gonna be a bit, in the least. It's under the general foundations..." Trevor theorized. "You wanna go first Henry? You've got the whole," he started making vague hand motions, "flying and man of steel thing going for you. If something bites your toes, they'll just hurt themselves."

"Yeah that probably works better.", Marina said.

Jezelle stared at Trevor for a moment, though you couldn't really tell due to her mask.

"...How about you go first with yer damn boxes, Trev?" Jezelle suggested airily.

"But... I'm fragile..." Trevor said, giving Jez cute kitten eyes. He formed a box anyway though with a flick of his tail.

"So whatcha waiting for? We all gotta get down there to look for bugs anyways.", Marina said to him.

"Sure... let's all just jump willy nilly into the dark hole in the ground..." Trevor muttered. The air around him wavered for an instant as he adjusted the box to snag the light from Jez, setting it back after he did. "Gimmie that..."

"Although, if Erin's above ground that may make her easier to find...you guys got any ideas?", Marina asked, "Trev, you and albie fought bugs today...do you know where they were coming from?"

Henry pointed the flashlight down the hole. "I can go first. Shouldn't be a problem to get down there plus I can tell you if I see anything. As to Erin. She could be up here but nobody saw them fly off. So this is a good bet." Henry said.

He then hopped up into the air and then floated over the hole and then lowered himself down. If there was water at the bottom he would make sure to stop about two inches above it. Shinning the flashlight around to see if he could see anything.

Notice **necar1** rolled a die with 20 sides. The die showed: $14 + 1 = 15$

The flashlight at least provided illumination on his way down. It wasn't exactly a pretty sight. The walls were spotted with slime and old mold, both finding the higher humidity of the area pleasing. It was a good distance down, about 15 to 20 feet or so before the tunnel and the steel rungs set in the wall ended at solid concrete.

"All right! I am down here. It is about twenty feet down to the bottom." Henry yelled up and then put his mask up. he didn't want to be breathing this stuff in. Having mold and all.

[whoopsies: basic look around: The landing was about 8 by 10, and had a darkdoorway on one side. Some sort of metal it looked like with a grillwork at the base, likely to let water drain through from rain?]

"Twenty feet? Less than I thought, but awesome," Trevor said.

Alex meanwhile made a shiny shiny nyah aura and was standing nearby, providing light (although not doing lots of good at it as the people were blocking the light and shadows were everywhere), "The bugs were not coming from the city that time," Alex replied.

"Look out below," Trevor called, then hopped down. He was careful, using his claws to find (sometimes even make) catches in the walls and using the rungs to brace as well. It didn't take him too long to get down. He probably could have just dropped all the way down and made the landing, but why risk it? The first thing he did at the bottom? "Damn I smells bad down here."

At least it was just a stale musty smell with the added funk from the mold that was growing.

Jezelle clambered down to dangle from the lip of the manhole, one hand aiming a torch into the depths to get herself a landing zone before she was promptly standing where her torch had been aimed a second ago.

"Once we make sure the bugs are here we're gonna have to find somewhere we can get reception so we can ring in the cavalry," Jezelle said more for clarification than anything, glancing around a bit inquisitively, "I suppose Henry could fly around here and cover some serious distance, as much as visibility could be an issue..."

Marina lowered herself slowly into the sewer, mustering the resolve to get down there. She used the light from other people's flashlights to see where she was landing. She altered her coloration to be more shiny so when the meager fflashlights hit her the reflection off her body illuminated

more. She steadily walked, hoping that she could wash off the stench when she was done here. "Albie can provide light, and I'm trying to see if morphing a silvery color can provide more."

Power Check: **mew77** rolled a die with 20 sides. The die showed: 10 +3

Marina figured her idea was actually rather stupid, more light would attract the attention of the bugs...but at the moment that would allow them to confirm the bugs were down here.

"Alex come on down! We found a door!" Henry yelled up to Alex. "We are going to stick together while searching. Splitting up never works in the cartoons and I don't feel like having to punch everyone if they get caught and turned."

"So basically we are not scooby doo...alrighty then.", Marina said. Sticking together would be far safer.

"Do you really think I am trying to split up?" Alex replied, "Just letting people go first" Alex got down and got to illuminating the area there.

"We are not splitting up...Mr. glow cat.", Marina said to him.

"I was replying to Henry," Alex said.

"I was responding to Jez's idea of having me flying around to check things out. I do not want to split the group up at all. I want us to stick together." Henry explained.

"Don't think there's much space space to fly anyway," Trevor observed. He rapped a knuckle on the door then winced because any idiot could have told him knocking metal was a bad idea.

"Ow... You wanna play doorman Henry? And dibs on Shaggy, by the way."

"You mean like break the door?" Jezelle asked in a form of interruption as she moved over to look, bending over to shine a torch through the grate to see what she could see, "I don't suppose it opens from the other side?"

[Though light made it through, it was impossible to make out much of what was on the other side]

"We can break the doors? I could totally perform a surgery on the lock, removing it, while leaving the door in the working state (so it could be used to lock our escape). I hope," Alex said, "Like with that toast I did in hospital, but less energy wasted."

"Frying an electronic lock...we're full on criminals now aren't we.", Marina said.

"I don't care how you open it. Do what ever you want. I think it would be better them be destorying the darn thing." Henry offered up. He didn't want to start destorying stuff in a tunnel.

[Door: It was solid looking, and had much the same appearance as a manhole cover (Which... I'm gonna assume Henry moved cause those things I supposed to be heavy... though I think Trev could have managed it... Ah, I digress) in material; thick heavy cast iron in the least, the surface rough and ever so worn, particularly down at the bottom where water would have a more regular encounter, but it was more character, made rough than worn down.]

"Who would even have an electric lock down here?" Trevor asked. And was the person who got arrested and then snuck out of her house really tossing stones at people? Trevor sighed. Maybe later.

"Just cut through it. For all we know there is the whole swarm behind this door and I am not ripping it off the wall and causing a colapse." Henry pointed this out, If they couldn't cut through it then he would be forced to open it the Henry way.

"You heard the super hero. Have a crack at it," Trevor said to Alex, waving his hand invitingly at the door. "She's all yours."

"Yay!" Alex said, twitching his tail once and walking over to the door. He then leaned over to the lock and placed one of his paws on it, estimating the possible size of locking mechanism. Then he pressed on the metal with one of his fingers and let the laser go, cutting right through the not-so-strong metal, slowly moving to the side, making a hole in the door (hopefully) around the lock. After he did a round around the lock, he gave a door a gentle push, to see if it would open.

Not-So-Strong Metalled laughed in the face of Alex's attempt. Then bit back. Roll toughness (heated metal)

Alex hissed from the heated metal and took his hand away quickly, blowing on it to make it hurt less. "Okay... More distance this time," Alex said and resumed the door burning with his finger away from door for about a centimeter, not to get burned again.

"Alex ,it's okay..let's just henry that door.", Marina suggested, "Or better yet, just make a small hole that I can slip through and try and open the door from the inside."

Alex growled and punched the door, "Yeah... Shouldn't have overestimated this weird lazer thing..." he muttered and walked away from it.

Marina inspected it looking for a small crack. Momentarily forgetting the small drain in the bottom of the door. She stretched and flattened so she could slide through the drain to the other side of the door, where she padded her hand with more of her clay body and tried the door handle [groping about for before she hit something that felt right]. Her flat tail remained on the front side of the door. Nothing happened. Refused to move. Seemed stuck.

Dex Check: **mew77** rolled a die with 20 sides. The die showed: $19 + 3 = 22$

Marina.dexCheck = 22;

"Door's stuck...hey can someone pass me a flashlight?", Marina asked stretching a hand back under the door and back towards where she thought the group was.

"It's a drain... aside from how creepy you look doing that, the slats are about... a centimeter across each," Trevor said blandly. "Do you think we have something that can fit through it? And your finger okay?"

"Finger okay how? And you got ideas for how we're getting through this door.", Marina said.

"Compared to that time at aquarium? Yes, it is." Alex replied, "I think you can safely punch this thing out."

"I'm not punching a thick metal door.", Marina said slipping her hand back under the drain.

"I've tried hitting a rock. It hurt. A lot. I'm not punching a steel door," Trevor responded just as blandly. "You punch it."

"Hmm is the lock broken?", Marina asked, "Unless there's a mechanism on this side I can't see."

"Take a guess on who broke it..." Alex muttered, "I bet Henry can break this door out with ease, he apparently makes doorways in walls within seconds"

"Why do you think I call him superman?" Trevor asked with a blandness equal to that from before. "Or maybe it's just, you know, locked. But yeah..." Trevor bent to take a better look at the lock. "I think you melted the keyhole a bit, Albie."

"Whoever took a guess that I broke the lock is winner," Alex grumbled, "Eh... I just tried to carve this thing out..."

"You just implied you broke it. Should I try to do something from this side guys?", Marina asked them.

"Doubt it," Trevor said. "It's not like you can see anything anyway. And what did you think would happen if you melted the mechanism? That's what you do when you want to lock a door..."

"Fair enough", Marina slide her way back under the door winding up in a pile on the floor while she reformed her humanoid shape. "I think I'm getting more used to cortorting like this.", she said. Her practice before being costumes for Erin had helped her a lot. They had to rescue her, but they were stuck by this door.

"I just wanted to carve it out..." Alex muttered and sulked off to a side, deciding against leaning against it.

"It's okay, Alex, we can still Henry the door.", Marina said, "Don't beat yourself up over it."

"I know, I know..." Alex replied, "I think I'll end up in a hospital again..."

"Don't say things like that...you did good today.", she said, "From what I hear you and Trev took down a Bug Queen."

"Actually, Trev took it down alone. I just made it more awkward before he went on to get it..." Alex replied.

Henry walked over to the door and put a hand on it. Not near where Alex had tried to melt through it but in the middle some place. It was an odd sight. A melted door and a person turned rubber stretched through it. He was sure ther was a meta joke to be made here. Putting his other hand on it he slowly started to push on it. Ramping up the pressure until something happened. Str check to break the door

Henry rolled a die with 20 sides. The die showed: $7 + 12 = 19$

Greykit rolled a die with 20 sides. The die showed: $10 + 10$ The door clanked heavily, but didn't cave, even though it seemed to quake slightly, it hardly even dented.

"Sashag!" Trevor yelped, covering his ears when Henry slammed into the door. "Man that's loud..." He looked up tentatively, to see the door in all it's arrogance. "Wow.... loosing your touch Henry?"

"Trying to do this and not take anything else with it. I don't want this tunnel to fall on us." Henry said pushing harder. He really didn't want to drop the room.

"I can try and push harder." Henry huffed and pushed.

str check **necar1** rolled a die with 20 sides. The die showed: $18 + 12 = 30$

Greykit rolled a die with 20 sides. The die showed: $19 + 10 = 29$ The door actually dented...

Two hand sized impressions started to appear. He was making some head way now. There was something about things in doorways that seemed to be putting up more of a fight lately. First the webbing and now this. Was a doorway his weakness. Was a terrible thing that would be.

"Stupid door. open." Henry said grinding his teeth.

str check **necar1** rolled a die with 20 sides. The die showed: $6 + 12 = 18$

"Stopped by a door, darn...", Marina said softly.

"Well I suppose there's some comfort to be had knowing our fair city is supported by such masteries of architecture," Jezelle said with a bit of a shrug.

"Hopefully this door is bug-proof then.", Marina said, "For all we know this door may be Henry-proof."

"It's already proving to be Henry proof. I'm not sure who to root for more. Henry or the Door," Trevor grinned. "We could sell tickets. Also; Ow. My ears."

Jezelle smacked Trevor upside the head, looking unimpressed.

"Can we be certain the bugs didn't go through this door, or are they definitely on the other side? 'Cause this is ridiculous."

"Can we really conclude that Henry-proof doors are bug-proof...", Marina asked.

"These are man sized entrances to the system. The bugs could take off any old drain cap and get in that way," Trevor said, rubbing where Jez hit him. "Maybe even from the huge pipes down by the treatment plant." Trevor would have put some distance between himself and Jez, but the space was cramped even without them making room for Henry's Aggravated Assault on Doorkind. He did eye the huge hinges though. "Hey, the door looks like it ate it's spinach, what about the hinges? Think you could... I dunno... dig them out or something? Ah! Gouge! That's the word I was looking for. Gouge them out."

Greykit rolled a die with 20 sides for Notice. The die showed: 18

Henry shrugged. That sounded like a job for Alex since he had no way of doing that. He could hit things normally but not this door. He kicked the door and then back off for the next person to fight the door.

attack **necar1** rolled a die with 20 sides. The die showed: $6 + 5 = 11$

damage DC = 27 vs door

[Can you say 'GM Fiat'?]

The door folded somewhat at the corner with an unholy groan of tortured metal and grating of stone; Henry's kick finally getting to the Stalwart defender of the Toplands from the Deep. It wasn't a huge hole, only about the size of his feet. Which was still pretty decent. It crumpled a portion of the grill and gouged some from the wall where the steel git into it during it's retreat from Henry's Toes of Just Frustration.

Greykit rolled a die with 20 sides. The die showed: *3 Alas, poor shoe, I knew thee not...*

Be there were casualties for every victory. Henry's Shoe... Henry's Shoe unfortunately didn't make it and was damaged beyond hope of anything less than miraculous repair. Henry's Right[?] Shoe leaves behind it's partner Henry's Left Shoe, it's children two laces and several grandsocks. Details of the funeral are not yet arranged.

"Jeeze..." Trevor said, wiggling a finger in his ear. "Aren't you just a human gundam."

"The door is down, the door is down. Well not exactly...We need to hit this door again.", Marina said excitedly. "Could we dismantle the door somehow..."

"Daymn," Jezelle remarked at the new hole in the door, sidling closer and bending over again to look through, shining a torch to get herself a lock for a teleporting landing site and trying a quick jaunt to the otherside of the door.

"When life gives you a door... get Henry, I guess,"

Henry looked at his shoe. It was beyond saving as the hole in the door had sharp edges and cut right through the shoe. He would need to visit a store to get some new ones. He was blowing through clothes faster then ever these days.

"That door isn't getting opened by me it seems. Someone else needs to get it. Stupid door killing my shoe."

"How exactly do you propose we get through a door that a Henry couldn't open?" Jezelle asked a little dryly from the other side, swishing around her torch looking for anything interesting.

"I already tried opening it from the inside...so far just you and I can make it through.", Marina said to Jez.

"I only turn bigger," Trevor said. "And don't remember what I was supposed to be doing. Getting through that space is... yeah..."

"Maybe the bars will be easier to get through.", Marina said.

"Again with the centimeter thick route..." Trevor sighed.

"World prolly looks different to an ooze girl," Jezelle remarked airily, "Same way I'm kinda frustrated you guys can't just teleport with me -sure I could ferry you across but if shit hits the fan I don't wanna have to port us through in a hurry, like what if I get knocked out or something?"

"Well, is there another way in there? Or wil we just send you two in there and hope for the best?" Henry said frowning at his shoe.

"All I got were fleas..." Trevor muttered under his breath after Jez's comment. At a more conversational level, he added, "Can't you take people?"

"If nothing else Jez and I have the easiest time fleeing back here if shit hits the fan...Still I'd rather not split the party...you know from our RPGs and Scooby Doo that that's a horrible idea.", Marina said.

"Yeah I can take people, but here's a theoretical scenario for you: I get knocked out and we have to run the heck away, how do you get through the door before a tide of bugs eats you?" Jezelle queried, turning about to look further down the tunnel to see if there might be another manhole or something.

Jezelle (Notice) rolled a die with 20 sides. The die showed: $19 + 6 = 25$
[can't really see well, but it slopes down. Sticks too. Old stale water]

"Then It would likely be me and Henry and I'd like to see the door stop both of us when we are freaked out," Trevor said cheerily.

Jezelle grumbled, trying to fan the air away from her mask in vain before huffing and turning about to face the door again.

"Fine, your funeral; back away from the door I'm jumping in," Jezelle said hopelessly. She systematically took it in turns to port each person through, still looking uncertainly at the door that could hold back a Henry.

[On the Other Side]

"Yep... it stinks even more on this side... and there is... stuff on the floor," Trevor complained. "Definitely stepped in something cold and clammy..."

*After Jez had teleported everyone through Marina slid her way through the storm drain again, ending up on the other side as a pile of goo. She reformed fully again but this time just as a green mass in the shape of her silhouette. "That wasn't me I swear.", Marina said quickly to Trevor.

"... Thank you for that image... I needed that so much," Trevor said, going back to his bland voice as he made a face. Under his breath, he muttered something about needing to get shoes so he could stop walking in all the stupid things he used to take for granted.

"Your welcome.", Marina said. She had stopped to consider all the things she stepped in and came to the conclusion that at some point she just stopped caring that she was technically naked. Her small purse was stuck in the grate behind the door. She quickly stretched a hand back through Henry's hole in the door to retrieve it.

