



Dou've slowed down a little - the immediate danger has passed, and you need to make sure you don't tire out.
 "Are we just going to keep going in one direction?" You ask Ori.
 She nods. "There's not much else we can do. Hey - there's something up ahead!"

The trees disperse as you approach a still, black lake. The surface of the water curls in seemingly random directions, still eddying despite the absence of any wind. "We must be getting somewhere." Ori's face brightens a little at the discovery of an actual, distinct landmark in this world.

The edge of the lake is lined with rocks, and obsidian snakes slither almost silently between them. One snake raises its head and seems to stare at you, as if in warning. "I don't think we want to get to close to that. Let's keep going." The two of you keep trudging ahead through the forest.

Many more minutes pass. "What do you think happened to Jill?" You ask Ori.
 "I think she's still in the woods somewhere. Those creatures didn't seem particularly strong. I'm sure she managed to fend them off." She seems to have something else on her mind. "Hey." She stops, and turns to face you. "Do you..."

"Hmm?" Could she possibly be asking - no, surely not - but maybe...?

"...Do you think Jill had a point?" Huh. "Like, I know that sounds weird. But if what we've seen... all these characters... they have a life. And they're trapped in these places we've made."

"I don't think I'd agree, because - " you stop midsentence. Because the trees are clearing out. And the lake, black and still, splays out before you.

"Huh? I'm almost certain we didn't go around in a circle." You say.

Ori is shaking her head in frustration. "This is what happens in horror movies. The characters get stuck in areas because of impossible loops."

"And? How do they get out?"

Twigs are crackling. The creatures are back, and they seemed to have transformed. Their skin is peeling, and dark red, undulating flesh has revealed itself underneath. The monsters inch forward.

The lake is surrounded.

"They don't."



Roll it Out

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