

# The Dungeon (S2, E1)

**Rev:** Hey everybody and welcome to Season 2.

**Tass:** Dun dun duuuuuuuuhh!

**Rev:** Bloop! Bloop! Bloop!

**Rev:** So for Season 2 We've got a couple things to talk about. We have leveled up once again. First, we would like to welcome the newest member to our team, Nyx. Nyx is our wonderful webmaster. If you go to [TheCritshowPodcast.com](http://TheCritshowPodcast.com), you will see a brand new site that she has been working very hard on. So, we would like to welcome her and thank her for all of the hard work that she has been doing.

**Teej:** Thanks, Nyx.

**Jake:** Thank you!

**Rev:** Also, we are proud to announce that, as of today, The Critshow is a proud member of the NerdSmith network. NerdSmith is a network of podcasts and live streaming shows that work to create a safe place for all of nerd kind. So, we've joined a network. Well, what does that mean? Well, the first thing, and I can't stress this enough, nothing changes. Where you listen to the show, how you interact with us, how we produce the show, none of that changes. Nothing at all. So, if nothing really changes, well why are we joining? Well, it's twofold really. First, we believe in what NerdSmith stands for because we want to ensure that there is a seat at our table for everyone. And second, because it gives us a creative pool of people to work with, artists and writers, musicians, a support system of creators of all types that will take some of the things off of our plate. So, we can focus on doing what it is we love to do. Creating this content. That also gives us the opportunity to create some interesting new content with them. Now, nothing on our Patreon changes. You can still go there and support us and get access to Hero Salad and Investigate the History, but you also now have the opportunity to support us through NerdSmith at [NerdSmith.org](http://NerdSmith.org), where we will be creating some exclusive content with them as well. NerdSmith has creator coins, which you can purchase monthly, which gives you access to all of their exclusive content and you can select to give your creator coins to The Critshow. And with every coin we get, we get access to special rewards, show posters, new shirts, enamel pins, all kinds of things that they will design and produce for purchase on their site. In fact, you can actually head over to [NerdSmith.org](http://NerdSmith.org) right now and see the page that they've created for us. Some of the other cool things about NerdSmith

is that they have some sponsors that we can team up with and we actually have our first one. Our first sponsor with them is Die Hard Dice. So you can head over to Die Hard Dice right now and use the code "critshow" at checkout and get 15% off of your first order. And then later this week, we'll also be giving away a set of Die Hard dice. So head over to Twitter. Make sure you follow us on Twitter, so you can see that contest and enter for your chance to win a set of Die Hard dice, um, they're awesome dice.

**Tass:** They are. They are so good.

**Rev:** I actually had just bought a set a couple weeks ago, so... So, we'll talk about NerdSmith more in the future. But, the last thing I want to mention is that they have a program called 'Nerd Alerts' where you can purchase a message, I believe it's like 300 characters and we will read it off at the start of the show. And you can specify a date and we will try to honor that, as well as if you want to have it read by a specific character or player. There is a little comment section--.

**Tass:** That's so good.

**Rev:** You know, if you want Damian to wish your buddy "Happy Birthday", or T.J. to congratulate your co-worker on their new scientific discovery, or Ferguson to wish your GM "good luck" on their first session, you can head over to NerdSmith.org for information about how to purchase a 'Nerd Alert' and see all the other services that NerdsSmith provides.

**Tass:** That's going to get a lot of Jingles action.

**Rev:** Oh, I hope so.

**Rev:** So, now to go in a completely different direction, though. You know, this is the beginning of Season 2.

**Teej:** Mmhmm.

**Rev:** So, I think that we should take a moment of silence for a couple of the ideas from season one that just didn't make it.

**Teej:** We talking about an "in memoriam"?

**Rev:** Yeah. The first "in memoriam" at the beginning of Season 2 is the shopping music.

**Jake:** Ooooh... It did not live.

**Rev:** It had--it had a good run. It was a nice idea, but--

**Jake:** Do I need to make "in memoriam" music, for this now?

**Rev:** I mean, we could also possibly have "in memoriam" music for Jake's "in memoriam" music that he was supposed to make, because at the time actually that everybody is hearing this, Jake will be in Hawaii.

**Tass:** Oh, that's true.

**Jake:** Oh, yeah, okay. I was--I said that and then I went, "Why am I giving myself another job I have to do, right before I leave.".

**Rev:** Yeah. And then also I think the other silence is for "The Crit-Corner" where we originally were talking about the crit-stories that people had sent in and we were reading them.

**Tass:** It honestly took me about a three count to s--The what now?

**Rev:** You know, life just moves fast sometimes.

**Teej:** It really does.

**Jake:** A lot can change in a year.

**Rev:** It's true.

**Jake:** But, I like to think that we've grown.

**Rev:** Yes.

**Teej:** In other good ways.

**Jake:** In other ways, so...

**Rev:** Because, you know, as they say in comedy, "They can't all be gems.".

**Tass:** It's true.

**Rev:** Some of these ideas, you know, they didn't pan out, but others, we still love and will hold on to. Speaking of things that we love and we'll hold on to. I do want to take a moment to thank all of our Patreon supporters. This discord community has grown in a very wonderful way. They make me smile every day. If you were on the fence about joining the Patreon and you know, you've listened to 'Hero Salad' and you've listened to 'Investigate the History' and you're not quite sure. I promise you it is worth it for the community. You go on to the discord and people are talking about show theories, trading recipes showing off their pets, even setting up Monster of the Week games of their own to play online. It is an awesome community and we would love to have you. And along with that we would like to thank our new patreon subscribers. Scott R, Vebora R., Andrew M., Ryan F., The Portrait Dude, welcome Wes. Belinda G., Trouser Mouse, sounds super cute also kind of dirty.

**Jake:** Lil' bit.

**Rev:** And Drake R.. So, thank you, to everybody who has joined us over the last few months on the Patreon. It is a blast to have you around us. It's such a great community and it brings us a lot of joy and a lot of amazing random laughs and fan art throughout the day. So, I suppose without any further ado, it's time to begin the second season.

**TITLE:** Season 2, Ep. 1: THE DUNGEON

**Rev:** The three of you step into the portal. There is a sensation of falling, but it's not physical. It's everything. It feels like your soul is falling out of your body, your brain is falling out of your head, your body is falling off of a building. It is free-fall in every sense of the word. And you rush towards this white light as you fall and then there's darkness and you have a feeling of aches and pains and it's dark and you can hear very shallowly the sounds of other breathing and it stinks.