Dex Check: mew77 rolled a die with 20 sides. The die showed: $9 + 3 = 12$

It was a new sensation for Henry. He had never been teleported before and it was. . . weird. In one place and then somewhere else in the blink of an eye. Still hovering off the ground above lord knows what was on the ground.

"Well we got through the door. So time to move forward?" Henry asked.

[The passage had a steady and slightly steep slope downward, heading even deeper than they had come. The air was still, but strongly smelled of old water and while the place was mostly dry, there were some places that were that weird dry slime, others sticky, both likely were mold or moss, maybe both, found place to grow. The light's they provided showed that the walls were pretty solid looking and made from concrete, with more than a few water stains and dark streaks, likely of mold. There was also a chill to the air, cold concrete buried in cold earth did that. The passage was far from wide, hardly wider than a standard doorway, about three and a half feet across and just under 7 feet in height. It was very claustrophobic. The lights they brought with them relected oddly in places, and cast multiple shadows, and the sounds they made as they moved about echoed oddly, a tad hollow in a sense, from the scraping of feet on the stone floor to the ruffle of clothes on skin and fur.]

Jezelle poked Trevor indicatively.

"Box up, get us something to hide behind while we're advancing," Jezelle prompted, keeping her torch fixed on the way ahead.

"Sure... but the cat in the front..." Trevor muttered.

"Well it is a level of protection for us." Henry said floating down the tunnel.

"Fine..." he groaned. Trevor pointed at Jezelle and held his hand out. "Flashlight me." When she didn't respond, he just grabbed it from her, but she avoided his attempt. "I just want a flashlight.."

Greykit rolled a die with 20 sides. The die showed: *12 + 3 Sleight of hand*

Greykit rolled a die for **DMPerog Counter**. The die showed: *19*

Henry offered his flashlight. "If you wanted one you could ask. Demanding makes people not want to give them out." Henry said while offering the flashlight.

"Thanks..." Trevor said with a sigh. Right. Back o business. Box and defense. Like a locomotive. With a cow catcher. Only it would be a bug catcher. And be flat... "Stand back a little bit, please," Trevor said, moving ahead of Henry and holding the flashlight out about eyelevel, forming a box around it to keep the light floating. "Okay... that shou- ah crap... give me a sec..." He tried to let go but realized he messed up the box and made it totally solid instead of selectively so. He wanted to keep bugs and stuff out, instead, he trapped his hand in it.

Greykit rolled a die with 20 sides. The die showed: *4 10:27 PM*

He broke it down and remade it, paying more attention to it this time. Tentatively, he opened his hand. Yep. Free movement, and the flashlight stayed suspended in it. "That's much better..." Though, Trevor had to admit the flashlight floating in midair was odd. "Advance defense is a go."

Greykit rolled a die with 20 sides. The die showed: *10*

"A floating flashlight is our defence? That doesn't sound to helpful but it does free up someones hands I guess." Henry said shaking his head. Guess they put too much faith into the box. Henry flew forward to get a head of the flashlight. I made it part of the way before ramming into the box.

"Damn it! Can't you make it so we can see it?"

"First you bash my box, then you bash into my box, then you bash my box..." Trevor observed wryly. He shook his head and sighed. "If I mark it too much it will block our vision..." Still, he thought about it for a moment. "Maybe..." he touched the box, and a slight waver rippled through the air, condensing at the ends of the box, the corners and edges outlined in such a way that it resembled those early 3D boxes you would draw for math class in school. Still invisible, but at least the twelve lines and six corners showing as faint silver in the air.

Greykit rolled a die with 20 sides. The die showed: *11*

"I hope this box of yours works.", Marina said to Trev, "We never actually stress tested your boxes did we."

"Snrk," Jezelle laughed, barely concealing it as much as her mask concealed the expression, "I'm sure his boxers have had enough stress testing."

"Wait... what?" Trevor said, looking up from focusing on the box, rapidly glancing from Marina to Jezelle.

"That was unintentional but funny.", Marina laughed, "Anyways...you and Jez can figure that out later...we've got bugs to find."

Now Trevor was really lost, having missed the initial comment between the two. He had a look of total bemusement on his face as he looked from one party involved to the other, trying to glean some understanding. He tilted his head ever so slightly to one side, tail twitching, and echoed, "What?"

Henry tried to ignore what was going on but it was not working. They needed to get a move on and not worry about Trevor's underpants.

"Ok, We can see the box. Time to make some progress." Henry said trying to get everyone moving forward.

"It's okay Trev, your boxes have displayed admirable resilience," Jezelle assured with a level of mock sincerity, scratching him on the head as she went to follow with Henry, "For now we must find our Daphne."

"Our Daphne? Oh Scooby Doo, right...right...", Marina wondered aloud.

Trevor was still confused, and a bit hesitant in his move to follow and hustled a bit to catch up. "Seriously... what did I miss?"

"A joke went over your head, then the ladies switched back to the proper topic," Alex replied, still providing the light to the area, "By the way, Masha, I wondered sometimes - do you feel any pain or something when you are in that goo state?"

"Physical damage no...but fire still hurt back when disco inferno guy was trying to kill us", Marina replied.

"And with how you can form into anything..." Alex muttered, "...just few supports here and there..."

"Not anything just some things and umm supports?", Marina asked.

"You have been clothing for someone before, but have you considered armor?" Alex asked, "...this sounds weird and creepy though come to think of it..."

"Weird indeed, but yeah I have morphed clothing for Erin, but armor....can't say I have...wait why do you ask", Marina asked. Was Alex really asking what she thought he was asking.

"Eh, I thought of a weird way you could help out there," Alex said.

"What might that be", Marina asked anticipating the answer.

"Armor, duh. You could try to, um, coat someone with yourself to protect them from damage," Alex said, "Oh, can you change colors, by the way?"

Marina facepalmed as Alex said exactly what she thought. "Knew you were going to say that", she said her body shifting to a red hue for a moment before returning to her green coloration "And even if I did coat someone I'd still weigh the same...you would be weighed down."

"And partial color change? To make camouflage for example?" Alex added, "And I know about the weight. If we'd go with this, then you'd probably be still supporting yourself, coating the someone up to the legs so you'd still be in contact with the ground and supporting your own weight. You can move around while you are shapeshifted, right?"

"Yeah I can still move and I suppose I could try though aside from Erin...who would be willing to wear me in the first place?", Marina commented.

"I could," Alex said with a slight awkwardness after a moment.

"Why.. just why...and to what purpose...", Marina said shocked.

"Eh... All the times I was fighting bugs I got hurt quite a lot, might as well save the time and money on medical stuff," Alex replied

"So you need me to protect you...then I won't be able to fight...", Marina said, "I'd have to constantly make sure I'm not weighing you down or causing you discomfort."

"Yeah," Alex said, "Maybe you could also recolor yourself to something less obvious in the environment too..."

"Wait, you're being serious", Marina said, "I dunno, I did it only with Erin"

"Eh, as long as I am not naked while you do it," Alex replied.

"Agreed, and I think I'd be okay with it after all anything to get my girlfriend back.", Marina said to him.

"Yep," Alex simply said.

"You don't expect to try this now do you?", Marina said sotly.

"We are going in the middle of a hive... I am a little bit scared to be unarmored there, seeing what the bugs have done before," Alex confessed, "Although I feel like this idea is really bad one..."

Trevor got the map out and started scribbling on it, going to the mostly-ignore-the-people-around state again, making his best guess for the distance they were walking and the direction, using the street they started on for orientation. After a few awkward moments trying to draw while walking and holding the map, he let out a frustrated hiss before the brilliant idea of a table came to him.

Greykit[ish] rolled a die with 20 sides for mapping/scaling/etc. The die showed: 19

"Crap," he yelped when his first attempt failed and he fumbled a bit. The second worked out better, arming him with a writing surface. Awesome.

Greykit[ish] rolled a die with 20 sides for power. The die showed: 3 11:35 AM

Greykit[ish] rolled a second die with 20 sides for power. The die showed: 20

[The passage they followed continued for a while, maybe another 20-30 meters. The tunnel they were in ended at another small landing, about five deep though no wider or taller than the rest of the passage and a door, one much like the one they left at the top. There was a metal panel set in the wall with a small keyhole in it.]

[[More about the door: it's heavy lever handle was flush with the door, set in a depression that allowed for it's swing. Considering the depression was about an inch and a half, the door was pretty thick. The musty smell seeped from the drain slits at the base, even partially occluded with an accumulation of grit from the floor, and likely street above, between it's slats. The door itself at the roughed weathering of age, slightly flaking in a few place.]]

[The floor here was dirtier and grimier than further up, likely aided by the landing allowing some pooling and settling.

[[Notice: hinges hint at it opens outwards, unlike the one above that opened inward]]

As the group made their way further into the bowels of the city Henry tried to tune out the conversation that was happening. Wearing someone around sounded gross and he was pretty sure that it was the plot of *Silence of the Lambs*. He could just imagine what would have happened to her if he was wearing her when he kicked through the door. He would let them figure that out. Perhaps there was something more to it. Henry thought on this as they came up to a second door. What was it with this place and doors. Two more and this place would have more than his apartment.

"Any great ideas for his one or am I putting a hole in it so we can get teleported through again?" Henry asked.

"I think this one could be opened more easily, look at the hinges," Alex said, pointing at the objects of interest, "I doubt I could cut them out though..."

"Hmm, I wonder....could I morph the right key by sticking my finger in the keyhole.", Marina mused. "Guys...think it's possible?"

Notice: Take $10 = 9$

"I doubt it," Alex replied.

"Still worth a try...though yeah, the keyhole is in the wall.", Marina said.

"I'd say try to take out the hinges to see if that works. If it doesn't we can move on from there." Henry weighted in.

"I could try to open it from the inside as well.", Marina suggested.

Alex sighed, "I'll try" he said and walked over to the hinges, trying to take them out, this time keeping his finger and hope in a distance.

"Still maybe I should try the keyhole first", Marina said walking over to the metal panel in the wall.

"You would need a lot of luck to open it like that," Alex replied.

Marina slipped a semi-solid finger into the keyhole, and tried to morph that finger to attempt to fit it to the keyhole. When she thought she had a match she tried turning the key.

Sleight of hand: **mew77** rolled a die with 20 sides. The die showed: $4 + 4 = 8$

Disable Device: **mew77** rolled a die with 20 sides. The die showed: 16

Dexterity: **mew77** rolled a die with 20 sides. The die showed: $9 + 3 = 12$

[no sell. For various reasons.]

"Is that another door?" Trevor asked, looking up from his scribbling. He only stopped because he realized those in front of him did.

Marina extracted her finger and stepped back. "Welp, that didn't work."

"Looks like it. Seems like Marina is trying to get the lock open but it didn't work. Trevor thinks he sees the hinges and I think is going to try that." Henry said catching Trevor up on the current door events.

"I saw hinges? Okay..." Trevor said slowly. He gave Henry a curious look and tried to see past the others in the passage. "What's that to your left, Henry?" Trevor pointed to the metal panel on the wall.

Greykit[ish] rolled a die with 20 sides. The die showed: 14

"That is a metal thing. It does things and stuff. I have no clue what it is." Henry said looking at the thing.

Insetigate check **necar1** rolled a die with 20 sides. The die showed: $16 - 1 = 15$

[It was a simple metal panel within a metal frame. There was a somewhat standard looking lock set in it to open it, though it did not have a handle. It was more or less flush with the wall, though a millimeter or so was where the frame sat on the wall.]

[[Henry bonus: he would have seen similar type things at work. Like breaker boxes and key boxes.]]

Henry had seen these at work. He actually knew what this could be. There was nothing to grab on the metal frame being set into the wall and all. He put a hand on the box and pushed his thumb into the box. He could try and either punch a hole in it or bend it.

str check **necar1** rolled a die with 20 sides. The die showed: $14 + 12 = 26$

"Do you know something we don't about these boxes?" Alex asked, tilting his head to side.

[The cover buckled and with a crunch, the corners popping out, the latch bending as it strained to do it's job. It failed, popping out as well.]

Greykit[ish] rolled a die with 20 sides. The die showed: $7+5$ [*I think. Don't have the book.*]

"These things normally hold things they want protected. Like keys or other things. I got it pretty much opened." Henry finished the sentence by grabbing the faceplate and trying to rip it clean off. **necar1** rolled a die with 20 sides. The die showed: $11 + 12 = 23$

[With a loud wrench Henry committed yet another act of vandalism against the city. At least you found a bunch of two large keys on a hook inside, along with a heavy flashlight]

"And this one happens to hold a pair of keys. Maybe it is one that will open these doors." Henry grabbed one of them and tossed it to Marina since she was at the door lock already. He grabbed the other one incase the first one didn't wrk out.

Marina caught the keys and tried the key on the lock.

[It took a while since it had a little trick to it, using to pull the handle while turning the key. Not to mention the whole thing was old and prone to ceasing up, but eventually there was the scraping of metal as the locking mechanism pulled the bolts back into the door, allowing the whole thing to reluctantly swing on grating hinges in need of much lubrication.]

Trevor made a soft sound of distress.

"There we go. Found the door weakness, keys. Now we should be able to get through this faster with out having to destroy every door we come across." Henry said happily. One door and key holder versus all the doors they would come across. It was a much better exchange.

"I don't know if I hope for the bugs to be close to us now or not..." Alex said, "Let's go, I guess?"

[Their was a set of stairs set against the tunel wall. It was sorta like this

http://www.geographical.co.uk/vnoffice/data/0/0/21/180/gallery_306x_255,255,255/Kit.jpg

"Well it seems to be opening up a little more which is better. More room for us to move in. But you are right, let us keep going." Henry agreed with Alex.

Marina handed the keys back to Henry. But considered figuring out how to morph the keys shape with her fingers.

Henry took the keys and put them in his pocket ready to follow the group down.

Alex went in and shined around, trying to see if place was safe or had anything remarkable.

Alex rolled a die for notice with 20 sides. The die showed: $14 + 4$

Trevor sniffed, then wrinkled his muzzle. "The lovely smell on cold damp stone and murky waters..." He coughed a little. "Meh... I was hoping we could sniff them out... no luck there..."

"Looks like we find them the old fashion way. With our eyes, or wait for them to find us." Henry added looking around.

Trevor consulted his map. It took a few moments, shuffling his paper and looking both ways and back at the door they came from. "Okay, I think we can go that way..." He pointed to the left. "Should got towards the hospital side."

Φαιόγαλῆ rolled a die with 20 sides. The die showed: 9+1

There was an odd sense of claustrophobia to Jezelle as they went further down the tunnel, given that she knew she could only teleport so far and couldn't even guarantee teleporting straight upwards was going to be safe. In otherwords, the previously infinite amount of movement options she'd had before were now substantially reduced, and she didn't like it in the slightest. "Bugs sure picked a hell of a place to hide," Jezelle grumbled, fanning her face in vain once more, "Don't most bugs leave pheromone trails or something so they know where they've been? Like how ants won't cross a chalk line 'cause it screws with those little trails they leave?"

"We should have brought a large piece of chalk with us then. Could have messed them all up." Henry spoke flying above the muck and what not that others were slugging through.

"You wanna try sniffing out bug perfume in this reek?" Trevor said, less than thrilled at the moment. "I don't even know if I can smell bug pheromones. I mean... they're bug pheromones. Thoses things are kinda species specific."

"Hey I'm just a human," Jezelle said easily with a helpless shrug, "All I know about cats is whatever I overhear from you, that kittens are cute and bugs are icky. I'm just sayin' these bugs must have a way to navigate these kinds of areas without much confusion, otherwise they wouldn't have set up shop down here."

"Maybe they dance. Like bees," Trevor snarked. Something went squish and splash under his paws. "Ah! Man! I stepped in something! And it's cold and wet and nasty... That's it!" He conjured up one of his boxes and hopped in it and examined his feet with distaste. "Ugh..."

"Can I have a box too?" Alex asked

"Huh?" Trevor said, looking up from shaking his feet, trying to shake the worse of the water and muck from his paws. "What for? I thought you didn't want to be coddled."

"I still don't want to step in some nasty stuff," Alex replied.

"I'm not too worried about it...I should be able to separate the junk from my feet by morphing.", Marina commented.

"Then watch where you are walking," Trevor muttered. What was with everyone and wanting to abuse his boxes lately? "And aren't you sorta muck yourself?" he added to Marina, aiming a raised eyebrow at her. "Wouldn't it just get soaked in?"

Henry continued to fly over their heads while they discussed the fact that there standing in god knows what. He was glad that he had this ability a little more each day. The amount he had saved on gas alone made it worth it.

"We have gone a bit of distance how close are we to the hospital now?" Henry asked.

"No idea.", Marina replied quickly. She was judging the validity of Trevor's statement. "I certainly hope not.", she replied.

