
WILLIAM ROSENBERG'S COFFEE & DONUT—MEGA-META 2



While you were tracking the villains, we tracked down what they're after—the Legion's true power source... the sacredest of the treasures of Massachusetts... OUR DUNKIES! Time to take the fight to their secret hideout and discover just who they are and what they've done. Grab your relics—it's go time!

Our supervillainous enemies have (donut) holed up in a secret lair; you now hold a blueprint of that lair in your hands. Each of the 21 rooms is packed with troops, tricks, and traps—and, most importantly, a teleporter that will warp you to another chamber in the lair. To reach the teleporter, you'll need to use one of the BAPHL relics you've acquired throughout today's tryout to get past the defense mechanisms of the rooms! Each relic will be used once and only once as you try to reach the inner sanctum where William Rosenberg's Coffee and Donut are locked up. Good luck, heroes!

The Entryway: The first thing you'll need to do is get a sense of what's hiding in this spooky bunker. You notice a computer in this entryway that seems to contain a list of every room in the lair and what each contains, but it's password-protected! How will you hack it?

The Commissary: "GRUMBLE GRUMBLE" grumbles a guard who spots you as you warp into this room, which is packed with a recent grocery delivery. Ordinarily they'd chase you, but this guard is clearly too hungry to bother. Perhaps they'd be willing to let you use the teleporter if you fixed their famishedness?

The Campus Center: Seems like even this underground lair has a college campus (but then this is Boston after all). You can see the teleporter, but it's blocked by a group of teen activists who are very excited, if very confused, about upcoming election cycles. The trouble is, none of them know where they're registered, and every website about the issues is providing different information. Some clarity is called for!

The Pit of Despair: YIKES—you nearly fell into a giant pit of spikes as you came in! You catch your breath and look around, noticing that there isn't a floor here—just some wooden support beams jutting out of the wall. They're spaced just far enough apart to be able to reach the teleporter across the room, but one slip would be beyond the (im)pale...

The Drag Bar: Uh-oh. Apparently the bad guys heard about our plan for the queerest BAPHL ever, because they've hired a particularly dangerous group as guards: a gaggle of gay guys who had their brunch reservation canceled! They're grouchy, they're grumbling, and they're feeling as far from fabulous as possible. Quick—get them back in high spirits!

The Auditorium: Looks like it's time for you to be in the spotlight! The auditorium is empty, but there's a collection of instruments fit for a chamber orchestra on the stage. The teleporter is connected to them, but it requires a series of original, perfectly-timed tones played on the various devices to turn it on. You've always had a tin ear...any ideas?

The Nightclub: The villains are aware that you're nearing their inner sanctum and have begun producing some really strange challenges for the teleporter. This time you're faced with a room full of robots that must be made to laugh in order for the device to activate—and as a bonus test, your jokes have to be delivered in a Boston accent. There's no time to go to ImprovAsylum...

The Security Camera Bank: No humans in here—just a bank of security cameras, each one trained on a different part of the room. Your keen eye notices that they've been triggered to set off an alarm unless someone in a guard's uniform walks by. But there aren't any clothes in here—how can you trick them?

The Life Coach's Studio: ...you're not entirely sure why the villains have hired a life coach for their minions, but now's not the time to question logic. The woman here thinks you're the coach, and she needs advice on...her New Year's Resolution? "I know it's early, but I always quit by February! I want something creative; something I can commit to for all of 2026!" She'll activate the teleporter for you if you help her, but what could do that?

The Weight Room: In addition to lots of gym equipment, there's another security camera set in here, but these have a different trigger: if they see *anyone* walking by, the teleporter will self-destruct automatically! And to make matters worse, someone's stacked a pile of heavy weights on top of the machine! Do you have the strength to get through?

The Hall of Doors: This room has ten doors to choose from, but you know that nine of them are hiding all sorts of nasty surprises—lions, poison gas, an obnoxious guy insisting you listen to his "totally original" D&D podcast...plus there's only a single key in the room and it can only be used once before alerting the guards. How can you guess which door is hiding the teleporter in one try?

The Really, Really Big and Empty Room: Wow, this room is really, really big and empty. A quick scan indicates that its teleporter is activated by three switches—one on the floor and two on the ceiling—that need to be pressed simultaneously in order to power it up. There's just one problem—the ceiling switches are on the exact opposite sides of the room, and there's nothing in here to throw at the switches while standing on the floor switch. What to do?

The Sub-Pump Room: You just barely manage to stop yourself from breaking your leg as you warp into the next room—the floor's been covered in liquid nitrogen! And to make matters worse, there's a set of slingshots ready to fire rocks at you if you start to cross! How are you going to overcome both obstacles and reach the teleporter?

The Lecture Hall: You dive into the shadows when you realize this room is full of guards who are part of the villains' debate club—but thankfully they're all too busy arguing over whether or not bread should be eaten butter-side-up or butter-side-down to notice you. Hmmm...a stirring speech might help make peace and let you use the teleporter...

The Gymnasium: You're faced with physical challenges here—an entire roomful, to be precise. Activating the teleporter requires you to fulfill different sporting tasks: there's a target to hit with a ball, a race to run, a rope to climb...you'll need to be a well-rounded athlete to achieve access! Is there anything in your arsenal that might do the trick?

The Finance Office: Aha, another group of grumpy guards! (Whoever hired them should probably up their standards.) This group is cashing their paychecks and lamenting how cheap their bosses are, but they're too busy arguing amongst themselves to solve the problem. Maybe they'd let you use the teleporter if you boosted their morale—and earnings!

The Psychiatrist's Office: Ah, there's soothing muzak playing in here—nice. But there's also a friendly-looking woman in a gauzy skirt gesturing to a couch. "I want to hear all about your life," she says, "and once we've done that, maybe we can progress in your mission. But please do make it interesting, I want to be entertained!" Your insurance will cover this visit, but what BAPHL relic will cover the challenge?

The College Dorm Room: Hmmm...there's a pack of grumbling frat bro guards in here in hemmed bedsheets and laurel crowns—apparently they wanted to throw a toga party today, but their bosses haven't provided anything to drink. If you could find a way to kick off a celebration, you could likely sneak by!

The Speakeasy: Two despondent guards (where did the villains *find* this lot?) are miserably guarding this hooch parlor's teleporter, lamenting that their large builds and thick 20s style accents have limited their hiring opportunities. They need to discover what they truly want to do, but how can you find their hidden talents when they don't have any ideas, either?

A Lobby at MIT: OH NO! It's the most dangerous threat of them all—not guards, but a group of puzzle-loving nerds who haven't had an in-person solve in years! They look ready to kill you and use your blood types for a meta. You need something to occupy their time so they won't make a jigsaw out of your internal organs!

The Inner Sanctum: You've reached the final chamber, and the Coffee and Donut are in reach! But the villains have prepared the scariest trick of them all to protect them: there's a stern English teacher (she even has *pencils in her hair*) frowning at you, and she demands to hear an excellent piece of creative writing before she'll let you by. This is it—make an ode to Dunkin', and the prize is yours!

You've done it! The Coffee and Donut are safely back in your hands! But there's nothing in this room to prove who was behind this crime—unless, of course, you missed something as you were traveling through the lair? Look back over the blueprint to see if there's a message hidden away, and you'll learn the name and motive of the evil force that set about to ruin our fun. Share that name and motive with us, and you'll officially be members of the Baystate Alternatively-Powered Human Legion!