**Teej:** Tass?

**Rev:** Tass, you hear a voice in the darkness.

**Tass:** Oh, God, yeah man! I think we fell into to--I don't ev--I don't even know, a gym locker or something. It's awful in here.

**Rev:** And you can feel the ground underneath you is kind of soggy and the voice that you hear is about 40, 50 feet away, but it's also got a little bit of an echo behind it.

**Tass:** Um, I don't think we're near each other. I'm going to try to get up and feel my way around. See if there's a wall or anything near me.

**Rev:** Yeah, so, you get up and you start to move around and it's a little squishy. Everything you touch is very gross. It's like Homer reaching under the couch. Which, I know is one of T.J.'s favorite bits Where there are sharp things and then hard things and then things that your hand just squishes through. You can hear flies buzzing.

**Tass:** Hughh! Oh, this is gross. Oh, it's so gross.

**Teej:** Jake, are you here?

**Jake:** Yeah. Yeah, sorry. I'm just trying to get my bearings.

**Rev:** Yeah, and Jake, you can feel that whatever this grossness is around you, like you are just laying in it. But, in the distance, as you start to move, you can see just a very faint light about 30 feet to the east.

**Tass:** Do you guys see that?

**Teej:** Yeah.

**Tass:** OK. Let's try to converge.

**Jake:** I want to get up and try to move towards that light.

**Teej:** Yeah, same.

**Rev:** You all start to move from your individual spots, towards this light. And as you get closer, you can start to make out your surroundings a little bit. It's an earth floor and there is just rotten food and old bones and discarded plant life. It almost seems like a room that is just all compost. You can tell for certain there is some waste in here as well.

**Jake:** Where the hell are we? What is this?

**Teej:** Did we go to the hell dimension? Is this where my grandfather went, is hell dimension?

**Tass:** I'm calling it. We're in a giant mouth. We're in something's gross big giant mouth.

**Teej:** Ughh

**Rev:** So as you all start to get closer to the light you can see some figures coming out of the darkness. T.J. roll 'sharp'.

**Teej:** That would be a 7.

**Rev:** All right. Now let's take a step out of the game for just a second. It is time to make your new characters for this new world. I've talked about this a little bit in the past. I had the idea that when you guys go to different worlds, they're going to be different games. And, T.J.'s 'sharp' roll was how well the teleporter worked. So, T.J. got a mixed success.

**Tass:** Oh my God.

**Rev:** So, that means that you can either pick your class, or your race and the other one will be decided by a die roll.

**Jake:** Whoo, kay.

**Tass:** I love it.

**Rev:** On a full success, you get to pick both. On a fail, you would have picked neither.

**Tass:** Oh God.

**Rev:** I suppose before we get any further into this I should say that the game this world takes place in is 'Dungeon World' by Adam Koebel and Sage La Torra. So if you are listening at home, that means that, at least, for part of this season, we're going to teach you a new game. Now, does this mean that we're not playing Monster of the Week anymore? Absolutely not. These gentlemen have the ability to go back and forth. So, we will still have our main story set in Monster of the Week. But while they are here in this world, they will be running with Dungeon World rules.

**Jake:** Nice.

**Tass:** Hype.

**Rev:** So, the classes you have to choose from, if you so choose to choose your class, as opposed to a role for it.

**Jake:** What a sweaty sentence.

**Rev:** Was a lot of "chooses". The Bard, the Cleric, the Druid, the Fighter, the Paladin, the Ranger, the Thief and the Wizard. Now, there are a ton of other expansions out there for this, but right now, we are just using the standard playbook that you get.

**Tass:** OK. How many is that?

**Rev:** There are eight.

**Tass:** Eight, ah haha.

**Rev:** So if you want to roll your class you roll a d-8. And I should point out that the races are actually dependent on the class. So, not all classes can be all races. So, with each class it gives you, "hey here are the races that can be this."

**Tass:** Got it.

**Rev:** The races are Human, Elf, Dwarf and Halfling. There's also a Half-Elf, but you actually have to take that as your first move. If you are a human, or an elf some classes give you the option for your first move to be half-elf and it gives you the bonus for both.

**Tass:** Interesting. OK, can we pick the order of this. Like, can I say, yes I want to pick one of them and you know whichever one will be left to chance, roll that, discover what it is and then pick the other thing?

**Rev:** Oh, so you want to, like you want to roll something before you pick the other one.

**Tass:** Yeah.

**Rev:** Yeah, I think you guys can do it however you want.

**Tass:** OK. Cool. What do you guys want to do?

**Jake:** I mean I feel, like, I can't speak for all of us, but I feel like I should pick my class.

**Teej:** I'm a child of chaos. So can I just roll for both.

**Rev:** Only on a fail. I mean, I guess I can't stop you from having the way that you decide. The second one being handing you the book and you rolling and counting over.

**Tass:** Can we roll it and if we don't like--.

**Rev:** No.

**Jake:** Roll it again.

**Rev:** That makes it even better.

**Jake:** Tass do--do whatever you're gonna do and then, you know, based on that--like if you want to pick your race and roll your class and you end up with this whatever kind of class.

**Tass:** Right.

**Jake:** Then I can pick something to complement--

**Tass:** Yeah

**Jake:** --that and flesh out the party and then I can roll race and then...

**Tass:** Yeah, then I think I'm gonna take a wild card here and do roll for class and then pick my race based on that.

**Rev:** All right. So, roll something you don't have on hand, a d-8.

**Tass:** That's a 3. What does a 3 get me?

**Rev:** All right. So Tass, with his 3, you are the druid.

**Tass:** OK. What is a druid allowed to be?

**Rev:** They can be elf, human, or halfling.

**Tass:** OK, I'm going--oh come on, there's no doubt. I'm going halfling.

**Jake:** Yes. Good choice.

**Rev:** Ok. So, you get a move based off of what your race is, so what is your halfling move?

**Tass:** Halfling move. Let me look this up. According to the druid page, if you select halfling, "I sing the healing songs of spring and brook. When you make camp, you and your allies heal one d-6.

**Rev:** OK.

**Tass:** Cool.

**Rev:** All right. So who's next?

**Teej:** I guess I will go.

**Rev:** OK. So how are you going to do this?

**Teej:** I've decided to go with picking the race first.

**Rev:** OK. So what race do you want to be?

**Teej:** I would love to play a dwarf.

**Rev:** All right. So essentially you're going to roll even or odd because a dwarf has two options. You can be the cleric or the fighter.