"I think so..." Trevor said, realizing he'd gotten distracted again. He quickly checked the map again. "Yeah... we should be. I guess now is when we start really looking." He closed his eyes and tried to sort through the scents in the air. He ended up choking again. "Jeeze... it's even worse when I focus on it..."

Greykit rolled a die with 20 sides for scent. The die showed: 7 1:42

Greykit rolled a die with 20 sides for nauseate save. The die showed: 18

[rollnotice]

Greykit rolled a die with 20 sides for general notice. The die showed: 7+7=14 [See necars]

Alex rolled a die with 20 sides for notice. The die showed: 7+4 = 11 *Nothing spectacular.*

Something splashed in the water.

mew77 rolled a die with 20 sides. The die showed: 9 - 1 = 8 *Murky water, stagnant air, your comrades. That's about it. You might even walk into the boxlight plowguard (mark1)*

necar1 rolled a die with 20 sides. The die showed: 13 + 1 = 14 Lo! The echoes of faint sounds coming from not-the-group!

blazinvire rolled a die with 20 sides. The die showed: 2 + 6 = 8 *Murky water, stagnant air, your comrades. That's about it. You might even walk into the boxlight plowguard (mark1) Eww stepped in something gross*

"You... hear that?" Trevor asked, hesitant.

"Hear what?", Marina asked.

"I do! But it doesn't sound like any of us. Must be up ahead since we haven't seen anything on our way here." Henry said while looking around. This is one of those times he thought he noticed something and it actually happened.

"Aren't you... eager..." Trevor said, tilting his head a bit surprised at Henry's exuberance about the whole thing. Really, it wasn't like they spotted gold or something... "Welp, phasers on stun, everyone. No! Wait.. carp and bread... should'a done a stargate reference... Henry. Take point!"

"Uh oh.", Marina readied herself, the atmosphere down here was horrible, she wouldn't fight, but if nothing else she could protect them. She prepared to form into a wall if need be, her body roiling and limbering up.

In the meantime, Jezelle had been busy trying to scrape something off her shoe using the walls, mostly distracted but paying enough attention to the conversation to slip back into the swing of things.

"Mkay, guess I'm on standby until someone gets webbed," Jezelle commented, idly dancing a bit on one foot whilst keeping an eye down the path.

"Strip Henry or Albie this time," Trevor suggested brightly. "You're over your quota with me. Also; Marina... please stop... I think I might throw up... That's seriously creepy..."

Marina calmed down, her form settled down, "Sorry, I wanted to be ready if something jumped out at us.", she said. "I failed to protect Erin, failed to protect Alex ...I..."

Trevor pointed and formed a little box over Marina's head and dropped it on her. "Enough with the melodrama. It's in the past. Learn from it, don't dwell on it so much at the moment. And where is someone gonna jump out at us from? It's a stone passage."

[note: Trev's ignoring the little drain pipes that lead in, about one every 50 paces or so. They are only around a foot in diameter]

[zat require a notice to see?]

[It's a feature of the tunnel they are walking through]

"All right, let's see what there is up ahead." Henry said and flew forward trying to stay in the light as best as he could. He was trying to figure out where the sound was coming from so that he could either stop it or report it back to the group.

[As Henry progressed up the passage, ahead of the group, down a couple dozen feet, the echoing sounds increasing in volume. He eventually reached a cross tunnel, complete with a little bridge

over the waterways. Some distance up that crossing tunnel lights were bobbing and the voices were carrying. {Doth thou roll notice?}}

notice **necar1** rolled a die with 20 sides. The die showed: $16 + 1 = 17$

Henry flew not too far down the tunnel and had to make a choice. Go left or right? Seemed like one of the directions had people down it with flashlights. Were these people who were also looking for the bugs or were these repair people? He stopped mid air to see what was going on.

[They were still a bit too far to see, adding the glare and the darkness in the distance between him and them only further murking that possibility. He could make out some things though. "-ilas beleives..... here. It's a go- could get Utilities to send their guy....."

The words were lost to the warping effects of the echoes, but at least some of the words came through.

"T** wo*r*** ... ace to hide... with the ***** mad..... -work then. *** it was u*** ... we cou- ... days ***urching."]

Henry was able to pick out bits and pieces of what was being said but it really didn't make any sense. It was people which could be a good sign. But they seemed to be looking for something as well.

Henry flew back to the group to report on what he heard. "There are some people up ahead. They have lights and might be looking for something. I couldn't make out what they were saying but they are down here with us. Should we try and make contact or hide from them?" Henry asked.

"What the heck are people doing down here?" Jezelle asked a little strangely, "If we could sneak after 'em would be handy, but if we do get discovered, might be best if they only found Henry until we knew what they were up to; I can port in the reinforcements."

"So am I to go talk to them? This sounds a lot like acting as bait." Henry questioned while arching an eyebrow.

"I'd argue the semantics of calling a flying brick 'bait'..." Jezelle said suspiciously with an eyebrow raised.

"If 'bait' means 'sending in the armoured truck instead of the skateboards', sure, you're bait," Trevor said with a smile. "So... how are you going to explain to them what we are doing down here? Considering the two heavy metal door we had to break through."

"Eh, we're here for honest reasons, we can just request a trade of info, if they wanna keep stuff secret, we can keep our stuff secret too," Jezelle suggested, "Besides, sneaking after them first

seems like a better idea, they might unwittingly tell us why they're down here; Alex and Trev have good ears."

"Though I think that will raise more suspicions about us...we can't afford that...if we can sneak we should.", Marina suggested.

"Sneaking around in the dark is an ok thing to do. Sneaking around in pitch black doesn't work. We have all these lights that we need to see which gives us right away. That is why as soon as I turned to corner I knew where they were. Plus you all are splashing around in the mucky water. It is a wonder they haven't heard us. I think it might be best to figure out why they are down here. Not many reasons to be in a storm drain system after all." Henry whispered.

"You go talk to them, then," Trevor suggested.

"I got ya back!" Jezelle assured with a thumbs up, before sorting out how to best conceal the light from her torch so she could get close unnoticed.

Henry nodded and started off down the tunnel to where he saw the people. He tried to keep his distance at first. Seeing if he could hear any more of the conversation before he made himself known.

The Brash

"It's like a maze down here... I'm not sure were I am any more."

"The head office has maps of most of the place. There are a lot of old tunnels down here. Tunnels and rooms. Lots of places for them to hide."

[roll stealth]

necar1 rolled a die with 20 sides. The die showed: $4 + 2 = 6$ (plus what ever flying grants you)(nulls the pens the water and stones would have caused)

Henry was able to listen to to some of their conversation. These people were part of some kind of organization and they were were definatly looking for something down here as well. But the question was if they were also on a bug hunt or if something else was down here.

Since they were paying attention, conversation and surroundings aside, they noticed someone or thing moving in the area. The men resposned to his approach in a rather pronounced, with him suddenly finding himself at the recieving end of multiple flashlights, the glare obscuring whoever was holding them. "What the... Who are you!" one demanded.

Greykit rolled three dice with 20 sides. The die showed: 11, 17 and 14

"Ah." Henry grunted as the lights shined in his face. Well the whole find out who they were by listening didn't last very long. It seemed like he would need to take the direct route.

"Force." Henry replied. "I am looking for someone down here. What are you doing down here?"

"You shouldn't be down here," the man said, his expression hidden by the glare. "This area is restricted access. If someone ended up down here, you report it to the police. How did you get here anyway? There aren't any access points this side of town."

Henry waved the key in the air. "I have the key. That is how I got down here. Now, I told you why I am here, how about you tell me why you are down here. And can you take that light off my face. It hurts my eyes." Henry said trying to blink the spots the lights were giving him away.

"We are doing a sweep," a second person said. Still, the lights were lowered some. Some. His manner of dress really didn't help much for building lots of confidence. "There isn't anyone else logged to be down in this section."

"We heard that the bugs might be down here and are searching around here. Figured they might be here with the hospital attack and all. There was nothing back down that way." Henry explained and pointed back the way they came from.

Notice **necar1** rolled a die with 20 sides. The die showed: $8 + 1 = 9$ (trying to see what the people look like)

"So you are in a restricted area without permission and you say it's because you want to mess around with something that's killed people? You're insane, aren't you?"

"I'd call this in, but the signal can't get through," the second person muttered.

"Sir, I never said I wanted to mess with anything. I am getting a friend back from them. We just need to find them. From what I have seen they were not back the way I came and you all seem to be looking for something as well. Are you looking for the bugs or something else?" Henry replied. Seemed like someone was going to try and charge him with trespassing when this was all done.

"That's what's called 'messing around with'," the man said. "I'm not about to let you set them off again."

"They were set off by the death of their queen and then attacked a wounded meta as a replace of sorts. And if you were at the hospital you would know that there was a guy who killed most of the bugs there. Saved a bunch of security guards, nurses, and ACR men. I don't plan to set them

off, I plan on exterminating them. Now if you want to stop me then go ahead. But let it be known that the death of the girl we are on our way to rescue will be on your hands. We will contain fight to the hive and wipe them out." Henry said taking a few steps forward. "Now you can either tell me what you are looking for or the places you have already been or you can get out of our way."

"Hey! If you were there, why didn't you fight them all then! You wanna mess with the bugs, do it when we aren't down here to get killed!" The man protested.

[Glare should be down enough see the people. Three guys. All with lights and wearing workman style clothes, boots, hard hat with light. Speaker: Skinny guy, pale, about 5'4. Others: black hair poking from under hat, has a large nose, about 5'8. Ginger (with grey) with lots of liverspots, about 5'6]{liver spots. Oh no it is an old man. Is he a few days from retirement? If so he is going to die down here.}{Bah. Meant freckles. I'm not versed on the names of skin... thingies... I just thought 'lets make him spotty! Like... liverspots!'}{was thinking of the old movie plot where the guy who is about to retire always gets killed.}{lol I should totally keep that.}

"I killed dozens of them. The rest ran away but took the girl on the way out. Going to finish it. This is why I asked you where you have looked or if you have seen them. If you are looking for them then I can find them for you. If you are looking for something else then you are in danger down here. Sorry if I am trespassing but a life lies in the balance and you are preventing me from saving her right now. Call the police if you want but tell them to be careful. There are monsters down here." Henry said staring the man right in the eye.

"There's a sweep going on. They're already searching the tunnels. The ones you let run away last time I guess. Called in as many works as could clock the hours."

"You all in contact with each? Because those things are dangerous and if they are down here they will be a little angry." Henry asked.

"You are the only person down here than wants to fight them. The teams are just searching for them so the ACR can gas them. You'd clear out if you know what's good for your health."

"I want to save the girl they took first. If you all find them we can get the girl out and then ACR can gasp the crap out of them. I would be fine with that." Henry offered.

The older gentleman muttered something about stubborn people. "Get moving."

"So, is that follow me get moving or a get out of here moving? Because I am finding the girl before I leave." Henry replied. He didn't see it as being stubborn, he saw it as being persistent.

"It's a get moving get moving," the man said. "When we get the chance, we'll let them know yer down here. No promises if that'll stop 'em from gassing the place if they get a location. They got hit too hard today for them to risk them getting away again."

"When you contact them tell them you saw me down here. Mark and Brian could buy me some time. They know what I can do." Henry said heading back to the others.

The Prudent

Jezelle kept a distance behind Henry, taking it steady and aiming her torch back the way she came whilst holding her fingers over the lamp to let only a sliver of light seep through, until such time she could see via the light from the torches of those Henry sought to interact with, at which point she would just turn her torch off.

"Trev, you can makes boxes opaque, right?" Alex asked, "We could have a one-sided opaque layer in front of us and lower our lights to cover the area only behind the said layer of your box so we could approach without a lot of light giving away our positions," Alex suggested.

"... What?" Trevor said after a moment, giving Albie a blank look for a beat. Then he shook his head and blinked a few times before rubbed his eyes. "Whoa. Sorry. Totally blanked out there for a moment. I have **no** idea what you just said."

"Henry said that our stealth problems come from us having a lot of light coming from us, right?" Alex said, "Can you make an opaque box to just cover our advancement?"

"I don't see how that would help... it would be a giant wall coming up on them," Trevor pointed out.

"We would need to be on a considerable distance from them so the darkness would still obscure us but we could hear their talk," Alex replied

"And how would we see...unless...Trev, can you make the box cloak what's inside it?", Marina asked.

Trevor gave Marina a look of frustration. "Is making invisible boxes not enough for you people?"

"Aw it's okay, it makes a change from people asking if I can teleport half way across a city or copy money for them or something," Jezelle sympathized.

"When I asked you about the money, it was after you pulled out three wallets and got that 'I could be a villain...' look on your face again," Trevor said in self defense, half listening out for Henry's conversation.

Φαιόγαλή rolled a die with 20 sides. The die showed: 1 Epic Fail.

"That was not a 'I could be a villain' face, it was a 'oh my god holy shit' face," Jezelle corrected indignantly.

"Yes. 'Oh my god I could be a villain'. And please don't talk about that while we are in the sewers trying hard not to think about that," Trevor whined.

"Perhaps we have become villains...all the skulking around, breaking doors, secrecy...", Marina sighed dejectedly.

"Everyone is a villain to be honest," Alex replied.

"Hey, we're rescuing someone, we're heroes with flexible morals if anything -one of those anti-heroes or whatever they're called," Jezelle corrected, deciding to reply to Trevor in the form of a slap upside the head.

Trevor rubbed at the spot and stuck his tongue out at Jezelle. "You're just trying to justify your habit of teleporting across doors without knocking first."

Jezelle turned her head to face Trevor with a flat expression, though it went unnoticed behind her mask, but her hand stretched out to try and grab Trevor with malicious intent behind it.

Henry flew back to the others to report what he found. Once he spotted their light he slowed down but kept hovering above the ground. He didn't want to get any water in his destroyed shoe.

"So, there are maintenance people down here and they are not to happy. They seem to be looking for the bugs as well but only to call the ACR guys to gas the bugs to death. Now that gives us sometime until they can find them." Henry explained.

Trevor held Jezelle's hand at bay and gave her a quick and proper kiss to the back of her hand. "You sure took you- wait... gas?"

Greykit rolled a die with 20 sides for hand interception. The die showed: 15

"That is what they said. A gas to kill the bugs. We should be careful if that happens." Henry said trying to explain better.

"Gas kills people too," Trevor pointed out, looking a bit, discomfit by the news. "Lots of gas kills people. Worse in a confined space."

"Well then. I guess that we need to find Erin quickly. Or she will be killed with the rest of the bugs. So we should get a move on." Henry offered.

"Crap... she's half bug... so even if the gas doesn't affect people, I meant regular humans, by that, it could still hit her," Trevor said, dropping Jez's hand and rubbing his head vigorously. "As if this wasn't complicated enough."

Jezelle held her hand like a contaminated object for a moment before adopting a more serious pose as she considered what news Henry brought with him, getting quite the mixed feeling. "So... we have a time limit then, but on the upside we can focus on getting in and running away, and the gas can deal with the bugs," Jezelle said, not particularly convinced either one was a good thing but the whole thing was a mess she was trying to find a glimmer of optimism in, "I guess we need to get moving; really wish I could see the outside, I could teleport us straight onto the surface for an easy getaway if I could just see..."

"Pity," Trevor sighed. "I guess we need to step up our pace then," Nothing more fun than a ticking clock looming over you.

"Then we should get going.", Marina said in shock. She was taken aback at the idea of gas. Poor Erin...Marina trudged on forward.

"And we are off again. Now to find a group of killer bugs and steal their prize before a group of exterminators gas the place." Henry said not liking the options set before them.

"Makes the day all the more appropriate, doesn't it?" Trevor grumbled as they set off again.

[With our powers combined; we are ~~Captain Planet~~ finding Erin]

Φαιόγαλή rolled a die with 20 sides. The die showed: $20+2 = 22$ 6:30 AM

Irbynx rolled a die with 20 sides. The die showed: 18 6:40 AM **Irbynx**: +5 6:40 AM

necar1 rolled a die with 20 sides. The die showed: $4 - 1 = 3$

Search: **mew77** rolled a die with 20 sides. The die showed: $20 + 0 = 20$

blazinvire rolled a die with 20 sides. The die showed: $14 + 1 = 15$

Captain Search! (Sum: 83)

They might have missed the actual point the bugs were using for their route of the light hadn't caught it right. It was really nothing more than a smaller off passage that shoulder have been capped. It was mostly dry, with a slight slope up from the one they were in, and they had to

crawl up it about a dozen feet or so before it opened unto what had to have been an older abandoned substation or something. And there was a lot of bug evidence, as seen by the threads of webbing

Marina was focused, she was worried, and scared what would happen to them down here. At least it was abundantly clear that bugs were in the area.

