

Flames in the Deep (S2, E3)

INTRO:

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Rev: I got to say, I am excited. Like, there is something that I want to get to, but I feel like it should wait until the last thing, because it will propel me through the rest of this intro. And, I know that Tass knows which one it is. So, I'm going to go through the other stuff first. So, the first thing is that we want to welcome Syndactl. He is a good friend of mine that I met at Gen Con. He is on our Discord and he is also the moderator on our Reddit page, and he has made our Reddit nice and beautiful. So, if you are a Reddit person you can head over to /r/thecritshow and see the new layout and the little things that he has been adding. It's very cool. He's got a bunch of things set up so that they just happen.

Tass: That's so awesome. Thanks man. For like, joining the team. We appreciate it.

Rev: Yeah. Also, just a reminder that we have the Die Hard Dice giveaway. That ends this Friday. So, you can find the link on any of our social media. I believe it is the pinned tweet on Twitter and it is a three question little quiz about our new Web site. Also, actually the thing I want to mention too about the new Web site is that Nyx has been doing an awesome job. If you go there, you know, she's got all of the fan art up. She's got all of our different things. She's got bios, she's got even pages now created for each individual episode. So, if you go to the "listen now" and you click on the episode, it'll take you to a page for that episode that might have some art on it. It has a personalized player for that episode and it also has in the cases of the ones that we have finished, the transcripts. That was a big thing for us for the Patreon. So you can go there to the individual episode and you can also download the transcript now, for anybody that that would be helpful for. So it's really interesting to read after having played it and go back and just, oh look some of the ridiculous things that we have said or done in print.

Teej: It's going to be sent to the Library of Congress eventually.

Rev: Oh, no. Someone's going to print him out as a big dumb book.

Teej: As evidence against us.

Rev: This is the last thing, this is a thing that I'm super excited about. Big props to Tass for having this idea. So, we talked last week that we wanted to have a get together after Gen Con and we said, yeah, after the live show on Saturday, it gets done at 6:30, we're going to do some kind of a get together so people can have a drink, have--have some snacks and of course, every place around town is going to be just packed solid. Because it's Gen Con. Tass has set it up so that if you're coming to Gen Con and you want to hang out with us after the live show, meet some other people who listen to the show, meet us have a drink, have some snacks. It'll be taking place at the IRT, which is the place that the IPT is modeled after. So, we will be having this in the lobby of The Critshow's IPT, which is frickin awesome.

Tass: I'm so excited about it. Um, you know, I set up this meeting with the real Margaret.

Rev: Yeah.

Tass: Because, she actually is in charge of, you know, any extra stuff that's going to come in and out of the building. And, you know, I set up the meeting. I was kind of nervous about the whole thing. And, she comes down with all her official stuff and says, "OK, what--what exactly is it that you want to do? And I kind of explain it. And, just in kind of an irritated huff, she just closes the notebook and is like, "Well, that's fine. Just tell me when." It's like, oh my gosh I'm so--I'm so happy, I'm so excited.

Rev: Yeah. So, this is a very short walk from the convention center. It's like a block away, really, once you get passed the parking garage. So, my hope is that this can kind of be our yearly tradition, because how awesome is that that we get to have our kind of meet-and-greet for the listeners, in the place that you guys work in the show. So, I will be putting up very soon a RSVP system for that and we'll have Rachel post it on all of our social media. I'll also mention it here next week. But, we need to obviously have a headcount, so we know what kind of stuff to bring, make sure everybody gets something to eat, something to drink, et cetera. So, be on the lookout for that. If you do not have a ticket for the live show yet, I believe that there are maybe a dozen left. So, make sure to grab that. If you aren't able to come to the live show, but you're going to be at Gen Con, you're still welcome to join us at the IRT, just make sure that you RSVP. A lot of initials. That you RSVP when we send out that link.

Tass: And, O.M.G., we're bringing KFC if that's OK.

Teej: But only if you RSVP A.S.A.P..

Tass: OK. T.J..

RECAP: THE RECAP

Rev: Yeah, so, you throw this torch right at the creature's eyes. It flinches back and it actually staggers backwards and ducks back down into the water.

Teej: Yeah. I'll lead the charge towards the--the tunnel.

Rev: As you're all standing behind this boulder, Jake, with his sharp eleven eyes, can see down into this next room and there is an even larger pool of water. And, you see two or three figures, very large, moving around it.

Jake: Roughly water troll size?

Rev: Yeah, you--you could say that. So as you fly up into this room from the cave, it's a fairly long room and there are bars around half of it. And inside of the barred off area you can see a dozen or so figures, wearing rags, sleeping on the floor. And next to the gate on this cell are four of those goblins. As they get these hits off on you, you do crush them backwards and it juices them through the bars.

Tass: Uggahh!

Rev: As you transform from your rat form, but you're moving faster than you realized, and you split between Jake and T.J. and you tumble down the shaft that the ladder is in and hit the ground at the bottom. I think that you are still getting used to this and you sing your song of buffing and you see the two waking up goblins kind of flex and then you hear the very loud ringing of a bell.