**Teej:** I will roll this D-6. Odds are fighter, evens are--what was it? Cleric?

**Rev:** Yep.

**Teej:** And it's one. So, yeah, I will be a fighter then.

**Rev:** And what do you get for being a dwarf, T.J.?

**Teej:** "When you share a drink with someone you may 'parlay' with them using CON instead of CHA." Which I assume means Constitution instead of Charisma.

**Rev:** Cha, cha, cha, cha!

**Teej:** Cha, cha!

**Tass:** You can drink instead of having chaw with them.

**Rev:** Oh, gross.

**Teej:** Gross.

**Teej:** So, I assume that has to do with the fact that dwarves drink a lot and it's their sort of merriment way of handling each other.

**Rev:** Yeah. And 'parley' that's one of the moves we'll get to--the basic moves, here in a little bit. But, 'parley' is when you, essentially, have leverage over an NPC and you're trying to convince them to do something for you. All right, what about you, Jake?

**Jake:** I'm going to do the Bard, I think, because we need magic and we need a face and the bard, in this, can do both.

**Rev:** OK. And so, uh, roll for your race.

**Jake:** Yeah. So a bard can be an elf, or a human. I'm going to say evens for elf and odds for human. And that is a 4. So I will be an elf.

**Tass:** What's your elf thing do?

**Jake:** "When you enter an important location, your call, you can ask the GM for one fact from the history of that location.

**Tass:** Nice.

**Rev:** Okay. So remind us, real quick, what do we have at the table now?

**Tass:** We have a half fling Druid.

**Teej:** We also have a dwarven fighter.

**Jake:** And an Elvin Bard.

**Rev:** We've taken a couple seconds here for these guys to generate these characters. So let's go around the table, real quick, and let us know what your hit points are and your stats and what your moves are.

**Tass:** Yeah. Do you want to talk look too?

**Rev:** Yes, absolutely.

**Tass:** Very cool. So, um, you know, just like Monster of the Week and many of the other Powered by the Apocalypse, it has kind of a list of suggestions, or a blank you can fill in. But, I like some of these. So, I've got braided hair, wise eyes and weathered hide clothes. And part of the Druid thing is that they have some kind of feature that is always there and it has to do with their homeland, which I'll get down to here in a sec. But, there's a big list of these of examples too, like their eyes are gemstones, or they have a forked snake tongue, or whatever else. There's just, you know, infinite possibilities depending on what you pick. And so since I'm kind of going to go with a mountainous terrain, I'm going with ram horns.

**Rev:** Oh, OK.

**Tass:** This is a halfling with perpetual, curling, bighorn-sheep horns.

**Rev:** So, no matter what shape you're in--

**Tass:** Yep.

**Rev:** Whether you're yourself, or whether you turn into a snail, you've got big ram horns.

**Tass:** Exactly.

**Rev:** Excellent.

**Tass:** I could be a little robin with ram horns.

**Rev:** Good, good.

**Teej:** What happens if you turn into a ram? Do you have like double ram horns?

**Tass:** Double ram horn, baby. Oh yeah.

**Rev:** Big order of double horns. I went with +1 strength, 0 dex, +1 constitution, -1 intelligence, +2 wisdom and 0 charisma. Um, and so that gives me 19 hit points overall.

**Rev:** Ok, real quick. You said you have 19 hit points. How did you come to that number?

**Tass:** Oh yeah. So this is kind of one of the more complex things on this, is that actually all of the stats start with an overall number value. And then those number values translate down into what our modifiers actually are, the +1s and -1s and so on. So for mine, for that druid, the hit points are 6 plus your overall constitution value. Which mine is 13. So that's what gets me my +1 and so 13 + 6 gets my 19.

**Rev:** OK. So, yeah that'll be the case for everybody as they talk about their hit points. That they're taking the the actual value then adding whatever their class modifier is.

**Tass:** So, the moves that just automatically come with this starting out are really cool. One of them is called 'Born of the Soil'. You automatically get to transform into pretty much anything that is from your land. So, if it's, say the desert, you get to be desert creatures. The one I picked was the towering mountains as listed on the sheet. So stuff like rams and vultures and mountain lions, things like that. So while I can turn into stuff from the mountains, I also get to use a move called 'Studied Essence' that allows me to spend some time with new animals and be able to put them on my list, so to speak. Like, if I'm hanging out with alligators in the swamp for a while, I can take some time and study them and add that to the list and stuff like that.

**Rev:** Oh, okay.

**Tass:** I get one called 'By Nature Sustained'. I never need to eat or drink. Nature just does it for me.

**Rev:** Holy crap.

**Tass:** Yeah. Right. So anytime that there's like moves that have to do with rationing and things like that, I just, I can ignore it entirely. I also get a move called 'Spirit Tongue'. So the grunts barks chirps and calls of the creatures of the wild are as language to me. I can understand any animal native to my native land or akin to one whose essence you've studied. I actually took a second to look that up, because I'm like, What do you mean by that? And kind of unanimously they have listed that as like, "OK if you can talk to a Robin that's up in the mountains usually, yeah you can still talk to like a cardinal from the forest. I mean they're--They're small birds. There's no real big discrepancy.

**Rev:** Okay.

**Tass:** Just because I can talk to say, a mountain lion, doesn't necessarily mean I get to talk to a house cat, because they're still--they're more or less the same species, but they're wildly different in what they--

**Rev:** Yeah.

**Tass:** --really are and do and how they act.

**Rev:** Okay.

**Tass:** So, that's more of a you decision.

**Rev:** Oh, okay.

**Tass:** You know, once we get down to it, like, "Hey yeah, you can talk to a condor, but you're trying to talk to, you know, a hummingbird now." You know, stuff like that, it's up to you. And my last big one here that I start with is 'Shapeshifter' and that details how this all works. So I roll 'wisdom' when I have a moment where I want to turn into an animal for a specific purpose. On a 10+ I get 3 hold. 7-9 hold 2 and on a miss I still hold 1 in addition to what ever the GM says. Not really sure what that means exactly.

**Rev:** Yeah.

**Tass:** I think that's some sort of repercussion on your part. And so I can take on the physical form of any species that I have from my list or my homeland. And as I do moves that have to do specifically with being that animal, I check off those hold and once they're gone I just turn back to my normal form.

**Rev:** Okay.

**Tass:** So, yeah that is the halfling Druid.

**Rev:** All right.

**Teej:** Ok. So yeah my Dwarven fighter. The look of him is that he's Stout, is that he's as wide as he is tall, which in this case is probably 4'x 4' something like that. Um, he has very eager eyes. His hair is quite neat. That was just like one I came up with, because they only give you like three choices.