"Well it seems that we have found them. Or at least where they used to be. Think it goes with out saying to say cautious and steer clear of the webs." Henry said looking around for any bugs. The last time he was in a place with webs the bugs were hiding on the ceiling.

notice **necar1** rolled a die with 20 sides. The die showed: $14 - 1 = 13$

[lots of places for bugs to hide. Nocks and cranies. Room is about 15ft by 24, stretching to the left of their way in]

notice: **mew77** rolled a die with 20 sides. The die showed: $19 - 1 = 18$

[lots of places for bugs to hide. Nocks and cranies. Room is about 15ft by 24, stretching to the left of their way in. Webbing conceals what might be equipment. Heavier nearer the roof.]

Marina cautiously walked behind Henry while they moved through the bug's lair.

Trevor swallowed neviously. He abolished the first box and replaced it with two totally invisible others for somewhat better coverage of the area. Yep. This was a bad idea. All he could hope for now was a chance to punch Erin for getting them into this.

Jezelle just took some steady breaths and prepared herself to do some teleport skirmishing on the first thing that moved, already vastly uncomfortable with the situation she didn't want to give the bugs an inch.

"They are in here," Trevor warned, hearing slight movements of the critters among the webs and roofwork. "Marina, move back. You're no good in a fight. Ablie, see if you can cover her."

Alex nodded and looked around, retreating back to Marina to keep her some company against bugs.

"Where are they? I can blast an area and hurt them. Took out a good number that way earlier." Henry asked getting ready to smash any bugs that got in reach.

"Scattered," Trevor said, taking a moment to get a fix on the locations despite the echoes in the room. "Um.. to your... left... ten o'clock..?" Trevor tried for that military-esque mapping. "Two near the roof."

"You could just point," Jezelle remarked, attempting a bit of levity to ease tension though she was failing miserably to mask her anxiety at this point. She hated the fact there could be literally hundreds of these bugs around the place and she couldn't see them, and there was no telling how effective Trevor's boxes were really going to be until they had a dozen bugs trying to fly or chew through them.

Though it was kind of funny... in that paranoid, tense state of hers, determined and wide eyes trying to pick up even the faintest movements, she got the oddest sensations like she roughly knew where everything was in the tunnel, like her spatial awareness was a going overboard.

"Just give the word and I will blast them. Although the noise will most likely draw them. I don't know if you all want a straight on fight or to try and do this quietly." Henry said moving away from the others a bit. Trevor did tell them to scatter after all.

Marina didn't even object. Trev and Albie had taken down a bug queen and fought who knows how many bugs. All she did was get people killed and herself mind controlled by bugs. She sighed and remained in the back. She stayed in the very back of the formation. "Hey Albie, so you and Trevor have fought more bugs since we last met eh?", she said softly.

Alex nodded, "Trev got most of them to be honest,"

"Is that why you asked me about that living armor idea earlier?", Marina asked, "And don't be so hard on yourself." it was easier to tell others this, harder to believe it herself.

"Kinda..." Alex replied

"Regardless, you guys have much more experience fighting bugs than I do.", Marina said, "I'd like to help however I can."

"You're being distracting," Trevor said in a slightly sing-song voice at Albie's and Marina's chatter. He glared about the room some and prepared to cover his ears. "The minute he hits them, they'll swarm" he added, agreeing with Henry. "And go for everything. It's easier to find them, but they bite hard. Fire when ready Henry! I'll toss up a box to give us a change to get bearing afterwards."

Henry took the command and flew up in the direction he was told. Once in range he slammed his hands together sending the pressure wave forward to smack into anything in that area. He then got his hands up ready to defend. There would be a counter attack comming unless he completely missed.

Shockwave

range 50ft cone

damage

reflex to half damage DC 15

toughness DC 20

Bugs dead, wall not pleased. Might elaborate when I'm not dead tired.

CampGrey rolled a die with 20 sides. The die showed: *11* 12:39 AM reflex

CampGrey rolled a die with 20 sides. The die showed: *6* 12:39 AM tough

CampGrey rolled a die with 20 sides. The die showed: *9* wall

As the bugs dropped, Trevor whipped out a forth box, providing them with cover. Good thing too as bugs started pouring out from deeper in the darkness.

"Why do you think it's a good idea to stir up the nest...ah...heck.", Marina said before preparing for a fight...mostly it was to hide but still.

As expected, it didn't take long for them to react, the swarm, what was left of it, suddenly finding new cause to assault.

The first ones spat their webbing mists, which coagulated harmlessly on the outlines of the box Trevor established, causing them to veer off, finding places among the webbing on the walls and roof to hiss and screech at them in their tinny cries.

"Oh boy..." Jezelle said uneasily, attempting to peer around the sprays of webbing on their box windshield, "Splating them one after the other is gonna take forever. Henry, you've got some AoE, give me the signal and I'll port you outside the box for a moment so you can work your magic."

Jezelle moved up to put a hand on Henry's shoulder and tried to keep a torch beam aimed ahead to keep her teleport-landing sites clear in her head.

[Just treat it as Henry having Teleport for the time being to speed things up]

"Is it a good idea? Most likely not but it is better then stomping around in their nest and having them start their attack. This way we take the fight on our terms." Henry replied as the bugs rained down and smacked into an invisible shield. trevor had thought ahead and put boxes up to protect them. The rest of the bugs started to come. Jez put her hand on his shoulder and got ready to teleport him to the other side to attack.

He took a deep breath and let it out slowly. This could get very messy but at least Trevor had a barrier set up and Alex could shoot any that get through. Jez was taking up more of a support

role even though Henry figured she would be the best at fighting these things. She took down a whole group of metas at the con in about five seconds flat. Perhaps she wanted a better look at the bugs so she could do that again.

"Ok, I am ready." Henry said ready to send another pain wave at the bugs.

Shockwave

range 50ft cone

damage:

reflex to half damage DC 15

toughness DC 20

Marina found herself completely useless in this fight...if she bothered to step one foot out of the box she'd be webbed and probably taken away. At best she could provide morale, but even then she figured she needed to do something. "Anything I can help with here?", she sighed noncommitedly. Who was she kidding, she couldn't fight...everytime she tried people got hurt...the place was on fire, the same fire that almost got her and albie killed over her mistake. She just couldn't do anything.

Marina Will: **mew77** rolled a die with 20 sides. The die showed: 11 +1 = 12

[Emotional status: Terrified. -4 on all checks, distraught. PTSD shock]

Alex was staring at the places where the bugs could be, feeling his fur standing and some kind of nervousness creeping up his spine. He had to admit to himself that he was now scared. Even more than when he met bugs in the forest. Because there the bugs were at least more or less visible and in the forest, where they had much less enviromental advantage. And this place was wet, scary, relatively cramped, dark, scary and full of bugs. Did I mention that it was also wet? Either way, Alex still tried to burn at least one bug, searching for at least some in the darkness. [Aim action]

Marina figured at best she could fend off bugs that got past the box...but she didn't know where they were coming from. She was going to die here, and she knew it. In a pinch she could form into a temporary bubble to protect people. These friends fought as a team...which made her the 5th wheel....And that thought just made her depressed.

Henry's shock wave rippled true and ripple through the bugs, doing less then healthy things to their inner workings. They didn't fall, if only because they got tangled in the place they were hiding in.

Φαίοςγαλή rolled a die with 20 sides. The die showed: 2 4:38 PM

Φαίοςγαλή rolled a die with 20 sides. The die showed: 12

Marina cowered in Trev's box, Henry was experienced at punching, Jez at least knew what she was doing, Alex well, she could relate more to Alex than the rest of them. As for Trev, he was good with these boxes. She however could take a hit, but not dish it out...she never felt up for fighting...especially since each time she tried she almost died.

Cat eyes or no, Trevor still couldn't make out everything around the place. And he was still used to relying on eyes instead of focusing on what his ears were telling him. He might have earlier, but when things got heated, he honestly forgot. So he mainly muttered indistinct curses as he tried to find a target.

Everything seemed to be building up on her, all the strange awareness of the surroundings with the closed-in space narrowing her teleport options, the rank air and the threat of those menacing bugs... Jezelle was feeling rather nauseous and claustrophobic.

After porting Henry back inside the safety of the box field immediately after he'd fired his attack, Jezelle took a moment to take breath and try and massage her temples, shaking her head a little. But the maddening thing was that the moment she could sense everything around her, it was difficult to stop thinking about it, like becoming acutely aware of a strange annoying noise and your mind refusing to block it out.

She couldn't go getting distracted now, as teleport skirmishing was practically the only super-assistance she could provide at this point; Jezelle just shook head again and tried to get her game face back on as she prepped for another teleport, waving the torch around trying to find targets.

"Did we get them all?" Henry asked the more perceptive members of the group.

Notice check: **mew77** rolled a die with 20 sides. The die showed: $3 - 2 = 1$

"I really really hope so...glad we had the box.", Marina said, she was frozen in fear earlier. She sweated as she spoke slowly. She'd stay back here where it was safe then.

The darted back in from several sides, the droning of their wings coming from all sides, much like the bugs that hit into the box with solid sounding thwacks. wavering slightly in the air, quickly regaining their balance and circling.

"No, is the answer to your question!" Trevor said. He slid his claws nervously, then balled up that cold he had access to and hurled it, managing to splash harmlessly on the inside of the box.

"Oh... right..."

Φαιόσαλη rolled a die with 20 sides for aim. The die showed: 11

Φαιόσαλη rolled a die with 20 sides for box toughness. The die showed: 13

"Dammit...so there's...more of the little buggers out there...I hope Erin is safe.", Marina said to Trevor.

"There are a lot of them it seems. Well looks like it is clean up time." Henry said cracking his knuckles. This was going to be a pretty hairy fight. But this time they were together and not fighting apart from one another.

"We should keep trying to press forward as we go, Trev can keep the mobile fortress going while Henry and I can skirmish to keep them occupied, we don't know how much time we got, do we?" Jezelle pointed out.

"We ahve until they find this place and can rad...i...o back...." Henry said slowly as the gear in his head turned.

"Alex. You can hear radios right? you were asking about that with the bugs. The sewer people had those walkie things. You can find out when they know or you can ever stop them from telling the exterminators. That should buy us some time." Henry said quickly.

necar1 rolled a die with 20 sides. The die showed: $19 - 1 = 18$ (Henry's intel check)

Marina considered that the best time to have a flashback is not when you're in the sewer surrounded by unseen giant bugs. Regardless, she had something to say to Albie, sometime soon, she could finally redeem herself. She did find it odd that she froze up everytime a fight broke out...kept flashing back to the flames of the disco inferno guy, the time she was splattered on the wall by Mr. Psychic, and getting almost killed in the con.

Alex nodded again, either not wanting to say anything or being a bit too scared to answer, "J-jam, yeah" he replied. Actually...

Alex rolled a die for Bluff with 20 sides. The die showed: $19 + 4 = 23$

...instead of jamming the radio, Alex broadcasted a short message involving the fact that these searching guys should really get out. Something along the lines of the fact that the area is empty of bugs. And stuff. Convincing stuff so it seems.

"I've thought about your earlier proposition...and I feel I wouldn't mind...", Marina said sheepishly, trying to keep her voice down so only Alex would hear her.

"So... I guess we go deeper in the bug nest?" Trevor said, just tossing the question out there and ignoring Marina. "Anyone want to get the Alien quotes out of the way? Cause this is another bug hunt."

Jezelle had a flat expression, contemplating on commenting but deciding to ignore for the sake of simplicity.

"Let's just go," Jezelle said plainly, reaffirming her landing sites to ready another teleporting skirmish.

"Let's get this bunker moving then." Henry said and started to walk. He would keep pace with Trevor since he was the one with the defensive structure. He was ready to take on more bugs if needed. But if they were able to get to Erin with this thing and Jez could just pop over and bring her back then that might be the ticket out of here. Get her out and make the call to gas the sewers. That would be the best case. He felt that things would most likely get worst the deeper into the nest they went.

"You guys are no fun at all," Trevor said, hiding his budding panic and unease under levity as they delved deeper into the dark, likely unexplored, under-explored at best, structure. The nest took on an air even more invoking of the movie as they progressed, the walls coated closer and closer to totality.

Stealth checks: <http://orokos.com/roll/179224>

"Well we must be getting closer because we are running out of normal walls. Getting in deeper and I feel like the next fight is going to get messy." Henry said with a lot of concern in his voice. He knew how well Jez and Trevor could handle themselves in a fight. He did not know about Marina or Alex. Although Alex did help Trevor take a Queen down that was a bonus if they ran into another one. Those two knew what to do and expect. Marina was being his concern. The last fight she seemed to break down. Hopefully if that happened again she would stay put and not run away. As long as they stay together it seemed that Trevor could protect them with his boxes. Heres hoping that they don't swarm them until after they find Erin.

"It's bugs... it's always messy," Trevor muttered. "You know how hard it is to get bug splatter out?" When he said it, he realized Henry probably did, considering the lack of his regular batman-esque gear.

Greykit rolled a die with 20 sides. The die showed: $4+7 = 11$

He would have followed it up with a question about how Henry got his suit cleaned, if he did it himself or ran it to a dry cleaner, just to ease some of the tension that was in the air, but the walls exploded with activity, bugs thrusting out and spewing out the fine spray that rapidly became viscous, then fibrous, coagulating into the restrictive webbing of their favoured attack style, their accuracy distressing.

Greykit rolled a die with 20 sides. The die showed: 16

In fact, the box that stood invisibly and solidly between point of attack and target, now splattered with new splashes, showed they would have likely hit everyone.

[Do roll init]{Marina, roll PTSD save}

Alex rolled a die for initiative with 20 sides. The die showed: $2 + 3 = 5$

Necar **necar1** rolled a die with 20 sides. The die showed: $15 + 2 = 17$

Trevor rolled a die with 20 sides for initiative. The die showed: $17 + 7 = 24$

Jezelle rolled a die with 20 sides. The die showed: $14 + 12 = 26$

Marina Init: **mew77** rolled a die with 20 sides. The die showed: $5 + 7 = 12$

---Marina PTSD: **mew77** rolled a die with 20 sides. The die showed: $10 + 1$ [Panicking. Likely hyperventilating. Possibly seeing hallucinations.]

The bugs (assuming +2 initiative): <http://orokos.com/roll/179616>

Trevor, Jez, Henry, Bugs, Marina, Albie

[Jez is Delaying to Henry's Initiative]

"Henry!" Trevor said, not liking these odds at all. He slung an ball of cold at the closest spot that something came from. It was sort of a shot in the dark, though he could see pretty decently in the low light conditions, but it was somewhat in the wall. He missed.

Greykit rolled a die with 20 sides to attack. The die showed: $5 + 2$

"Jez! Let's take them down. Point me at them and I will blast them from the box. Or I can smash them. " Henry said.

Shockwave

range 50ft cone

damage

reflex to half damage DC 15

toughness DC 20

Bugs rolled a die with 20 sides for reflex. The die showed: $14 + 2 + 2$ 10:57 PM

Bugs rolled a die with 20 sides. The die showed: $6 + 2$ Down

"Alley-oop," Jezelle merely replied, grabbing Henry's shoulder and zapping them temporarily outside ahead of the box but facing backwards to attempt to hit the four bugs on the box fortress's left, though she didn't entirely know how Henry's shockwaves worked so she just tried her best not to hit the box when aiming the Henry-cannon.

The bug that was fast one it's six little legs stuck. its position on the rear allowed it to strike at the one tht looked unprepared. (Alex) taking careful aim, it spat out its webbing at the second anthropomorphic kitty cat.

Snare: DC 14, reflex [Invisbox wall. Total cover. Harmless Splatter]

Marina was panicking quietly, she could see flames around her while the bugs surrounded them. Marina wished she could help, but she'd just screw everything up as is. She curled up and fled in her panick and confusion. Only, she forgot the box Trevor established, slamming into it at full force. With a normal person, that would be a sad, but hilarious turn of events as they crumbled. In Marina's case. She bounced. A lot. All over the inside of the box. It was sad and hilarious. In a slightly more morbid manner.

Roll toughness DC 20

Greykit rolled a die for toughness. The die showed: $8+6 = 14$ *Stunned, Bruised*

--**Greykit** rolled a die for sustaining the boxes. The die showed: $4+4$ Boxes down

Alex rolled a die for toughness with 20 sides. The die showed: 5... Marina has her first Battle drop

Jezelle Toughness rolled a die with 20 sides. The die showed: $11+6 = 17$ *bruised*

Henry ignores it. Just look at that body. (He works out...)

Albie was the first victim, being the furthest back, and the recoil knocked him hard to the ground and he was still. Her somewhat gelatinous form had gotten substantially more solid. Or perhaps it was like those non-newtonian fluids that operated differently when exposed to different amounts and durations of force. Either way, she hit hard, crashing into the others, stunning Trevor, bruising Jezelle and of course bouncing off Henry harmlessly like a gentle summer breeze, ricocheting into the darkness of the room they had first come from, Trevor's focus slipping and the box falling in a slight waver that went on noticed in the dark.