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Rev: This bill echoes through the chamber. The prisoners start to panic inside of their cell. Can you throw a big heavy thing in front of that hole in the wall or something. Go like

rip off a--you're strong dwarf. Go rip off a door off its hinges and throw in front of the thing.

Teej: So, yeah I want to take a part of the cage and I want to rip it off and try and use it as sort of a, um, as a block for this tunnel. I just want to put it up against the tunnel and just jam it in there.

Rev: You know, normally I think I would probably have you roll Defy Danger with strength, but actually this is a good use of 'Bend Bars, Lift Gates', so roll that.

Teej: Cool.

Tass: While he's doing that I'm looking at anybody they're going, What was that? What was that?

Rev: PRISONER: It's an alarm they sound when there's danger.

Teej: No problem. 12.

Rev: All right. That gives you hold 3, what are your picks?

Teej: It doesn't take a very long time. Nothing of value is damaged. And, uhh, you know what? You can fix the thing again without a lot of effort. Just in case we have to go out that way again.

Rev: All right. So, you pull this off fairly quickly and there are some loose hinges and pieces of broken metal and you jam them into the cement on the side of this wall and cover the hole. It is leading into the next room.

Jake: OK. Hey prisoners, let's get the hell out of here, I guess.

Teej: Does anybody know the way out?

Rev: PRISONER: You just covered it.

Jake: That's the only way out?!

Rev: PRISONER: Well, which way did you come from? We could go that way.

Jake: We came up a ladder.

Rev: PRISONER: That's all that's in this room. That door and the ladder.

Jake: So, that's--that's where they normally come in and out of?

Rev: PRISONER: Yeah.

Jake: All right. So this is like, uh, it's like an iron bars type thing right? The door that he just put over it?

Rev: Correct.

Jake: Can I just start pot-shotting through the iron bars with my bow?

Rev: There's nothing there yet, but you could kind of post up and be ready.

Jake: Yeah. I mean, I will do that. I will nock an arrow and be like, I don't know what to do except just kind of pick out them through the bars here.

Teej: I'll go to the side of like the the doorway, as it were, and I will, if anybody is able to get passed, grab any goblin head and smash it with my mace.

Rev: Yeah. So, you're able to get up next to it. You've, you know, removed the wall that was essentially right by the door and that's the piece that you used, we'll say, so that you can get your position there.

Teej: Cool.

Tass: I want to transform into a mountain dragon, that can shoot mountain fire.

Jake: I've heard of those.

Rev: Isn't that Pepsi's new.

Teej: Mountain Fire?

Rev: Magical Flavour Mountain Fire.

Tass: Yeah. No, I--I honestly think I am, um, just standing back with the prisoners like just trying to be between whatever is coming and them.

Rev: So, from the darkness in the next room, you start to see purple and blue energy spheres appear.

Jake: This seems not like the goblins we fought before. Is it something I can shoot?

Rev: Yes.

Jake: OK, I'm going to try and shoot with a 9.

Rev: All right, you get a hold 1.

Jake: I have to move to get the shot. I guess, I imagine that I'm not quite lined up properly with these bars and so I've got to scoot over to do my, 4 damage.

Rev: All right. You nock this arrow and you see these balls of energy start to form in the darkness and you take a couple of steps forward to adjust and you let the arrow off and it flies through darkness and hits between two of them and you hear a low kind of grumble. But, one of those balls of energy leaps at you and you take 9 points of damage.

Jake: Holy hell!

Rev: Armor defeating because it is magic.

Jake: Oh no.

Rev: So, T.J., you have just seen your buddy get blasted by some magic in the other room.

Teej: Yeah. I want to take a look around the corner. Is there still one of those magical balls there still?

Rev: So, T.J., you know you just saw Jake get hit by one of these orbs of energy. So, as you peek around the corner the other ball of energy leaps in your direction.

Teej: Yeah. If I can, can I block with my shield and maybe stop this guy from hurting me?

Rev: Yeah, actually, you can. So, roll 'Defy Danger' with 'Constitution'. This is an interesting option for this game because it lets you defy danger just by basically sucking it up and taking it. Like, prepping yourself to take a big hit.

Teej: Ok. Uhh, that's a 7.

Rev: Ok. So, you can block with your shield against this ball of magic, but it is either going to destroy this wooden shield. It is going to knock you backwards and you're going to have a -1 forward for your next action, or the energy is going to disperse and some of the fallout is going to hit those around you.

Teej: I think I'll go with numero uno.

Rev: Ok. T.J. lifts his shield to peek out at the magic and the other ball comes flying through and you see his shield explode and he's just kind of standing there, but there are no more glows in that room now. Tass you have seen both of your friends get hit by magic now.

Tass: And this isn't something that's up against the bars that I could just reach there and stab.

Rev: Correct. This is something in another room in the darkness.

Tass: I want to throw my torch through, to see if it'll light up and see what's there.