**Tass:** So he's very prim and proper then.

**Teej:** Yeah.

**Tass:** I like it.

**Teej:** I want to think that he is. And then his skin is unblemished. He has twenty five hit points. His strength is +2, his Dex is at an even 0. His constitution is +1. His intelligence is +1. His wisdom is 0 and charisma is -1. So, his first move is called 'Signature Weapon' and it gives you a couple of choices as to what the weapon is. You can either pick a sword, an axe, a hammer, a spear, a flail, and fists. And I would love to pick fists, but my last Dwarven character was a monk. And yeah I figured I should probably stay away from that. So I'll go with I think a flail. It's either hand, reach, or close. Guess I will go with close. And then I get to choose two enhancements now it could can have hooks and spikes, serrated edges, glows in the presence of one type of creature your choice.

**Tass:** Oh that's so cool.

**Teej:** Yeah. That'd be really cool. It's huge. It's versatile, which actually adds an extra range to it if I wanted to. That actually sounds really cool and then well crafted which means it gets like -1 to weight. I'm gonna go with versatile so I can add that extra range and I'm thinking it's kind of like Simon Belmonts whip-chain from the cartoon on Netflix, where he can like press a button and it whips out a little bit. So I'm thinking maybe a flail has like a mechanism in it and so all I have to do is press, like a little button whenever I want to and it can--.

**Rev:** The chain lets out some.

**Teej:** Yeah. Chain lets out a little bit. I think I also want it to be well crafted, so then it'll be a -1 to my weight. And then I get to choose the look of the weapon, is it ancient, unblemished, ornate, bloodstained, or sinister. I'm gonna go with ornate. I like good looking things.

**Rev:** That's fair.

**Teej:** And then my next move is called 'Bend Bars, Lift Gates' which sounds like a--.

**Jake:** Is that his name? That sounds like a dwarven name.

**Tass:** That sounds like a na--yeah.

**Rev:** Or, it sounded like the Hulk reading from a book.

**Tass:** \*his best Hulk impression\* Bend bars, lift gates!. It's either that, or it's a Chinese like, uh, martial arts move you know kind of like Crouching Tiger, Hidden Dragon.

**Rev:** It's like from the Iron Fist books back when they used to name every move that he was doing.

**Teej:** Yeah.

**Jake:** Yeah.

**Teej:** When you use pure strength to destroy an inanimate obstacle roll plus 'strength' on a 10 plus choose 3 on a 7-9 choose 2. And then my last one is very simple. It's 'Armored'. "You ignore the clumsy tag on any armor you wear."

**Tass:** Oh that's handy.

**Rev:** All right.

**Jake:** So, my character has a fit body, joyous eyes, wild hair and traveling clothes. He's got 0 strength. +1 dex, +1 constitution, 0 intelligence, -1 wisdom and +2 charisma. So the Constitution score results in 21 hit points and his starting moves are: Arcane art. "When you weave a performance into a basic spell, choose an ally and an effect." I can heal. I can give some damage forward. I can clear some effects, or basically aid another. "Charming and Open", when you speak frankly with someone, you can ask their player a question from a list. They have to answer it truthfully and then they can ask you one from the list and you have to answer truthfully. 'Bardic Lore'. You can choose an area of expertise: spells and magics, the dead and undead, grand histories of the known world, a bestiary of creatures unusual, the planer spheres, legends of heroes past, gods and their servants.

**Teej:** Good Lord.

**Jake:** I'm going to go with spells and magics. Especially, because this seems like we're gonna be in a magic world now and I'm the magic person of the group. "When you first encounter an important creature, location, or item, your call, covered by your lore, you can ask the GM a question about it." And then the GM gets to ask you why you know that. And I have to make something up.

**Rev:** That is something, and we'll talk about this as it comes up, but I love this game because it's going to lean on you guys a lot to generate the world. Like, I have the stories in my head, but a lot of the stuff is me going, "Yeah. So, what is this? Tell me about it."

**Jake:** And then 'A Port in the Storm'. When you return to a civilized settlement you visited before, tell the GM when you were last here and they'll tell you how it's changed since then.

**Rev:** So, as you all step out of the shadows into this light, what you see standing there talking with the voices of your friends are a halfling with a big set of horns, a dwarf covered in thick muscle and a very tall worldly looking elf.

**Tass:** Guys, I think we fucked up.

**Teej:** What do I look like?

**Tass:** You're a dwarf.

**Jake:** Like a Dungeons and Dragons dwarf. Like a fantasy dwa--

**Teej:** Oh, shit! You've got years dude.

**Jake:** I've always had here's, what?

**Teej:** Yeah, but your ears are--.

**Jake:** I'm feeling them.

**Rev:** Yeah. You got these big pointy ears.

**Jake:** \*Gasp\*

**Tass:** I think by now, I've found the horns. Oh, God! Oh, God, what am I?

**Rev:** Yeah, and in this moment--

**Tass:** Am I a goat?

**Rev:** --you're starting to notice, you know, especially Tass and T.J., that you didn't really feel odd in this world. Now, suddenly you realize how close you are to the ground and

how tall Jake looks and everything is kind of strange and again you get this little bit of vertigo sensation as your brain kind of adapts to the world that you're in right now.

**Teej:** Oh, God.

**Tass:** What do we do with this?

**Jake:** I don't--I thought we were going to be us.

**Tass:** Yeah, like Elnor.

**Jake:** Where--what happened to our bodies?

**Tass:** Maybe they're in--in this--

**Jake:** Are they in the garbage?

**Teej:** Oh God.

**Tass:** Oh my God.

**Jake:** I'm gonna run back in there and try, like, root round.

**Rev:** Um, so, here's our first roll for this. Roll 'Discern Realities'. 'Discern Realities' is "When you closely study a situation, or a person, roll wisdom. On a 10+ you ask the GM three questions from the list below. On a 7-9, ask only one and you take +1 forward when acting on the answer." This essentially is our new 'Investigate a Mystery'.

**Jake:** This is great. First roll the game. My worst stat, uh, 7.

**Rev:** Okay. You get a hold 1.

**Jake:** I guess, what here is useful or valuable to me? My corpse?

**Rev:** So, as you are digging around in here, trying to find what is useful or valuable to you, you actually come across everything underneath this pile of garbage that is listed on your characters equipment sheet.

**Jake:** My starting gear, I get to pick a musical implement. They've all got little descriptions so, like your father's mandolin repaired, or a fine lute, a gift from a noble. I'm gonna go with a song book in a forgotten tongue.