The various other bugs continued their attack, following their prior orders, spraying webbing onto the invisible something, though still aiming at the slow and weakened anthropomorphic cat. The webbing hitting the helpless cat, and pinning him to the ground. That done, they left him alone, focusing on the others, inparticular the other cat that wa having some difficulties. One down, four to go.

Trevor's world spun and rattled when something hit him from behind, and for a moment, he was too concerned with keeping himself operational to do anything else, stumbling slightly, his back throbbing from the wallop, the little tension of the box snapped like a thread... then the buzzing of the bugs cut through the confusion. He jerked aside, and the spray of their webs splattered past him, the drops that did glance him harmless.

Greykit rolled a die with 20 sides. The die showed: $10+6-2$

One moment, things were going well, the next, Jez had a flash of pain across her back and had the wind knocked out of her.

"Doof! What the- what the fuck just-" Jezelle blurted out, whirling about in panic trying to recapture the situation but only found Marina disappearing into the darkness -which meant the box was down, which of course meant the bugs capitalized on the situation.

The situation had turned around so fast Jezelle was suffering whiplash, but fortunately speed was something of her forte so it wasn't too bad getting a recap.

First things first was securing Alex who appeared in immediate danger -she hadn't even seem him drop yet part of her had already known.

"Trev! Where's the box!?" Jezelle said frantically as she ran for Alex's webbed form, performing a reality-stuttering feat of acrobatics as she ported around and snapped a hand onto Alex, porting him clear of the webbing and next to Trevor where she held her ground.

And this is how everything went down hill. No box, no girl and no Alex. Jez vanished and he felt something bounce off of him. Seems like Marina was gone. he didn't know if she got hit with something or if the whole 'I am not mind controled' thing was a lie. He did know that there were bugs and they were not stopping. He needed to thin their numbers out. He flew toward the nearest bug to try and punch its ticket.

attack **necar1** rolled a die with 20 sides. The die showed: $18 + 5 = 23$

toughness DC 20

Greykit rolled a die with 20 sides. The die showed: $15 + 2$ Bug dead

Henry punched right through the bug and kept going for the next one in line. His momentum taking his fist to the bug.

attack **necar1** rolled a die with 20 sides. The die showed: $7 + 5 = 12$

damage DC 20

Greykit rolled a die with 20 sides for concealment. The die showed: 18 Henry misses.

Seeing that their web weren't slowing down the sources, and they were taking losses, the bugs began to shoot off some of their resin pellets at the opponets, still concentrating their fire on the other anthropomorphic cat that was having some problems.[Why does this sound so funny?]

Blast: DC 20 save

Attack: **FemYellow 13** rolled a die with 20 sides. The die showed: $17 + 2$

Trevor rolled a die with 20 sides for toughness. The die showed: $9 + 6 - 1 = 14$ Stunned and bruised

Trevor rolled a die with 20 sides for stun resist. The die showed: $12 + 3 = 15$ Stunned again. You know. Because he's Trevor

Trevor was just getting his head cleared, Jez's words cutting through the confusion. Right, the box. Their defense. He shook his head and was about to call up another one when the bugs hit him again throwing off his groove and scattering his intentions as he gasped.

[Marina: out of it somewhere in the dark]Curled up and cowering

[Albie here][Is unconscious and cute while unconscious][He lies. He's drooling.][He's just sleeping. Sleepy kitty, unconscious kitty, beat up kitty, purr hurr durr]

[Jez/Henry]

The bugs were targeting Trevor... Jezelle was stuck with an awkward dilemma as there was a bundle of bugs and she doubted she could make a big enough dent quick enough to give Trev some breathing room. But at the same time she wasn't sure how effective being a body shield would be, it's just that the sooner the box was remade the safer they'd be so it was something of a top priority.

Perhaps if she made a copy she could cover better, but... she hadn't tried it since the convention mishap and was a little worried. Surely Henry could manage with the bug squashing, so really it was in their best interest to get this box back up first.

Jezelle took a quick breath and closed her eyes for barely a moment, a copy of her stepping away and they both took up a defensive position around Trevor, gritting their teeth a little.

[Trevor gets a +4 Cover bonus]

Bugs were all going after Trevor it seemed for some reason. Jez and Jez took up positions to protect him. Looks like he was the only one to go back on the offensive. At least with all their attacking they were in one area to keep up the pressure. He aimed up at them and clapped again. Catching many of them in the blast. That should give them something to think about.

Shockwave

range 50ft cone

damage

reflex to half damage DC 15

toughness DC 20

The bugs rode Henry's shockwave like a surfer rides a wave, knocked off course but far from incapacitated

Φαιόσαλη rolled a die with 20 sides. The die showed: 15 7:45 PM

Φαιόσαλη rolled a die with 20 sides. The die showed: 12 They live!

Trevor shook his head and got his bearings again. "Damn Bugs..."

Not lettig up, the bugs contiued fireing at Trevor, not relenting. If they were showing fear of losing so many of their numbers or being vastly outclassed, they were hiding it really well. Then again, armored giant beetles didn't really show fear all that much.

attack: <http://orokos.com/roll/180870> 14

Blast: DC 20 save

Rather than hitting Trevor, the bugs hit Jez since she was covering him.

[Jez save here]

Jez rolled a die with 20 sides. The die showed: 9 Poor clone. We knew her not.

The Jezelle that was struck disappeared half way through falling over from the attack, leaving the original feeling a tad uneasy but ultimately there was a sense of grim satisfaction in ensuring it hadn't hit Trevor.

Trevor groaned, still a bit woozy as he rubbed his stomach. "Thanks Jez," he said, making a fist with his free hand, he called up another box around them for protection. "These bugs I seriously starting to get on my nerves."

[Jez]

"Box is back up?" Jezelle asked rhetorically now that Trevor was looking a little more in the game now, "Okay..."

She let out a short breath and locked onto the furthest bug, flitting outside the box for a few moments to fire off an aerial roundhouse kick. Unfortunately the whole claustrophobia-esque deal she had going was still unnerving her, getting confused with all these mental images of where these bugs were, so she rearrived inside the box with her shoe lacking appropriate decoration.

blazinvire rolled a die with 20 sides. The die showed: 3

[Henry]

Henry flew at the bugs and tried to punch the leading one. The last time he did it he was able to splatter a bug all over the grimy walls. As he flew he saw Jez appear in front of a bug and go spinning by. looks like she was getting in to the fight after the other her dropped. Trevor also looked like he was getting back into it as well. Could things be swinging back in their direction?

attack **necar1** rolled a die with 20 sides. The die showed: $3 + 7 = 10$
damage toughness DC 20

Bugs to Trevor, apparently [she is so getting punched]

Φαιόγαλη rolled a die with 20 sides. The die showed: 7

Box rolled a die with 20 sides for toughness. The die showed: 13

[Trevor]

"Would you look at that... the our hatred is mutual," Trevor said at the bugs aimed another blast at him that rattled into the box instead. So he snapped out another box, this one aimed around them, thought he only managed to snag two of them for now.

[Two Bugs Boxed]

[Henry/Jez]

Trevor had looked like he'd done something -which was weird since Jezelle hadn't actually been looking at him at the time- so she'd taken a moment to gauge which ones had been boxed before zapping out again to attack the furthest.

Jezelle rolled a die with 20 sides. The die showed: $12 + 2 = 14$

Toughness DC 19

Henry continued to go after the bugs that were near him now. Swinging fists and generally trying to put as much harm out there as possible.

attack **necar1** rolled a die with 20 sides. The die showed: $7 + 5 = 12$

damage DC 20

The pesky little bugs didn't relent, still pew pew pewing hard chunks of resin at Trevor. Even though they bounced off the new box that they formed, they kept their assault, and began to regroup and creep forward.

Attack, Blast: Yellow 13 rolled a die with 20 sides. The die showed: $9 + 2 = 11$

Once again, the bugs missed, sailing all around the invisible box and not even coming close to hitting it. They were more or less regrouped now though and their next attempt would see them try to penetrate the box with their bodies. As soon as they touched the barrier though, they screeched loudly in pain and died on the spot.

Yellow 13 rolled a die with 20 sides. The die showed: 4

Trevor flinched when the bugs flew into the walls and splattered like... bugs on a windshield. He was still uncertain, unconvinced that that was the end of it. "Um... what just happened?"

"I... guess the bugs got fed up with your box?" Jezelle said, equally puzzled as she stared down at the crumpled bug corpses, peering closely before looking around, "I wanna know what the hell happened earlier, I get the funniest idea something happened to Marina but that doesn't make any sense."

"I told you she shouldn't have come, but you guys didn't listen to me," Trevor growled.

"No one likes an I Told You So, Trev," Jezelle said tartly, folding her arms, "There's no way we could've expected this. An anchor is one thing, being smacked across the face with it doesn't make sense."

Trevor scowled and busied himself seeing if Albie was okay. He sniffed, as if that could tell anything, and slapped the kid lightly on the cheek. "Hey, hey," he said as he did. No one ever said he was trained in first aid. "Two times in one day is a bit much..."

Alex rolled a die to recover from unconsciousness with 20 sides. The die showed: 11

"Oh my head..." was main and nearly the only thought in Alex's mind, and not without reason, because as his mind slowly started returning into the reality, so did his feelings, and aside from incredible pain in his head he also could feel the colors of random patterns in his eyes and the ringing sound in his ears, but the head hurted more. "Uuuugh... what..." Alex muttered, not making an attempt at moving anything else aside from his lips.

[That's probably a concussion... Drawback that increases DC against physical (bludgeoning) non-lethal damage by 5?]

[Or, alternatively, DC against Stun effects increases by 5]

"Well that worked. We should open with the box attack next time. It is much faster. So.... we head forward?" Henry asked smashing one of the downed bugs with his good boot.

"Alex must've taken the brunt of the blows," Jezelle determined, looking at little puzzled as she gazed off into the darkness where Marina had shot off into, before looking back at Henry.

"We should probably try and deal with Marina first, she could've gotten us all killed so yeah..." Jezelle commented, scratching the back of her head reluctantly.

Marina was still cowering in the darkness of the other room. The fires had subsided for now, but she still was too scared to come out of her ball.

Alex still didn't feel all that good. "...Marina could what..?" Alex said, slowly opening his eyes and shuffling slightly on the ground. Oh the world, why are you so epilepsy inducing...

"Can I box her? Please?" Trevor asked. "It would keep her save. And from running off again."

"For now that might be the best idea until we find out why she attacked us and ran. Then we need to get moving before they can send the bigger ones against us." Henry stated.

"Eeeeh yea... I suppose..." Jezelle said, swaying back and forth again as boxing someone seemed kinda cruel on some level, but they'd gotten to the point where it was kind of the best option right now. Marina had done something completely bizarre and exposed them to attack from the bugs, that wasn't something they could risk further on.

She went to make her way cautiously into the darkness where Marina had disappeared to, torch leading the way.

Trevor followed. Some. He stopped a few steps into the room, and listened, eyes half-lidded and ears twitching. He could hear her out in the darkness and didn't need Jez's sweeping light. He just pointed and conjured up another box around where Marina was, enclosing her fully. He did rig it so air could pass through with a thought. "Um... visible or not?"

"Ahh, don't hurt me", Marina yelped as she unfolded. "Noo,noo,nooo, I just...I...the fire...make it stop", Marina blubbered shaking in fear and then fell to her knees and began crying. "Make the fire stop.", she whimpered.

"...What...?" Jezelle could only utter as she listened to Marina, squatting down beside her and kind of wanting to comfort the girl, but there was both a box and the unshakeable queasiness that that amorphous body gave Jez.

"Fire...?" Jezelle echoed, quite perplexed, looking up at Trevor, "I'm not sure what to do, are you sure she'll be fine in a box? I don't know if we have enough time to escort her back to ground level, or if not doing that will bite us in the ass further down the line."

Alex slowly got up from the ground, finally, trying to keep his balance and not fall. *Oh really, could have at least helped me up before going*, Alex thought. He limped towards Trevor and fell on Trev's back, wrapping his hands around Trevor's neck for support. At least the ground doesn't want to escape him now, "What is going on?" he muttered, looking at Marina and Jez, getting his ears close to his head because of how loud everything seemed to him.

Trevor did not want to go through twenty questions with Marina. "Ticking clock, Jez," he said tensing his hand in a hooked claw position, then stiffly rotating it, increasing the thickness of the box to about a foot or so. "We can pick her up after we grab Erin. We already wasted a of time on-" his sentence was cut off when Albie suddenly came up behind him. "Excuse me?"

"Noooooooooooo, don't leave me here...the inferno will get me.", Marina said whimpering as she struggled not to scream. She looked at Trev and Alex, "Sorry, about everything, everything I screwed up....just don't leave me here to die...the fire it burns."

Composure mew77 rolled a die with 20 sides. The die showed: $16 + 1 = 17$

Alex kept on holding onto Trev, "Sowwy," he muttered, "The ground's running from mah paws, I thought you wouldn't mind being my support for a while"

"Save me from the inferno man Trevor, Alex...he's going to get me...", Marina said feebly. But she still didn't want to be left in the dark where the bugs could get her. She was clearly sweating and she was still taking short quick breaths. She failed to not scream, "Noooooooooooooooooooo, Don't leave me here to die, the fire's closing in." She ran towards trevor wherapon she bounced

off the side of the box and richeted a little before handing in a pathetic heap on the floor. "Save me from the inferno, Alex....please...don't leave me to die.", she yelled.

Damage 17 vs the box.

"Dammit," Trevor muttered. Again with the bouncing. At the current state... it probably couldn't take a whole lot of that. He couldn't risk her breaking the box and 1) distracting him (considering his luck) in the middle of the next round with the bugs and 2) running off so they had one more missing person. So he splurged a little. He had a chance to test how big he could make his boxes during the forest bout. So he enlarge it. A lot. Only, he sank the scale into thickness, rather than inner volume, pushing the walls outwards till they touched the roof and his outstretched arms. He inhaled, then made the box opaque with another exertion of will.

"Okay. Someone have a flashlight I can toss in? Quickly? We still haven't found Erin, and we need to get that done before we can even start looking for a way out before they start gasing the place," Trevor said, slightly distacted as he took a mental inventory. Okay... that was the defense... that was this box... He swore mentally. He didn't think he could manage to keep more than one other box up.

"Noooooooooooo, Feral Trevor is trying to KILL me!!!!!!!!!!!!!!1, Alex, HELP Trev's turned Evil again!!!!!!!!", she shouted in vain as Trevor locked her in pitch blackness. "Jez, Henry, someone please....the inferno man is going to get me!"

"I might stay with Marina and talk her out of whatever fit she has," Alex murmured, blinking slowly, "Something knocked me on the head and ugh... I think I won't be much of use out there. ANd I can work as flashlight," Alex said.

Marina had stopped screaming finally to just whimper. She didn't even feel like she had the energy to cry much. The fires hadn't died down, but all she could do was curl up now.

"That... gah. Fine. Whatever," Trevor said. If Albie wanted to, he could do what he wanted. At the moment, what Trevor wanted to to hit something. He was sore and bruised from both Marina hitting him and the bugs that got through because she hit him. He would try the recovery trick, but he was probably just going to hurt himself some more if he did. He settled for jabbing Albie on the shoulder and setting the box so he could walk through it. "Marina was what hit you last time, just so you know. And can we go now? Before this place gets a new atmosphere?"

"Uh... Can you make a divider in a box then?" Alex replied, glancing nervously at Marina and figuring that this wasn't as good of idea than he thought

"Not without making another box," Trevor said. He probably could but it would take more effort than he wanted to contribute at the moment. "The wall is like ten feet thick. And you can't touch it. Duck into it if you need to."

Marina was still, she would like the company here in the dark, but until then she rested in cube form.

Henry stood back and listened to the whole ordeal play out. Something about a fire and people burning. He looked around and didn't see a fire anywhere so he didn't see what the issue was. Just another issue to be dealt with at another time.

"Lock down now and we pick her up on the way out. I don't feel like fighting the two of them again. For all we know she is getting brain messed up again now that she is near all the bugs." Henry looked into the darkness that they would be heading. "We need to get moving and soon."

Alex looked around and carefully walked into the box, "How the hell is that even possible, Trev?"

"Do I look like I know?" Trevor said blandly. He was still working out the rules of that particular skill. He only found out the selective part by accident.

Alex sighed, but didn't question it anymore. "I hope it won't try to kill me like all the stuff before did," he muttered and crouched near Marina.

Marina remained curled up in her cube, trying to drown out the forces around her. She turned around to see Alex. Her addled brain reacted as if to a ghost. "What, where, why you...I didn't protect you...the building...in flames...all my fault...Nooooooooooooo you're here to haunt me for all time now!", her face formed on top of the cube and she began speaking in a distraught tone which quickly escalated into panic as she tipped on her side. She was now sprawled on the floor.

"Oh come on..." Alex muttered. If what the people said were true (And considering all the evidence he got, it was true), then Marina's like a bottle of nitroglycerine and he's basically having just one way to ensure his safety from her which is... Exposing himself to bugs. "I am not a ghost, dura..."

"No...,then what...you almost died from the fire....it haunts me even now....noooooooooooooo!", Marina called out and then curled up into a ball again. "Your, face, the fire...I couldn't, It was my fault, sorry.", she called out again this time sitting up.

"I almost got you killed, would have if the inferno didn't spare us...my actions...doomed us all here, and then..and before...", Marina muttered to herself. Who was she kidding, she wasn't a superhero, she was a menace, breaking that roof just served to prove it.

[and around here the box drops. Crazy girl and a (presumed) figment of her psychosis... fun]

Ah hell... Alex growled as he spotted the box disappearance. This is not good. This is not good at all. Marina on loose, bugs on loose and the bug hunting party is probably screwed if the box gone poof... He gulped and started looking around in slight panic, starting to emit bright lights from his hand-paws as spotlights to assist him in checking the area.

Box is down... People might need help... But at the same time, he can't just leave Marina here, nor he can actually take her with him or out... And going in there is suicide... As is probably staying with psychotic girl. With these thoughts in his mind, he stayed in the area, scanning the whole place, really hoping that no bugs would come. Or Marina won't try to kill him again.

Marina remained curled up, but began folding up strangely as she writhed in her delusions though after a moment she was still as if cocooned by bugs. Given the malleability of her form, she had yet to consider how it was that her brain still functioned. However, she could think of none of that as her thoughts jumbled together, her failure at the initial attack on Erin, her actions leading to Alex almost dying, her feelings of helplessness at the con attack she had flattened out during her outburst she morphed back into her green humanshape and remained next to Alex. "Save me from the bugs....", she said to him meekly curling up at his feet.

"This is why I'm standing here," Alex muttered with slight irritation and slight "you are not my main concern" intonation.

Marina staggered to her feet. The fear still in her eyes as she attempted to stand. She morphed back to her normal skin tone, and semi

[Anywho, ya'll had days to interact. Down below to were the bug hunters return]

mew77 rolled a die with 10 sides. The die showed: 8 5:43 PM

mew77 rolled a die with 10 sides. The die showed: 7 5:43 PM

mew77 rolled a die with 10 sides. The die showed: 7

= 22 minutes of trembling wreck.

=====

Jezelle stood up and started to pace a little out of anxiety, tapping her knuckles to her temples and then in front of her together, overall restless; her pacing alarmingly quick for someone looking so casual.

"I really don't like any of this but I haven't got any alternatives," Jezelle grumbled wrought with worry, wringing her hands idly before clenching them, "If I could just... gah... I HATE THIS TUNNEL!"

The agitation from standing in such an enclosed space was getting a little too much now, being able to feel just how large this whole area was and all the places she couldn't teleport to. It was kind of driving her nuts and issues like these were just the proverbial straw.

"Okay... seriously... enough with the yelling!" Trevor said, covering his ears. First Marina (thankfully muffled with the box), no Jez. "What are you doing on about?"

"I can't... I can't *move* in this place!" Jezelle said agitatedly, like she was having difficult not grinding her teeth. In the space of about six seconds she teleported to one wall, right over to the other, up at the roof and then back to where she was.

"This is just...!"

"What... the actually hell?" Trevor said, twitching as she jumped around the room. "Nasaa... Okay, can we please get moving before Jez decided to attack us next?"

"More likely to attack these walls..." Jezelle muttered, staring at the tunnel's confinements, but agreeing to the idea of doing something, if only to provide a distraction, "I was never claustrophobic, but now it's like I'm wearing an anchor or something -I dunno." She was still mostly muttering as she tried to continue forward and distract herself.

"And what if I put you in a box you can't teleport out of?" Trevor asked.

Jezelle's only real reply to that was a shiver of sorts, though her image stuttered and flickered like she was both trying to teleport and stay in one place.

"Huh," Trevor said. "Let's just get going. Keep yourself safe, Ablie. And don't let Marina do her crap again."

"If she does you can always blast her." Henry offered as he started to head down the tunnel.

Leaving Albie alone with the opaque box that pulled triple duty as containment, cover and protection for their two companions (or companion and a sleeper agent), the remaining three defenders of humanity continued their quest through the depths of hell to recover their allies.

What horrors awaited them in the heart of the nest? What caused marina to turn on them? Would they rescue Erin in time to escape the poisonous gases? How many licks does it take to get to the center of a tooties roll? Find out next time on Big Bang: Bug Attack.

[insert theme music here]

--Intermission--

Next time on Big Bang!

Down to Three people, Jez, Trev and Henry have their backs to the wall as they face off with the remainder of the swarm [insert clips of the fight scene]! But then they discover the dark secret behind the swarms rejuvenated state... [insert shadowy profile] Will they be able to pull through this turn of events?

Meanwhile; Marina continues to lash out, and Albie is at the other end. And what is that cloying smell in the air?

--Intermission--

"So... this whole thing is turning sideways pretty fast. Trevor, can you alter a box once you make one and are you able to make any more? I am just wondering what we will do if they start gassing before we are out of here." Henry said with a bit of concern in his voice. He was pretty sure that he would be fine but didn't know about the rest of them.

"I can hold three at once," Trevor said. Oddly, that was normally enough. Now he was worried he's run out all too fast. "And I can. It... just takes a few second to reconfigure it."

"Ok , if it comes down to it I can carry the boxes out of here for us. For now though let's get the lights pointing forward. Kill anything that acts hostile." Henry said in a grim tone.

"Aye, aye," Jezelle responded as she casually led the way with her torch, "At least with two boxes it means we have options beyond a moving fortress, if we have to knock Erin out we'll have to do it fast which'd normally mean sacrificing a bit of defence."

"I hit her once last time and that ended the fight. I feel that the bugs will fight like demons to protect her. We will just have to see how things play out." Henry said following Jez deeper into the nest.

"How many times have you hit her, exactly..." Trevor half snickered.

"A number of times. . . that one time I threw her into a building so I didn't really hit her but cause her to crash into a house. And each time it was in self defence." Henry said on the defence holding up his hands.

This time, the swarm decided a different tactic was in order. This time, they threw subtlty to the wind. Using the same pincer movement as before, they opened fire as soon as they spotted the group. Targeting: Jezelle

Blast: **Yellow 13** rolled a die with 20 sides. The die showed: $15+2=17$

Other attacks: <http://orokos.com/roll/182795>

What saved Jez was the diamond of protection Trevor had going around them. As it was, the bug's offensive blasted chunks out of box, compromising it's future potential value. So rather than remaking it...

"Henry! Windsheild on a highway!" Trevor called over. He split the box, dividing it into two angled planes covering himself and the other two from the two groups of bugs, and keeping them seperate at the time.

[Fullround: box fu]

Init **Greykit** rolled a die with 20 sides. The die showed: $18+7=25$

Init **necar1** rolled a die with 20 sides. The die showed: $3+2=5$

Init **blazinvire** rolled a die with 20 sides. The die showed: $19+12=31$

"Ugh, here we go again..." Jezelle grumbled as the box deflected some more bug pellets, tuning herself in again and aiming the torch about wherever she felt the bugs were, "Trev, can't you wireframe this box or something? I don't want to accidentally port into it."

[Delaying to Initiative 9 and Total Defense]

"I'm *SO* sorry the think keeping you safe is invisible," Trevor snarked as he brought the trace to the forefront and reformed the box, splitting it, so it was divided into two angled planes covering himself and the other two bug hunters from the two groups of attacking bugs, and keeping them seperate as an added bonus. "*SUCH* an oversight," he hissed, a tad stressed.

"Henry! Windsheild on the highway!"

[Fullround: box fu, even with wireframe for the picky.]

Henry saw more bugs and realized that this was going to be one very long night. He heard Trevor yell to him about bugs and windshields. He felt something click and figured out what it meant. Henry flew toward teh front set of bugs with his hands out stretched ready to push the box. Once he felt it he moved up to ramming speed to smash said bugs into their slimy walls.

intel check **necar1** rolled a die with 20 sides. The die showed: $15-1=14$

Henry's plow/battering ram attack! **necar1** rolled a die with 20 sides. The die showed: $10+7=17$

Damage toughness DC 26

Damage [as improvised weapon]: Henry str + box toughness {capped pl}

[url=<http://invisiblecastle.com/roller/view/4470179/>]Reflex, toughness (1d20+2=7, 1d20+2=17, 1d20+2=22, 1d20+2=4, 1d20+2=21, 1d20+2=17, 1d20+2=18, 1d20+2=19)[/url]

Somehow one bug manages to avoid the invisible windsheild of doom. Somehow. Don't ask me how. Mystery of the Universe. Like Dark Matter, Hyperspace, Bumblebees flying and hot dogs. Oh, wait... no, he died too. Mystery solved. He didn't.

And here I was wondering if a bug had managed to discover the Higgs-Boson particle.

It was plagiarism. Obviously.

Bugs attack! The resinous blast of... resin pelting against it solidly.

[url=<http://invisiblecastle.com/roller/view/4470656/>]1d20+2=8, 1d20+2=17, 1d20+2=5, 1d20+2=17, 1d20+2=18[/url]

Box Endures! Because the box is strong. It cracked in a few places, but hardly a break.

[url=<http://invisiblecastle.com/roller/view/4470659/>]1d20+3=14, 1d20+3=20, 1d20+3=12[/url]

Trevor tried to repeat Henry's success on his side. Of course, while the boxes were the same, the force behind them weren't, and his 'windshield' was more city street than highway. Still, even city cars crush bugs. He let loose a cry like all the proper manga and shows taught him an sent it ramming down the other direction.

[let's see.... DC... 18 reflex, DC... 21 toughness]

[url=<http://invisiblecastle.com/roller/view/4470648/>]1d20+2=15, 1d20+2=21, 1d20+2=11, 1d20+2=5, 1d20+2=15, 1d20+2=6, 1d20+2=3, 1d20+2=13, 1d20+2=16, 1d20+2=5[/url]

Once again a bug managed to survive, though this time it it wasn't a mistake. The sole survivor buzzing around as the shards of the box, actually breaking this time.

[1 bug remaining, no box up]

"Aw what?" Jezelle remarked a little unenthusiastically at the lone bug, flexing the muscles in her leg a bit before zapping in behind the bug for a quick aerial stomp-to-the-ground attack.

Jezelle Attack rolled a die with 20 sides. The die showed: $14 + 2 = 16$ DC 19

The last remaining bug looked to its falle breathrin and decied that discesion was the better part of valour. It scampered off as fast as its six legs would carry it. Regroup, gather strength.

Strength in numbers.

"Well then. This might be easier then we had first thought. When they don't have room to move around and we have Trevor's boxes they go down fast. I take it that we shall push forward?"

Hopefully get to Erin faster and then get everyone out of here." Henry said floating toward where the light was pointing.

"Huh..." Jezelle had to remark, looking one side and then the other, an expression of one rather impressed all things considered, while another idea came on the back burner.

"Ya know..." Jezelle began, putting the pieces together in her head as she looked to Henry, "Oi Mr. Force, how fast can you stop? If Trev built a box for us to surf in and you pushed it down the tunnel, reckon you could stop before we hit any corners? I meant I might be able to reroute our path but I wouldn't wanna count on it, but if we're all moving at Henry speed with no worry about defence or the like..."

"That might have been cool in the tunnels, but we're kinda in the... building? Facility? What ever this place is," Trevor shrugged. "Plus. Seatbelts."

"I can stop pretty well. But I think the rest of you might go flying by when I do. I say we keep going how we are. Lights pointed forward and smash anything that gets in the way. Has been working out for us so far." Henry said still moving forward.

"Eh, I'm just a tad worried about when those guys are gonna get the gas in here..." Jezelle said with a bit of a shrug, throwing a glance back the way they came though not looking overly bothered all things considered.

She just continued forward to keep her mind off the cripplingly enclosed space.

Trevor raised a finger, then paused, thinking about it. "All aboard the Henry Tunnel Express then," he said enthusiastically. "Ramming into something too hard wouldn't be a problem then."

"Ok then. Let's get to it." Henry said ready to push what ever contraption Trevor made. He would go as fast as he could in these tight spaces. He didn't want to go all out because that might damage the tunnel.

"Box making is more limited that usual, remember," Trevor said. "We can make the tunnel car after we pick up crazy girl and her sitter."

"Ok then. So we walk. Well you walk, I float. I don't want to step in any of that stuff." Henry said looking at the stuff that was on the floor and the shoe of his that was torn down the side.

"Some people get all the luck..." Jezelle mumbled with slight envy at the ability to fly, as much as teleporting and duplicating were ridiculously useful, somehow blatantly defying gravity had a certain convenience to it you just couldn't compete with.

"Meh," Trevor said in a non-committal fashion.

The room they were in ended at another doorway, this one heavily blocked off by webs as well. In fact, the webs walls converged on it, leaving only a passage just about big enough for one of them to crawl through. The lights couldn't shine all the way through it.

[this is where you should be yels]

"Ah, great. More webbed doors. My two least favorite things all in one. I don't suppose anyone brought a blowtorch with them?" Henry said looking at the webs. He was going to have to tear these down wasn't he.

The queen hissed softly as she heard speech. They were here... She recalled all of the drones and ordered them to converge on the throne room. She would not fall here. She would continue. She was the swarm. She was eternal. She got her brood ready, the honor guard pointing themselves straight at the door, ordering them to fire as soon as they saw an intruder, she did the same. ready action: Take aim at the door. Will fire as soon as any intruder shows up.

"Fresh out, sorry," Trevor said, shrugging. "And I don't think freezing it is... maybe?" He considered it. He'd never tried it before. And considering most all his ideas backfired in the testing stage... yeah.... "Best I can try is cutting through it. Your way might be faster."

He leaned in close to the entrance tunnel thing and listened. "Sounds like they are in there. Definitely smells like it."

Φαιόγαλή+bandage rolled a die with 20 sides. The die showed: 8+7

"Well. . . we can't get in there like this. I don't think crawling in would be a wise idea. I will try and pull it but get ready to cut if this goes anything like last time." Henry said grabbing the webbing and pulling as hard as he could.

Henry str check **necar1** rolled a die with 20 sides. The die showed: 14 +13 = 27

Φαιόγαλή+bandage rolled a die with 20 sides. The die showed: 16+6=22 Damaged.

The first layer of the webbing gave way with a tearing sound, leaving Henry with a large chunk in his hand. Of course, that still left a few layers behind. Beside him, Trevor nervously got his claws ready. Not nervous in the sense that they were bugs, but nervous in the sense that it was a lot of bugs and likely another queen. Two in one day...

"That went better than I thought it would. Last time I just punched a new door way. This stuff must be older." Henry grabbed the next bunch and started pulling.

Full round breakage so 13 for damage

:: vs 5+4 9

The wall gave before Henry's buldging throws and behold! Their way was made clear for them. If only there was dramitic lighting to make it almost biblical in glory.

"And the way is clear. Box up and go in or try to draw them out here?" Henry asked looking through the door way. They must be close at this point. Could they finally get Erin and get out of this place? Or would there be another surprise waiting for them in there?

"We just want Erin," Trevor said. "I can set up a people safe box. We rush in, grab Erin and get back out. if they want to follow..."

"The last time I saw Erin she was attacking a human. What if that whole grab her and get out turns into her fighting us in the box?" Henry asked.

"Ah... right..." Trevor said. He'd forgotten that part. The quickly rethought his strategy. "Um... I could make a corridor," he somewhat explained with the motions of his hands. "I'll go in first and try that cold front think I can apparently do, get bearing then tell you were to punch. That work?"

"Sounds good to me. Punching is something I am good at!" Henry said ready to follow the orders.

"I... should probably get bearings too," Jezelle said with a small sigh, "If nothing else I can zap Henry about to change where he is just before he punches or something. It'd be kinda cool if we could get behind Erin and push her clean out of this nest the way we came before we had to actually deal with her."

"I can try and toss her out the door once we find her. Then again she might just be webbed up and being. . held. . here. . ." Henry's voice trailed off as he said the last part. he remember what he found in the webbed sacks back at the hospital. If that was the case here the exterminators wouldn't ahve to worry about this nest. He would tear it apart with his bare hands.

"Okay then," Trevor said. Nervously, he cracked his knuckles and rubbed the back of his neck to waste a bit of time. "Why did I volunteer to go first...." he muttered, tentatively pushing aside the dangling strands, just so he could get a better perspective to shape and thrust the box down. Either way, he formed the box and edged in carefully.

The world exploded.

He didn't even have time to properly comprehend what was going on or where anything was before the box was attacked from all sides, the sheer volume of attacks breaking through it with a cacophony of noise and shattering boxes that only served to add to the confusion before a portion of the assault hit him, knocking him back a few feet.