**Rev:** Oh, okay. I can't wait to hear these songs.

**Teej:** Yeah, I was about to say, if you pick like a recorder or something, that's something you have to stick in your mouth, after it's been in this garbage.

**Jake:** Leather Armor which is just 1 armor, a worn bow, a bundle of arrows and a short sword and 6 uses of halfling pipe leaf.

**Rev:** Real quick, Jake, what is halfling pipe leaf?

**Jake:** Halfling pipe leaf, as far as I can tell, is just fantasy weed. So you--you have a number of uses and you expend two uses, two charges, to get a +1 forward to parley, which is like when you've got leverage on someone, roll charisma.

**Rev:** I see, I see. Oh, two charges because one for you and one for them.

**Jake:** Yeah. Because you have to smoke them out so one--one for you, one for them.

**Tass:** Now this is the--this is the D&D version of, "You cool man?"

**Jake:** Everybody better get real cool with some shit, real fast.

**Rev:** So, yeah, as you root around inside of the garbage you find all of this equipment. You just seem to innately know that this is my stuff.

**Jake:** I don't see our bodies, but I think I found my gear.

**Teej:** This is amazing. I'm gonna start rooting around where we were, as well.

**Tass:** I'll go back to where I woke up and look around, like he did.

**Rev:** Yeah, same thing, about two or three feet away from where you woke up. You find all the gear on your list.

**Teej:** Cool. Then that means I have scale armor. I also have a shield and I have a bag of 22 coins. Sweet.

**Jake:** Loaded.

**Teej:** Yeah.

**Tass:** I found some poultices and herbs, um, hide armor. And I think I actually kind of huff as I pick up a spear. Well of course. Of course it is. And I'm going to walk back over to them.

**Jake:** Is it THE spear?

**Tass:** It is not. I have to assume.

**Rev:** It looks remarkably like it. It is not the spear. You can tell that it feels a little different, but it's just like a different artists rendition of that spear.

**Jake:** All right. So kind of--I mean, like our spirits made it through and maybe some of, like our, you know, essence or whatever. If you've got the spear still.

**Tass:** I guess. I mean, yeah. There's gotta be something to this. This is nuts. This is nuts!

**Teej:** Is there any way that I can, like think about the idea of the portal and maybe about what could have gone wrong, or what it is that--.

**Rev:** Yeah absolutely, I think that--.

**Teej:** I'm trying to figure out where our bodies are in this case.

**Rev:** Yeah.

**Rev:** So, I think that you can 'Discern Realities'. As you're looking around this room, you know, as you're talking to them, seeing how they're different, but there are some elements that seem familiar about them and so that is just again 2, d-6 + 'wisdom'.

**Teej:** Okay. That's another 7.

**Rev:** All right. You get a hold 1.

**Teej:** I want to know what happened here recently.

**Rev:** So, as you're sitting here trying to figure out, "Gosh, what is this?" You notice that the device that you made to track isn't there and it's part of your physical body. You know that you had it on you and you kind of look back over your shoulder as you think about this. And on the far wall, very faintly, shimmering, you can see an energy field and there is blast marks coming out of it. And as you inspect, you can see that they are aimed at the three locations that you all woke up. And so that feeling that you all went through when you stepped through the light of--this sense of falling and vertigo and being pulled apart. You think that something must have gone wrong, that some calibration wasn't right. I mean this was your first test run of it, but that your spirits got sent out of your body and into bodies that were already here.

**Teej:** Guys, I think we're in some other dude's bodies. These aren't ours.

**Jake:** Well, yeah.

**Tass:** Wait. Really? I thought we just transformed. Like, come on, if we went through like this I would be a halfling. Come on. Look at me.

**Teej:** No, these--this is someone else. I'm someone else, you're someone else, Jake, Tass, you're definitely someone else.

**Jake:** So, where are our bodies. Just back on the other side?

**Teej:** I don't know that.

**Rev:** Just in Rev's possession getting Weekend at Bernie's-ed around?

**Tass:** Oh my God! Is this Ninja turtles 3?

**Rev:** Oh shit. What if, like some dwarf is making some sweet machines back at our place? That'd be awesome.

**Jake:** Oooh.

**Tass:** Oh, my god.

**Rev:** About that time you guys are starting to have this conversation, everybody is kind of freaking out and being a little loud and from further away in the darkness you hear.

\*Animal like sounds, high pitched groaning and breathing\*

**Teej:** You guys heard that right?

**Jake:** Yeah.

**Tass:** Yeah.

**Jake:** That sounds like an animal.

**Rev:** It sounds animal-ish, to what you've experienced in life so far.

**Tass:** Can I use--essentially what i'm trying to do here is, like 'Discern Realities' to see if that sound I'm hearing is, um, some kind of creature.

**Rev:** Oh! Like something that you would--

**Tass:** Yeah, that I would know the language of.

**Rev:** Okay. So this--you know, this actually gets us into the topic of the playbook moves. So for instance Tass, you have the move that allows you to communicate with animals. And so this is something for everybody actually at the table, that when you come across these moves at a point when they would be useful, you just innately know you have these abilities when that moment arises.

**Tass:** Okay.

**Rev:** So, I think that you hear this creature down the hallway and because you know that you can communicate with animals, you know instantly this is not an animal. Because, you can understand them and you can understand anything that this creature is saying.

**Tass:** That makes sense. Thank you. Ok, guys. I'm gonna try something and I want to bear down. I want to see if I can transform into a grizzly bear.

**Rev:** All right. Roll it.

**Jake:** I'm going to bear down and bear up. Let's do this.

**Tass:** And since we're at the start of a new season.

**Rev:** Yeah.

**Tass:** I, of course, have to bring it in with, what's probably going to be a wildly unpopular die choice--

**Rev:** Oh, no.

**Tass:** --is I have my, um, what do they even call em, like the cylindrical die--

**Rev:** OK.

**Tass:** --Dice set.

**Jake:** Not the round ones.

**Rev:** Oh, good.

**Rev:** Yeah.

**Jake:** Not the round ones.

**Teej:** Thank goodness

**Rev:** Nothing can ever be as unpopular as the round dice.

**Tass:** Somebody even called out--I shared a picture of that in the Discord.

**Rev:** They did.

**Tass:** They were like, "I see those." Okay. Here we go. With my +wisdom, that's a 7. So that gets me a hold 2.

**Rev:** Tass just \*makes a sound like someone reverse pooping\* and shifts into a bear.

**Jake:** Jesus Christ.

**Teej:** Holy shit. Don't eat us, please.

**Tass:** \*Gruff voice, you know, like a bear\* It's still me. I'm just in a bear now.

**Jake:** Well, go eat the thing.

**Tass:** Well, we don't know what it is and I'm going to stalk forward and try to see what's over there.

**Teej:** I'm going to go with him.

**Rev:** Oh, you know what, Tass, I think you're gotta tell me, what does this bear look like? Because, we have already established in the prologue that animals don't necessarily look the way that we're used to. We have seen in the prologue an owl that is essentially colored like a parrot. So, what does this bear look like.