Regulars

[url=<http://invisiblecastle.com/roller/view/4472484/>]1d20+2=16, 1d20+2=16, 1d20+2=9, 1d20+2=18, 1d20+2=4, 1d20+2=20, 1d20+2=7, 1d20+2=7, 1d20+2=5, 1d20+2=5[/url]

Honour Guard

[url=<http://invisiblecastle.com/roller/view/4472485/>]1d20+4=5, 1d20+4=18, 1d20+4=7, 1d20+4=20, 1d20+4=11[/url]

Box toughness

[url=<http://invisiblecastle.com/roller/view/4472488/>]1d20+3=10, 1d20+3=21, 1d20+3=9, 1d20+3=5, 1d20+3=10, 1d20+3=6, 1d20+3=22[/url] Shattered. Poor thing.

Trevor Toughness

[url=<http://invisiblecastle.com/roller/view/4472491/>]1d20+4=9, 1d20+4=12, 1d20+4=24[/url]

Wohoo! Just stunned! (sriously... one point away from staggered...)

Trevor rolled a die with 20 sides for concentration DC 13. The die showed: 7+4=11. All boxes fail. Should make for interesting conversation since crazy girl's free.

Honor Guard Bugs: <http://orokos.com/roll/183697> 19

Regular bugs: <http://orokos.com/roll/183696> 18

Trevor rolled a die with 20 sides. The die showed: $10+7 = 17$

Henry init roll **necar1** rolled a die with 20 sides. The die showed: $14 + 2 = 16$

Jezelle Initiative rolled a die with 20 sides. The die showed: $3 + 12 = 15$

Queen Erin: <http://orokos.com/roll/183695> 13

Erin screeched in fury and sent the mental command to her swarm to attack. Kill. Leave none alive. They would collect their essence from the Sources. They had dealt to much damage to the nest already.

Things went from organized and planned to battle chaos in the matter of a blink. There were noises that he was sure that he would not forget and the sight of Trevor getting blasted as soon as he went into the room. The sight would bring terror on to a normal man but Henry felt the same surge of energy he always did when something dangerous was going on. Be it learning to fly for the first time, taking on metas at a gas station, or diving head first into a group of terrorists it mattered not for Henry. Some might call it bravery, most would call it recklessness but Henry called it the ability to do what was needed. He could turn tail and fly out of here. The way back

was pretty easy even for him. But that would leave Trevor and Erin in this mess. It would endanger Jez, Marina, And Alex. These were things he wouldn't be able to live down.

So Henry stepped up. He floated forward until he was over Trevor and then Sent the shockwave into the room. He would show them what it was to attack at meta.

Shockwave

range 50ft cone

damage

reflex to half damage DC 15

toughness DC 20

Honor guard bugs

honor guard bugs reflex: <http://orokos.com/roll/183816> pass

toughness: <http://orokos.com/roll/183817> pass

Erin (if in range)

Reflex: <http://orokos.com/roll/183814> 23

Toughness: <http://orokos.com/roll/183811> 11, Impervious 4 if that helps.

Jezelle ported in with little delay when Trevor was blasted a foot out the gate, snatching him and porting him a few feet back to try and get some cover while she shined her torch ahead trying to locate the bugs.

If she could just locate Erin they could try and end this quickly; going after all the bugs was going to take time and she had no idea how much longer they had. Though looking down at her torch she remembered a few tricks she'd seen on TV and such.

"Henry, let's focus on a snatch-n-run," Jezelle called, moving back down the way towards the bug den but with her guard up. She didn't need to see the bugs to know where they were, it was like they took up space in a 3D mental map in her head, so she focused on defense and looking for Erin until she could get an opening.

"If you can see Erin, charge her, I'll run interference and reroute," Jezelle offered.

[Total Defense]

Erin tried to dodge out of the way, and while she couldn't dodge all of it, she did evade the brunt of it. She screeched in pain as she was hit, but she could still fight. While she wanted to avoid fights with their strongest members until they could be weakened, she shot a compressed resin pellet at him. Her honour guard meanwhile fared far better, able to tough out the blast and were ready for the next fight.

Attack: <http://orokos.com/roll/183815> 13

toughness: DC 20

And ready they were as the honor guard, three of them, spewed webbing all over the group while the rest stayed at range to start shooting.

Snare: DC 12 reflex on Henry, Jez and Trevor, one each.

Blast: <http://orokos.com/roll/183823> 2 on Jez, three on Henry, two on Trevor. in that order.

DC: 17

Jezelle Reflex rolled a die with 20 sides. The die showed: $6 + 7 = 13$

Henry reflex **necar1** rolled a die with 20 sides. The die showed: $1 + 4 = 5$

Trevor rolled a die with 20 sides for reflex. The die showed: $17 + 6$

Trevor snarled under his breath and called up another box for protection. And since he was frustrated, he did splurge a little on it, making it about five feet thick. Because he could. And he was tired of them shattering them like nothing. Five feet highlighted with a faint translucence to it, two sloping walls raising from the ground and meeting in the air, providing ample protection for them. He lost the one over Marina anyway. More reason to splurge.

"Jeeze, can you jump me to the middle of the room?" Trevor asked as he guided the formation with a sweep of his hand. "I'm going to free' them all."

Henry went from standing tall to covered in those god cursed evil webs. He had been able to avoid them before but this time it seemed that the shear number got him. He was still floating and took this moment to push against the bonds. There was tearing and some tugging but the webs came off with not that much of a problem. They must have still been wet.

Str check necar1 rolled a die with 20 sides. The die showed: $17 + 12 = 29$

Toughness check **necar1** rolled a die with 20 sides. The die showed: $16 + 6 = 22$

While Jezelle had neatly avoided the spray of webbing, the pellets that followed were almost laughable in her readied stance, she could almost feel them floating through the air as she sidestepped them.

But evidently Henry wasn't so lucky with the webbing and was distracted, throwing a slight wrench in her plan at about the same time Trevor came up with his own -at least it seemed like it...

"...What?" Jezelle asked upon popping back next to Trevor, slightly confused but figuring he had a good reason for wanting to be teleported -especially given his apparent distaste, "Free?"

Talking is a free action: "Deep freeze'em!" Trevor said, plotting.

"...Should I be dragging Henry out of range?" Jezelle returned quickly, concerned and puzzled but it wasn't like they had time for ample questions.

Erin looked at the intruders and in the dim light, she had a feint memory... Distant. Fleeting. Irrelevant. Though there was something else that came with it. Anger. She hissed dangerously at the intruders and rushed at the closest one, slashing with her long arm blades.

attack (Henry) : <http://orokos.com/roll/183854> 16

damage if hit: Strike 8, 1 pen

The bug queen's charge was arrested with the faintly visible box that stood between her and the people. It was still a massive strike though and cleave a scratch mark down it.

[url=<http://invisiblecastle.com/roller/view/4473126/>]Toughness (1d20+3=14)[/url] Damaged... wait, no... just cosmetic

"Come on! I just made that!" Trevor complained.

The honor guard bugs, following the queen's orders, rushed at the box, intent to take it apart with their bare claws.

Attacks: <http://orokos.com/roll/183861> kekekekeke

DC: 19?

Turns until reinforcement bugs arrive: 3

[url=<http://invisiblecastle.com/roller/view/4473138/>]Toughness with window (1d20+3+10=33)[/url]

[url=<http://invisiblecastle.com/roller/view/4473140/>]Toughness with window (1d20+3+10=18, 1d20+3+10=20, 1d20+3+10=26, 1d20+3+10=25, 1d20+3+10=22)[/url]

Trevor rolled a die with 20 sides for Fort vs Wellspring. The die showed 6+5= 11 -2 Dex/con, bruised.

Trevor swung a hand up and dipped into it. The wellspring he'd ignored ever since the convention. This seemed like as good a time as even to risk it. Yeah... shouldn't'a dun that. It was as if it was malicious and resented being ignored for that long. Sheer cold lanced through his body making him wince and cry out in pain. Then, to make matters worse, the blast of cold he was trying to bring to bear against the queen? It dispersed. Explosively even. At least he flinched away from that one. He still yelped in surprised.

Trevor rolled a die with 20 sides for blast. The die showed: 1

Trevor rolled a die with 20 sides for reflex. The die showed: 11+6 Save

[Henry]

Henry saw Trevor do . . . something and yell out in pain. Either it didn't work or something else happened. Henry figure that since they were in the box he might as well try the same thing as last time. He got ready to push and flew forward and that is when things got a little interesting. First, he went through the box. Second he went stright at the giant bug with teh nasty arms. He pretty much ended up pushing the at the bug.

Rush **necar1** rolled a die with 20 sides. The die showed: $7 + 7 + 5 + 4 = 23$
<http://orokos.com/roll/183888> 1 strength, 4 large size.

The queen sturggled ever so slightly, but she held fast and overpowered the strongest of the intruders, not caring that one of them had practically microwaved himself.

"Trevor! What is wrong with your box? I fell right through it!" Henry yelled surprised as he was now in the middle of the wall.

When things were starting to move a little to fast for Jezelle, she realized things were getting muddled and messy with her trying to keep track of everything going on while trying to sort out a course of action.

It was probably a bad idea, but attempting to do something whilst so scrambled was just as bad, so Jezelle stopped for a moment, took a breath, adjusted her stance and took another look at the battlefield.

[Full-Action: Refocus: Jez's Initiative goes to 32]

Talking is a free action: Trevor was still reeling for his... technically difficulties and didn't even see what Henry had done. "It's keyed differently!"

Erin meanwhile slashed at Henry, hoping to put him down and stop him before he could do more damage. She slashed wildly, unfocused.

attack: <http://orokos.com/roll/184026> 10 [miss]

turns until regular bugs show up: 2

[Jezelle]

[[Delaying to Trevor's Initiative -if the bugs haven't made shit hit the fan she'll delay to Henry]

The honor guard, following orders from their monarch, continued attacking the box that was halting their advance, slashing for all they were worth.

Attacks: <http://orokos.com/roll/184027>

DC: 19

[url=<http://invisiblecastle.com/roller/view/4473786/>]1d20+3+10=21, 1d20+3+10=29,

1d20+3+10=18, 1d20+3+10=21, 1d20+3+10=20, 1d20+3+10=29, 1d20+3+10=19,

1d20+3+10=14[/url] Damaged and Badly damaged in on place.

The Box was firm. The box was- ow- I mean, the box was strong. No one can -ee- can break through this stall- oh crap! A major crack! I'll make you pay for that one one day! [said the box]

Damn, they kept messing with the boxes before he could do anything with them. And then there was that crack. Gah. He still had all that power the wellspring blasted him with when he touched it. He let it surge into useful places, his stripes glowing. This time... the queen was going to get a faceful of it...

Power reserve allocation: 12/20 to Blast [Type A] {to rank 5}, 6/20 to Boxes {to rank 5}, 2/20 to Regen [to rank 2 bruised and injured]

He pushed it from his core, channeling the power down his limbs and collecting it at his fingertips. "Watch your head, Henry!" Trevor yelled, shifting so he had a direct line of sight to the queen, ignoring the little ones. They were inconsequential. Henry could swat them later. He lopped the mass of concentrated coldness at the queen.

Greykit rolled a die with 20 sides. The die showed: $13+3 = 16$

DC 20 fort damage

<http://orokos.com/roll/184033> 10 (she has a +8, remember. I think... let me check. Okay, it's an extra +2 to her con check.)

The monarch screeched in pain as the attack hit her square on. Staggered, disabled, stunned

Jezelle's expression of dumbstruck surprise unfortunately went unnoticed behind her mask, but she did have to pause for a moment in awe as Trevor apparently unleashed a frosty Hadouken and basically took the hulking monstrosity out of the game.

Not what she was expecting... she had to reorganize her priorities and attempt to figure out what to do next.

"Is... she down?" Jezelle asked uncertainly, "Can you get her out of here Henry?"

She figured leaving as soon as possible was always in their best interests, as she zapped in beside Trevor again and landed a hand on his shoulder ready to port him; the queen looked a little too big for Jezelle to teleport -to be honest she didn't really want to try.

"You want to keep the Queen? I think the others might have something to say about that. Clear them out first." Henry said lashing out at one of the bugs attacking the box. he was able to go through teh box while they could not. it was an interesting thing that he would never be able to understand. But he was willing to use the advantage while they had it. He flew at one of the bugs that had shot at him earlier and slugged it right in its buggy face.

attack **necar1** rolled a die with 20 sides. The die showed: $20 + 5 = 25$

toughness DC 25

Yellow 13 rolled a die with 20 sides. The die showed: 11 autofail.

With the first bug exploding upon getting hit Henry glided over to the next one and tried to slug that one next.

attack **necar1** rolled a die with 20 sides. The die showed: $16 + 5 = 21$

Toughness DC 20

Greykit rolled a die with 20 sides for bug toughness. The die showed: 6 Dead

"Do we really have time to go after all of them?" Jezelle quickly issued.

"We need to find Erin. We can't poke around if it's crawling with these," Trevor said.

Without commands from their queen, the honor guard werelimited with following the last order given to them: Attack... Unfortunitley, this was a far more general attack and would savage whatever was closest to them. Thankfully for the matriarch, this was still the box.

<http://orokos.com/roll/184043>

DC: 19

reinforcements arrive in: 1 turn

[url=<http://invisiblecastle.com/roller/view/4473845/>]1d20+5+10=22, 1d20+5+10=16, 1d20+5+10=21, 1d20+5+10=23, 1d20+5+10=22, 1d20+5+10=21[/url]

Another sizable crevice got dug into the box.

"I'd just drop boxes if I wasn't afraid of dropping it on Erin," Trevor snarled, frustrated. Still... he had that trick.... Why not. No one ever said he was a paragon of good ideas anyway. Fourth would like it. Maybe.

"Allons-y!" he yelled wildly, leaping into the room, clearing downed queen (huh... maybe he should have boxed her...) and Henry's advance, deeping in the room, were more critters might be hiding amidst the contortions of the nest wall. If Erin was there... Momentary cold front was better than bug food.

He slide to a halt as far as he could go into the room and dug out the same thing that dropped the temperature in the hospital room a couple days before, and that helped drop the queen. A ripple, the hint of pale blue grey lost in the low light, slipped out into the air and rolled across the room. Five feet, ten, twenty... there was even a slight frost forming.

DC 16 cold fort save in area

HGB: <http://orokos.com/roll/184045> two pass

[All but two bugs in the room fall from the air it seems. Ice good.]

Jezelle just shrugged and went to kick a bug with her signature teleporting skirmish.

Jezelle Attack rolled a die with 20 sides. The die showed: $17+2=19$ DC 19

Toughness: **Yellow 13** rolled a die with 20 sides. The die showed: $15+4=19$

Trevor bounded off to the darkness of the bug infested room and caused the room to drop in temperature. A lot. It was greeted with the sound of dropping bugs. Jez then went and teleport kicked the next bug in line. Henry figured that he would clip the last one. Taking off after it. attack

necar1 rolled a die with 20 sides. The die showed: $20 + 5 = 25$

Toughness DC 25

Yellow 13 rolled a die with 20 sides. The die showed: $2 + 4 = \text{fail}$

Henry continued to do what he could do in these situations; punch more things

necar1 rolled a die with 20 sides. The die showed: $10 + 5 = 15$

toughness DC 20

the sound of chittering bugs and scurrying legs could soon be heard as the rest of the bugs emerged. The Honor guard, still on their single minded determination attack continued to attack the box.

<http://orokos.com/roll/184048>

the usual here. :P

The rest of the bugs finally arrived as well and began to open fire as much as they could, getting in each other's way and slowing the ones behind thankfully. They were all firing on the box, intent to take it down. They could smell the blood. the fear... Or was that just Henry's aftershave? Either way, they wanted it!

Attack: **Yellow 13** rolled a die with 20 sides. The die showed: $20 + 2$

Blast save: 16

[The poor box collapsed. It resisted for a while, but that kind of assault was the death of a thousand cuts. All too soon, chunks and fragments got blasted out of it, and the entire structure collapsed on itself, the larger bits shattering further. In the end, it only meant that there was nothing between the bugs and the people in the room.

"No good!" Trevor said, feeling the box shatter. He started to wave his hand to call up another box, but what if it was better to try and freeze'em all? And Erin... she was somewhere in the room... "What do I do?"

[delay: henry's action]

Where Trevor had options, Jezelle didn't exactly; she saw an opportunity as reluctant as she was to take it, it had to be taken while it was there before things could get worse.

And so she was in the thick of the bugs in the blink of an eye, trying to land in the thickest cluster before gritting her teeth, digging her heel into the floor and going for a spinning kick into the air -though the action itself wasn't quite the attack.

Instead, it seemed like hundreds of Jezelles exploded successively from her as she moved, each firing off to finish their kick on a different target. Moments afterwards she disappeared back towards where she had left.