**Tass:** So, I think it's very much, you know, shaped like a grizzly bear, big Kodiak kind of brown bear. But, the coloring is a little different. It's more of a gray, almost into a light blue.

**Rev:** I was picturing blue for some reason.

**Tass:** Good. OK, well bright cerulean now--no. No, I think it--I think it is at a glance it's like, that's grey, but in full bright light would see that almost tints of, like comic book blue, kind of, down the spine and around the feet and the thicker areas of fur.

**Rev:** Awesome. So, there is the light source that you guys had walked towards before in this room. It is up on the wall it is a crystal that is glowing. So, you're going to basically pass under this and then passed it and out of this space to go towards this sound.

**Jake:** How high up is that light?

**Rev:** Six, or seven feet up, just hanging.

**Jake:** I'll pluck it and hand it off to T.J.

**Teej:** I'll take it.

**Rev:** All right. So, you guys start to head down out of this room again. The smell here is so strong, it is all over you. And you go down about 20 feet and you see another glow coming in a direction and there is a gray figure with a club, holding up a torch. And you can see that it's trying to peer down in the direction you guys are coming from.

**Teej:** I'm going to lift the gem over my head. Hey! Who goes there!

**Rev:** It lets out a scream when you talk to it. And from further back behind it you can hear the scream echoed a couple times.

**Tass:** \*still gruff\* Uh, Oh.

**Teej:** Oh shit! Hey, sir, please don't do that. We're--we're--we're friendly. It's OK.

**Rev:** And it turns and runs back away from you down the hallway, towards the other voices.

**Jake:** All right. Problem solved.

**Tass:** \*gruff\* I've got a bad feeling about this. Do we follow or do we look for another way out?

**Teej:** Shit. Let's follow it. Maybe--maybe it will lead us to the way out.

**Jake:** This is just occurring to me. If we're in some other people's bodies, why were they wherever we are? Why were they in a garbage pile and in, whatever, the sewer or Something? Just a bunch of drunks.

**Tass:** \*gruff\* Yeah, that's--we'll have to figure that out I guess.

**Teej:** Having the best clear view of this thing, I assume because I'm up front and I've got the light and everything, um, is there any way to tell what kind of creature it is?

**Rev:** Yes. So, that brings us to our next move that everybody gets. This is another basic move called 'Spout Lore'. When you consult your accumulated knowledge about something, Roll 2, d-6 +INT and then you will get some hold.

**Teej:** Ok, I will do that. Oh shit. That would be a 12.

**Jake:** Nice.

**Rev:** All right. So, um, the way that 'Spout Lore' works is that on a 10+, I'm gonna tell you something relevant about what it is that you're looking into. And on a mixed success I will tell you something interesting, but It'll be up to you to make it useful. And then on a fail you just get it all wrong. And so, the way this is gonna work, just like with everything else so far, you're looking at this creature and it's like a mental Rolodex suddenly you're like, "Oh wait, I know what this is." This is a goblin and you know that they live underground in

packs and they're just kind of horde creatures that love to collect things and kill things and eat things. So, now I have a question for you. How do you know this information? Because, that is part of 'Spout Lore'. Where did you, in whatever life this body had before you, learn this information?

**Teej:** I learned it from my great, great grandfather. He would set me down as a young pup dwarf and he would sit me on his knee and tell me of the stories of the Dwarves and Goblins and all the underground creatures and everything like that. And one of the things that really interested me was the goblins and the idea that they're a pack mentality and that their society is based on almost like just sustaining themselves with garbage and almost like vultures. They--they just live off the land, off of dead things and everything in their culture is pretty awful.

**Rev:** So, I think that as you're looking at this creature and you're trying to figure out "What is this?" that's the memory you get, is you see this little dwarf child and a very old gray bearded dwarf with a book like showing him things and telling stories about, "Oh these are the goblins and they do this." And like you can see clearly on the next page is like some kind of a winged person with claw feet and a beak over their mouth, but your focus is on those goblins.

**Teej:** Yeah. Guys, I--I know what this is. It's a goblin. I think we can kill this and be OK, if we needed to.

**Jake:** Are they like evil are goblins evil?

**Tass:** \*gruff\* We're in fantasy realm here. What's the alignment we're looking at?

**Teej:** Yeah, they're pretty evil.

**Rev:** And you hear from down that hallway the returning sounds of many more voices.

**Teej:** And they're in packs too, so I think we're going to have to take care of these guys or something.

**Tass:** Before rushing down a hallway that I know where they are. I want to glance around to see if there's any more light, or anything from any of the other corners, to see if there's another escape route.

**Rev:** There is not. There's just this long hallway.

**Tass:** \*Bear\* All right. Looks like it's time to fight boys.

**Jake:** Okay, I'm just gonna draw and wait until I see one coming back around the corner.

**Teej:** And for some reason, I feel like I should get like right up front. Like, with the shield, the mail and everything, I feel like I could take some heavy hits.

**Rev:** Okay, So you guys kind of get into your stance and five of these creatures come around the corner together, all with torches and clubs.

**Jake:** May I loose an arrow please?

**Rev:** Yeah. So, here's our next move. This is called 'Volley' and this is when you shoot at an enemy at range, you roll DEX. And then the success level changes the options that you get to pick from.

**Jake:** All right. 9.

**Rev:** So, on a nine. You deal damage and you choose one of the following: You have to move to get the shot, placing you in danger. You have to take what you can get and you roll one, D-6 and subtract that from your damage. Or you have to take several shots reducing your ammo by one. And the way ammo works in this game is that it's kind of a nebulous idea. We don't count every single arrow, but you do have a marker for--for ammunition. You have essentially three dots. And so, if you pick that you lose some ammo, you remove one of those dots. Once you're out of dots, you're out of ammo.

**Jake:** Ok. So, my damage die is a D-6. So, I think I'm going to go with -1, D-6 damage and just see what happens here--

**Rev:** okay.

**Jake:** --if I--if I even make a difference.

**Rev:** And I actually want to take a moment to mention that a character's damage die is based off of their playbook. So it doesn't matter what weapon they're using, though I guess eventually they could get a weapon that maybe gives a +1 or +2 damage, but they're die that they roll is based off of the die that the playbook tells them. So, I do 4 and I remove 4.