[Extra Effort: Alt. Powering Duplication: Selective Area(Burst) Attack 3]

Jezelle Attack rolled a die with 20 sides. The die showed: $19+2=21$ DC 18

regular: <http://orokos.com/roll/184056> 15

hGB: <http://orokos.com/roll/184057> (if applicable)

"Trevor, kill that last big one there." Henry said and then went to take on the new swarm that was coming through the door. He got as close as he wanted to and then clapped his hands to try and take the remainder out.

Shockwave

range 50ft cone

damage

reflex to half damage DC 15

toughness DC 20

Reflex: Yellow 13 rolled a die with 20 sides. The die showed: $10+2=12$

toughness: Yellow 13 rolled a die with 20 sides. The die showed: $9+2=11$

"Huh... uh.... righ," Trevor said, nodding absently. He whipped up another mass and hurled it. Only, his aim was off this time and it missed the bug and hit the wall.

Trevor rolled a die with 20 sides for attack. The die showed: $7+3=10$

the monarch could feel all her children... feel their pain, but through her own and her own cooling body temprature, she couldn't do anything... Not even comfort them... Wait, comfort them? That was irrelevant... they were... children... life... valuble... expendable... So hard to think... needed to sleep.

The last Honor guard bug continued to attack Henry, oblivious of anything going on around it.

Attack: <http://orokos.com/roll/184064>

DC:19

The last bug attacked him and then kind of dropped to the ground. It seemed that it had nothing left. He didn't see any more bugs and but that he meant he didn't see any attacking him at this second.

"I think we did it. Now to find Erin. Hey you think that Queen is still alive. I know some lab guys that would give their right arm for a live queen." Henry said trying to wipe the bug goo off of his arms.

Trevor slumped to the ground and sighed with relief. "Hallelujah," he said, gratefully letting the deep chill of the wellspring forces he used to reinforce his skills pour away, his stripe's glow fading away.

Jezelle was still shaking a little with anxiety, pausing and looking for the slightest hint of what she'd felt back at the convention centre; she was tired, but it didn't quite feel the same as last time so there was some small comfort.

She'd just have to take it at face value that things were okay for now, so she zoned back in and looked over to Henry, and then the Queen bug.

"Yeah, maybe..." Jezelle said a little nonchalantly, shivering a bit as a delayed reaction from the idea of bugs, "You wanna keep an eye on her while we look for Erin, Henry? You probably have the best chance of keeping her down in case she pulls a trick."

"Sure. Hopefully you can find her quickly because I don't want to fight these things anymore. More arm is getting a bit tired." Henry said stretching his arm a little. He arm healed itself back to normal has he said that last statement but he was over fighting these bugs. He ahd lost more clothing to the battle with the bugs then he cared to think of any more.

Henry walked over to the bug until he was standing over its head and looked down at the thing. The moment it tried to attack him he would slug the thing back to sleep.

Trevor closed his eyes and focused on the room. Erin. Where would they find Erin. He trusted Jez to do a visual check of the place. He focused more on performing an olfactory check. There was were Jez's earlier cloncession really helped. The sewer part didn't. At all. The whole place reeked with the vile smell he still couldn't get used to. Of course, there was the over hanging hum of 'Thisplaceisgonnabegassedthisplaceisgonnabegassed' played in his head. It was awesome motivation. He started wandering, following his nose.

Greykit rolled a die with 20 sides. The die showed: $12+7= 19$ *notice*

Casually flipping the torch about, Jezelle took a breath to soothe her nerves a little and went to start exploring the walls for pods.

[The room was right out of Aliens. The walls were completely hidden behind webbing, and there were several ridges and lumps scattered about. The largest one was torn open already, and there was another similar that seemed to be were the queen nested. Look. A few sealed pods. Care to investigate them?]

Most logically, Jezelle went to investigate the biggest pod first, approaching it with a spare hand and sort of freezing half way as her imagination starting playing cruel games and her insides started squirming about in protest.

This was a horrible idea. Last time she had a jaded clone do it so it wasn't so bad... She decided to give the pod a kick first to monitor for a response.
[The large pod was empty, thought there was still some slime or goo at the bottom.]

Trevor bumped into Jez around there. "Ah, sorry," he said, "Wasn't looking."

Unfortunately Jezelle's nerves were high-strung from the potential of finding something disgusting or terrifying in the pods, so when she was just about to wind down from the relief of finding nothing special...

Well she whirled about and went to club Trevor with a palm to the face in shock.

"Argh! Baka daggasimminak!" Trevor said, reeling and just about dropping on his behind. "Come on! It's always the nose! And I got through this without being hit up till now! Jaoo!" he cursed a few more nonsensical things as he rubbed at his injured snout.

Greykit rolled a die with 20 sides. The die showed: 2+3(or 2...) *Stunned, bruised, injured?*

"Don't sneak up on me when we're in some crazy B-movie horror flick shit!" Jezelle said, flustered, pummelling Trevor in a protesting manner.

"Hey you two, knock it off. Go find Erin so we can get out of this place. It seems terrible in here." Henry said sternly.

Trevor growled a few things under his breath, and probably more feline type swearing than anything thing else. Always the nose. Everyone hated the nose. "Ow.... Jeeze Jez..." He blocked some of her blows, some, and stumbled over to the large pod in a dazed manner. "This thing smells like Erin... Jez, you wanna check the other sac... things?"

"Nnnmgnmgh..." Jezelle whimpered gingerly as she looked at the other pods, staring back at the large one, "This one smells like her right? No need to check the others yeah?"

She offhandedly took a closer look at the way the pod of was ripped open, usually in these sorts of things you could tell from which side it was ripped.

[bit of both. Some sections looked torn from the inside, others as if something torn from the outside as well.]

Trevor muttered something unkind and went the closest sac himself, rubbing his nose with one hand and cutting into it with the claws of the other.

Jezelle fidgeted a little as she stared at the pod, something not quite adding up as it seemed a touch out of place; it was possible the scent got rubbed off somewhere, but she wasn't an expert

in that sort of thing. She idly looked around for the honour guard style bugs to compare their size with the large pod.

[Larger pod could fit her. Honour guard were like large dog sized]

She shrugged the matter off and went over to the next pod, deciding if she did things quick enough she could maybe get away before the mess, or something like that. So it was a kind of claw and run and see what happened.

Trevor managed to cut open his about the same time as well. They didn't burst, just slowly ooze a yellow-pink goo. For the first few moments. Then the pods almost convulsed and expelled the contents in one slow go; a slimy disgusting lump the slowly oozed apart.

Trevor's split into a large form and five smaller ones. Jez's just spilled a number of small things. Hers turned out to be numerous rats in various stages of decay? No... digestion, with a few jelly quivering orbs with tendrils attached around it randomly that likely trailed in the mess absorbing nutrients, each one with what seemed to be a baby, (embryonic?) bug in it. Trevor's was much the same. Only, he didn't get rats. He got a dog carcass.

"Oh Frigging Hell NO!" Trevor yelled, scampering about twelve, fifteen feet away in about 1.234 seconds.

"BLERERAGH! I'm not looking! I'm not looking! Nope, not thinking, SUNSHINE AND PUPPIES!" Jezelle went off on a squeemish rant as she skipped away from the mess, covering her eyes with her hands.

"No. No. Nononononono." Trevor said, breathing heavily. "Also... no. Just. No. No. No.... no."

"Nopenopenopenopestopthinkingstopthinkingthingisthedevilnopenopenope," Jezelle issued in one high-speed stream, pacing with abnormal speed as she battered her temples to try and get her mind clear, though she slowed to stop after a moment as though a revelation hit her.

"Huh... Six..." Jezelle's posture changed a little and she suddenly seemed vastly calmer than three seconds ago.

On the other hand, there was something useful from the panic. The gulps of air. He picked up Erins (or something close to it) scent again. Also, the pods explained why the place reeked so much. He missed the switch though. The jezclones, having not been around, smelled all the same again anyway. And he didn't know sixth all that well. "I... I think I got her again..." Trevor said. "So... I don't think we need to open anymore of those..."

Jezelle had been preparing to go for another one so was intercepted in a timely fashion.

"Very well," Jezelle said in a placated tone, turning about to wait for Trevor.

Trevor hesitated and raised an eyebrow at Jez, but didn't press the issue. Gas and all. So... follow the nose, follow the nose... to... the queen? "... this can't be right..."

"You traced her scent at the larger pod did you not?" Jezelle remarked, aiming her torch to the open pod and then comparing it with the queen.

[it... woul be a tight fit, but it seemed like the queen could have fit in there]

[Go go gadget spatial awareness!]

"But... that would.... I don't...." Trevor rubbed at his head, confused. "The queen smells like Erin. Well, she smells like the pod that smells like Erin..."

"If I recall correctly, you and Alex dispatched a Queen not long before the attack on the hospital that coincided with Erin's disappearance, and now we have a lack of certain individual while the bugs apparently have reacquired a Queen," Jezelle stated the facts in a nonchalant, contemplative manner, tapping the base of her torch thoughtfully against a cheek.

Trevor didn't try any more. He pointed and boxed the queen. "Henry, can you grab that queen... it...her... Erin? Gah... We can sort it out later!"

"Indeed. If it is evident that Erin definitely is not here, then we can acquire the services of someone capable of discerning what this Queen is, either way," Jezelle deduced, nodding and going to lead the way back out with her torch pointed forth.

"Okay... what happen?" Trevor asked Jez.

Jezelle looked confused, though with the mask it only showed with the slight tilting of her head. "...Sorry?"

"The total personality... change... did you swapy with one of the legion?" Trevor demanded.

"Oh. Seems like it," Jezelle said, though her surprise was vastly watered down, like it was apparently perfectly normal.

"Let's... let's just go get the other two before things get even more dramatic..." Trevor muttered.

Henry watched the two do their exploration and investigation bit. When they opened the sacks they seemed to loose it. He could see something small come out of the sack and had feeling he knew what those were used for. Atleast those pods were not filled with the remains of people like

the ones that he opened earlier that afternoon. But still he knew what they were going through. He would go over to help them but he was babysitting the queen here.

Once they had finally gotten on track Trevor figured out that this queen smelled like Erin. He had seen Erin in bug form up close and this didn't look like her. She was only down for a few hours so they couldn't have eaten her in that time could they? Was this Erin? It wasn't out of the question seeing as the last time she was with the bugs they changed her so that she could turn into a bug. Perhaps they were finishing the job or getting closer. Either way they needed more answers and they were not getting them from here.

He reached down and grabbed the queen tucking her under one arm and lifting off. She was bigger than he was but weight wasn't an issue with him anymore. Henry then started to fly back toward where they left the other two. Their mission was complete.

"Can you run with that Henry?" Trevor asked. Man, he should have brought his watch.

"Run? I am going to fly with this." Henry said as he had been flying the whole time he had been in the sewer. Seriously there was some pretty gross stuff down there. He didn't want to get anything on his last shoe.

"Haste is advisable," Jezelle agreed, walking forward and flipping the torch into position, "Shall I lead?"

The question was mostly rhetorical as she moved into a brisk run, reacting to corners and the like would be easier for her and give others more time.

"Sounds good to me." Henry said as he kept pace with Jez down the tunnels. He didn't need to worry about foot or any of that stuff. Just had to keep his grip and avoid dragging the queen through the muck on the floor.

Trevor called up another box and surfed after them. "I'll grab Marina," Trevor said. If she hadn't run off and gotten herself into more trouble anyway.

As the three bug fighters (their clothes in good condition following a major fight for once) burst back into the area where they first encountered an ambush, the damaged walls and littered bug bodies looked familiar. And there was the glow of a light ahead. "Albie! Heads up!" Trevor yelled as they barrelled towards them.

Marina staggered to her feet and then hugged Albie, "I'm sorry, I couldn't save you...sorry I..", She couldn't recall what she did earlier, then again she remembered bouncing but couldn't see where she was going. She then heard sounds of people charging towards her. In her shock she

morphed around Alex forming a blobby covering over his body leaving his head exposed, "AHHHHHHHHHHHHH, SAVE ME!", she yelped as she morphed.

Irbynx rolled a die with 20 sides. The die showed: 15 [He's fine, but still suffocating]

"MARINA GET OF--" Alex yelled as goo-girl panicked and ensnared him. The rest was mostly a panic reflex - she got all over his face, eyes, ears, body and really scared the living hell out of him. His fur started emitting bright orange sheen and he, himself became quite hot to touch, and really hot to engulf.

[Extra Effort: Power Stunt (EMWC). Damage +2 Sustained +1 Aura (Maybe +1 Fortitude and +1 Affects Objects as well?). Microwave, Electromagnetic and Thermal descriptors.]

"...What...?" Jezelle issued in confusion, squinting her eyes a little as she looked at Alex's situation. There wasn't much time so Jezelle decided to skip figuring it out or formalities, leaping high as she closed in and placed a hand on Alex before teleporting into a bit of spin to get free and throw Alex across her shoulders to ferry him out.

It seemed more efficient this way and she could just teleport through the doors on the way out to expedite the process.

Jezelle Toughness rolled a die with 20 sides. The die showed: $1 + 6 = 7$ *Stunned, injured, bruised, burned. Will figure something out for burned. For shame Albie.*

Marina felt her clay body grow rigid when Alex grew warmer. She yelped and screamed for mercy as she attempted to get off of Alex. She was able to pry away only after Jez teleported him. She fell to the floor and was begging to be taken away from the deadly fire...The inferno man was Alex, what the heck was going on. She saw Jez, "Save me from the inferno man!", she cried before collapsing.

Reflex: **mew77** rolled a die with 20 sides. The die showed: $11 + 5 = 16 - 1 = 15$

Toughness mew77 rolled a die with 20 sides. The die showed: $8 + 1 = 9$ [Stunned and bruised, yes?][probably injured too. Don't see that being non-lethal on the first go]

"We don't have time for this!" Trevor said snapping up a box around Marina. And because he was frustrated and confused with what was going on, didn't make it transparent this time. She could sit in darkness for all he cared.

Henry just stared daggers at Marina. It was a good thing Trevor put her in a box or else he would have dealt with it.

"We need to have a long chat about these two later." Henry said grinding his teeth.

Something went seriously wrong when Jezelle caught onto Alex, like she'd just draped a burning rug across her shoulders as she hit the ground running. Her muscles seized up a little in the pain

and she reflexively moved to get away from the burning, causing her to trip and tumble dramatically at the moderate speed she had been running at.

"Ouch!" Jezelle remarked, rubbing her back and cringing a little as she looked at Alex.

"You okay, Jez?" Trevor inquired.

"I have had worse," Jezelle stated, wincing a little as she checked the injury, "I may require burn treatment though."

"Let me see," Trevor said, reaching out for Jez's hand.

Alex was gasping for air for a while and feeling that Marina was gone from him, dropped the overheating, returning back to his normal non-shiny self. "Jez...?" Alex asked in slight confusion, "Wait, you tried to touch me?" Alex asked.

"There was no 'try'," Jezelle assured a little stiffly as she stood up, "We haven't the time to waste, let us be off."

She went to lead the way again, and pick up Alex if he wasn't quick enough on the uptake, in order to get out of here sooner.

Jezelle Reflex rolled a die with 20 sides. The die showed: $9+7=16$

Jezelle Toughness rolled a die with 20 sides. The die showed: $10+6-1=15$ *bruised/injured*

With Henry toting the queen, Jez grabbing Alex and he himself dragging the crazy girl around, it was a full set of passengers across them all. "Okay, we sort this out later," Trevor said, patting his pockets looking for his map. "You know how we are going on time?"

Henry tried to shrug his shoulder but had trouble with the queen. "Got me there. Been down here for a few hours most likely."

"So... we run?" Trevor asked, a trace hesitantly, as he finally got the folded paper from his pocket.

"Yes, let's get out of here already. I am tired of the sewers." Henry said.

Trevor tried to find the place were they were, and realized he had stopped tracking their progress since shortly after meeting with the people. "Well crap."

"Problem?" Henry said as he followed the rest to their exit.

"I only have half the route sketched. I think... I forgot to keep track after a while," Trevor said sheepishly, tinged with quite a bit of horror.

"Then it doesn't matter where we go, as long as we keep moving we'll find an exit eventually, there are dozens of sewer exits in the city," Jezelle said nonchalantly.

Marina smashed against the box out of fear. She stopped quickly when it became futile and she retreated into her cube.

Henry quietly followed the group. he could simply make them an exit but that would cause untold damage to the city above. He didn't think that they did to many turns once they got down here. It was pretty straight forward from what he remembered but then again he wasn't paying that much attention.

[Roll D20s Please]

Alex rolled a die for "d20 checks [sic]" with 20 sides. The die showed: 1

Jezelle rolled a die with 20 sides. The die showed: 13

Henry rolled a die with 20 sides. The die showed: 16

Trevor rolled a die with 20 sides. The die showed: 12

"Well, crap," Trevor said again.