**Rev:** So, I think in the panic of this moment you draw the arrow and just as you pull the arrow back to knock it and fire it, the head catches on your shoulder and just comes off and so you just hit it with a blunt arrow and it doesn't do anything.

**Jake:** Poorly constructed, poorly constructed.

**Rev:** Yeah, yeah.

**Teej:** You need to look at your arrow making.

**Rev:** So they are right on top of you, T.J. and Tass. What are you guys doing?

**Tass:** I want to try to take a swipe at one with my big meaty bear hand.

**Rev:** All right. So roll 'Hack and Slash'. This is when you make a melee attack on an enemy.

**Tass:** And that's where it's 'strength', right?

**Rev:** It is.

**Tass:** Yep. That'd be 13.

**Rev:** OK. What is your damage?

**Tass:** I get to roll one D-6.

**Tass:** Not a lot for a big, beefy bear.

**Teej:** Yeah.

**Rev:** His damage die doesn't change with his animal.

**Tass:** It doesn't. Not till later. There's some options for that.

**Rev:** Yeah, that's true.

**Tass:** 2 Damage.

**Rev:** Ok, so you hit the first one for 2 damage. And, I suppose we should point out that having a full success, you do not take damage from the enemy that you're attacking. T.J..

**Teej:** Can I hit all of them?

**Rev:** You know what? You can. So here's a rule that is different from Monster of the week. With hack and slash, you can choose to hit multiple enemies. The thing that you need to know is that when you hit multiple enemies, if they hit you back, I roll the damage of the highest enemy and then add one point of damage for everyone else that you hit. So essentially, they all turn and attack you in that moment. So if someone rolls a D-8 for damage and there are five of them you take a d-8 + 4.

**Teej:** Oh wow. OK. Um, yeah. I'll go ahead and do that.

**Rev:** OK. So roll 'Hack and Slash'.

**Tass:** Get a full success, please.

**Teej:** I will try. 5 and a 4 + 2. That's 9 and 2 is 11, baby.

**Rev:** All right. So you leap into the center of this rushing group of goblins and you let loose your flail. You push the button so the chain comes out. How much damage do you do?

**Teej:** According to 'Hack and Slash' I can either choose to NOT take the damage, or add a plus D-6 to it, but I will take the damage.

**Rev:** That's true you can choose to instead of avoiding all of their attacks. You can take their hits and add a d-6 to your damage.

**Teej:** Come on, baby, all tens and all sixes. A 2 and a 2. So 4 damage, I assume, is it for each?

**Rev:** That is for each.

**Teej:** Wow. But I'm gonna take some damage, now.

**Rev:** You are.

**Jake:** Lil bit.

**Rev:** So T.J. leaps into the group of the center of gray rushing goblins and he spins his flail around. This is a new thing, too. I actually have to roll dice. So T.J. you're going to take 6 points of damage plus 4 points of damage for the additional attackers. So you take 10 points of damage and you will subtract your armor from that.

**Teej:** Oh OK. I have 3 armor with my scale mail and my shield.

**Rev:** Ok, so you take 7 points of damage and all of these goblins go down.

**Jake:** Oooh!

**Tass:** Wow!

**Teej:** For real?

**Rev:** Yeah.

**Teej:** Well, that was easy. They are pushovers.

**Tass:** Is it safe to say that I used a hold to do a big vicious bear attack, or...

**Rev:** No, because you don't do any additional damage as a bear right now. I think that anything that you could do normally, won't cause the use of a hold--.

**Tass:** I see.

**Rev:** Unless it's like you're trying to 'Discern Realities' as an eagle and we think there's a reason for that to give you a bonus, that might be a different story.

**Tass:** Sure. I dig that, okay.

**Rev:** You know, I think you're still a bear right now.

**Tass:** OK. Cool, cool, cool.

**Jake:** I want to see what these Goblins got on em.

**Rev:** Torches and clubs, unfortunately.

**Teej:** I assume they're just wearing loin cloths.

**Rev:** They're barely wearing anything at all.

**Jake:** I'm going to take a torch, though.

**Rev:** Okay.

**Jake:** I don't--I don't have any light source, so.

**Rev:** All right. So mark that down in your inventory. Same thing with you, T.J., for that light-quartz that you took.

**Teej:** Done and done.

**Rev:** Nice.

**Tass:** Was there another light-quartz? You sa--I know that there was light coming from the hallway.

**Rev:** It was the light of the torches.

**Tass:** Oh OK. Then I'll probably--how does this--how do I loot in animal form.

**Rev:** I don't think you can.

**Tass:** That's fair.

**Rev:** Yeah.

**Teej:** I assume you just tear at it with your claws until you find the bones.

**Tass:** That's how it is described too, just for the things that are on me when I do transform. It all just melds into the form.

**Rev:** Yes.

**Tass:** But, I don't think I could just--.

**Rev:** You don't just drop everything--you can't just absorb stuff.

**Tass:** yeah, put my mouth on it and it's in me now.

**Tass:** \*bear\* OK. Let's, uh, let's keep moving.

**Teej:** Oh, man. I'm not feeling well you guys, look at this. I got cuts and bruises. You know what's great, is that I have really thick skin now, but--but at the same time this kind of still hurts.

**Jake:** Ok, so I think that while he's talking about how hurt he is and I'm looking at how hurt he is, this is going to sound meaner than it supposed to be, I feel compelled to sing.

**Tass:** What!?

**Jake:** Because, one of the effects of my arcane art is when I weave a performance into a basic spell I can heal somebody. So, I think just seeing him being damaged and my instrument being a songbook in a forgotten tongue, that I just look at him and I'm like, "AHHHHH!". And it just starts to come out of me.

**Rev:** OK.

**Jake:** And I'm going to try to heal you. That is an 11 so I roll a D-8. 7.

**Rev:** And what did you get on that 11. Like, what was your success--.

**Jake:** So, on a 10+, they get the selected effect which is from a list. So, it could be heal one D-8 damage, uh, a +1 D-4 forward to damage, their mind is shaken clear of one enchantment or the next time someone successfully assists them they get a +2 instead of a +1.

**Rev:** Okay.

**Tass:** Nice.

**Jake:** So, on a full success, they just get one of those, on a 7-9 they get one, but I draw unwanted attention, or my magic hits other targets as well and that's your choice.

**Rev:** Oh cool. All right. So, T.J., you are healed 7 points.

**Teej:** Then I am healed completely then.

**Jake:** Can we say--I assume that the language in this is, like common. Right. So my song with being in a forgotten tongue.

**Rev:** Yeah.

**Jake:** Can it just be American English. And we don't realize that we're not speaking American--

**Rev:** Yes

**Jake:** --English until I start singing a song from home--

**Rev:** Yes.

**Jake:** --in English.

**Jake:** On the condition that, I got to hear this healing song.

**Tass:** Yeah.

**Teej:** Mmhmm.

**Jake:** It's, uh--God, I hate you so much.

**Tass:** \*A la Smooth Criminal\* I'm gonna heal your body. Gonna make it super Goddy. Yeah!

**Jake:** Oh boy. No it's "Cut to the Feeling" by Carly Rae Jepsen.

**Teej:** I'm not familiar with that song, why don't you give us a sample--

**Jake:** Why don't I pull it up on Spotify and play it for you later, T.J..

**Teej:** Okay.

**Jake:** Lay off me.

**Rev:** What you don't realize is that, later on, you know, part way through season two, we're actually gonna take the time to make a healing songs of Jake playlist. We're gonna need to keep track of all the songs that you're singing and what they do.

**Jake:** Yeah, it's just like the six notes like the, Uhhhh, uhhhohhhh, Ohh, OHH ohh! \*A la Carly Rae Jepsen\* That's how I heal one D-8 damage.

**Tass:** I like it.

**Teej:** Okay.

**Tass:** \*bear\* I guess, let's keep moving.

**Rev:** So, you guys start to head further into this cave and you've got your light-quartz now and you've also got the torch and you're starting to see where you are. It is, it's just a cave. It is natural occurring. As you move through here, the smell is not nearly as bad. You see a bunch of marks, of like wheels and things like that. So you get the sense that they drug stuff down in there to get rid of it, that that just is where they put their trash. You head a little further down and you come to a very large opening a big cavernous room that has a hallway that goes off to the left as well as something that goes north. Weird that I chose left to north. What are you gonna do?

**Jake:** It just occurred to me that I said I was carrying a torch and also had an arrow knocked and that makes no sense. So, I'm going to say I have the torch and my short sword instead.

**Rev:** Okay

**Tass:** \*bear\* I have no earthly idea. Pick one and see what happens?

**Teej:** As a dwarf. I feel like I would have some kind of underground type knowledge. Would I be able to figure out which way to go from this?

**Rev:** You can roll a 'Discern Realities'.

**Teej:** I would love to do that. I think I do.

**Jake:** You rolled a D-10.

**Teej:** I did.

**Rev:** That's--we're going to have to be on the look out for that so much.

**Teej:** Yeah. let's try that again. 9.

**Rev:** All right you get a hold 1.

**Teej:** What here is useful or valuable to me?

**Rev:** So as you start to look around, you can hear some sounds from the north, but you can see that there is a ladder that actually goes up. And then to the west you see almost no tracks at all. You have seen a couple of these goblin tracks now and there's nothing going that direction. And you can smell something from down that direction that is very musky. It is dense, it is heavy. But, as you're looking down that hallway, trying to kind of get a sense of which of these options would be the best one to take, you actually notice that on the west wall there is a crack that has a large rock in front of it. And it seems like this crack would be big enough for a person to fit through. And there is a breeze coming from it that does not smell as stale or stagnant as everything else in here does.

**Teej:** Guys, I think I know the way out here. I want to 'Bend Bars, Lift Gates' this boulder out of the way.

**Rev:** OK, so roll it.

**Teej:** All right. And this is off my strength, which is my best stat, because I'm going to need it for a 10.

**Rev:** What do you get on a 10? I get a hold 3 and I get a list of four things. "It doesn't take a very long time." "Nothing of value is damaged." "It doesn't make an inordinate amount of noise" and "You can fix the thing again without a lot of effort."

**Rev:** OK. So what ones are you gonna pick?

**Teej:** I'm gonna go with the first three. It doesn't take a very long time. Nothing of value is damaged and it doesn't make inordinate amount of noise.

**Rev:** All right. So this is just strength based and so T.J., is like, "Yeah, guys I think over here, there's something in this crack." And He waddles over to this big boulder and he just pulls his fist back and dead punches it in the center and it crumbles and there's a little bit of noise, not a lot, but he just shatters this boulder that is in front of this.

**Tass:** \*bear\* That was cool.

**Teej:** Yeah, definitely won't be fixing that anytime soon.

**Tass:** What are we seeing here?

**Rev:** It is just a crack into the darkness.

**Teej:** I'm gonna stick my light-gem into the crack.

**Rev:** You can see that the passageway inside of this crack has a fairly steep decline and that it curves to the left. So you can't see very far down, it may maybe 20 or 30 feet.

**Teej:** Ok, well then I'm just going to go in. It smells much better and Gandalf always said follow your nose.

**Jake:** It's just single file through this thing?

**Rev:** I don't think that Tass is gonna fit.

**Tass:** Oh, is it--is it pretty obvious then, how small it is?

**Rev:** Yeah.

**Tass:** Yeah. I think I will just--just drop the form and lose those hold.

**Rev:** Okay. So, the three of you squeeze into this single file. What's your order?

**Teej:** Me first.

**Jake:** I'll go last.

**Tass:** I'll stay in the middle.

**Rev:** All right. So, you guys work your way into this and start to climb down and it's almost like if you've ever been spelunking. You're grabbing on to pieces of rock that are there. This is totally naturally formed and you don't think that there's been a lot of traffic through this. And it takes you about three or four minutes to get down, but you do come out into

an area that has a little bit of moss growing and you can see a clear pool of water up ahead.

**Jake:** We're still in a cave?

**Rev:** Correct.

**Jake:** Okay. Well, this didn't get us out. I don't know about you guys, I was hoping that this would get us out.

**Teej:** Well it smelled the cleanest. I--at least, not as bad as everything else around here. I'm gonna check the pool of water see if there's anything floating around on it.

**Rev:** So as you start to approach the pool with this light-crystal, looking around, you see something moving underneath the water. And the water starts to move and ripple as this huge form puts a hand out onto the edge and starts to lift itself out. And you can see that it's got this green skin covered in scales and it's got these big eyes that are completely milky and white and as it raises out of the water it makes a few loud sniffs and with each one the sniffs become slower and more deliberate, until the final sniff turns its head in your direction in a low rumble fills the chamber as it bares a set of large jagged teeth and lets out a roar.

**TBC:** TO BE CONTINUED

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