Rev: All right. So, I think you're going to have to roll 'Defy Danger' with 'dexterity' to throw this torch through the bars.

Tass: Okay. What does it like a--what does like a 5 like, what does like a 5 do at me?

Rev: It gives you a point of experience.

Tass: It does!

Rev: So, Tass rears back and pitches his torch, not thinking about the fact that he is the furthest back from everybody. T.J., you take 4 points of damage as Tass's lit torch bounces off of the bars and onto your beard.

Teej: So, that's NOT armor defeating.

Rev: It is armor defeating.

Teej: It is armor defeating, okay.

Rev: Yeah. Damage from unnatural sources, not weapons, falls and things like that do defeat armor.

Teej: Copy that.

Rev: But, you are a little on fire, right now.

Teej: I would like to put out said fire on my beard.

Rev: Yeah. I think that's problem. You're able to kind of lay down and roll around and get that fire put out. So, Jake, you see fire over your shoulder and then on T.J.'s face and then T.J. rolling around on the ground.

Jake: This is bad. This is going to go bad. T.J., could you just go back up there and rip it back off the opening, please?

Teej: Yeah, I'll just go ahead and rip that thing right off of where I put it.

Rev: Yeah. So I think since you had chosen 'easily fixed' as one of your tags before, that that's no problem. But you are--you know you're putting yourself right up against these bars, so if anything comes at you, like how would you want to deal with that?

Teej: Uh, god! I guess I'll just bare down and take it.

Rev: OK. So roll 'Defy Danger' with 'Constitution'.

Teej: Uhhgg!. That's a 5.

Rev: All right. So, you are able to get it out, um, but as you do, you hear this very loud series of footsteps and you pull backwards on the bar and as you do a bear hits against the bar and knocks it and you to the ground and it is standing on top of this and growling down at you.

Tass: I think my initial thought is, I can do that, and I would just want to be bounding toward it trying to transform into a bear.

Rev: All right, roll it.

Teej: Oh, please don't fail.

Tass: I handily did not fail. That is a 13, give me 3 hole.

Teej: Thank you.

Rev: OK.

Tass: My horny bear form. No that's not--.

Rev: Ooh boy.

Tass: Is that not what I should...?

Rev: Be a long year of that. So what are you doing?

Tass: Yeah, if I can, I want to club this thing.

Rev: Roll 'Hack and Slash'.

Tass: 9.

Rev: All right, what's your damage?

Tass: 4.

Rev: You also take 4 points of damage.

Tass: Ooooh. I don't wanna.

Rev: And, uh, T.J. takes 1 point of damage as two bears start to have a fight on top of him.

Teej: I want to get out from underneath this somehow. Probably by pushing one of these bears off of me as much as possible with the bars.

Rev: All right. So roll 'Defy Danger' with 'strength' to force this off of you, with them on it.

Teej: 5, again.

Rev: You try to give a push off of this and their weight on top of you is just too much and you are not able to get out from underneath, at this moment. But, back in the darkness you see two more of those orbs appear. Jake.

Jake: I mean seeing those two fresh orbs and having been kind of hit by this, I'm trying to figure out what this is, what this encounter is that I'm having, what we're dealing with.

Rev: Um, Yeah. OK. So, I think that this would trigger your 'Bardic Lore' and you don't have to roll that, right?

Jake: Correct.

Rev: OK. So, as you're thinking about like what--what is this. This information rushes into your brain and you know the look of the spell. It's a wizard's fireball spell, but it's slightly off. Like the color isn't right. And it seems like it's out of control, somehow. Like, the person casting it doesn't have mastery over it, or like they might be tapping into something that's dangerous, or they don't quite understand. And that might explain why it's not the color you think it should be.

Jake: And you also get to ask me, what tale, song or legend that I've learned that information from.

Tass: Oh, my god.

Rev: Excellent. So, what do you know this from?

Jake: There is a children's story a fairy tale, "The Tale of the Woeful Wizard" who loses control of his magics and and all of the shenanigans--it's played like a joke like, aww shucks, you know, like an Urkal situation for that wizard.

Tass: But people are on fire.

Jake: But it rings true in this moment.

Rev: Are his fireballs the same color as the ones you see right now?

Jake: So, from page to page in the book they are colored differently.

Rev: Ohh!

Jake: And so I remember that, because I always wondered "why", as a kid. Like, why were these--were they supposed to be kind of different magical effects, or different levels of control he had on it. I didn't understand because it'd be like, "This one's kind of a maroon, this one's like a greenish, this one's kind of purposely. And, I thought, maybe the colorist just did a bad job in this book. But, now that that thought strikes me, I'm going to hope that wizards are squishy and I'm going to aim an arrow right between those two glowing balls of light.

Rev: All right. Roll 'Volley'.

Jake: Oh, hell yeah! 13. So, I do 5 damage.

Rev: So, Tass, you see Jake fire over you. T.J. is underneath you, having not a good time, but this bear is in grapples with you. What are you trying to do?

Tass: We already established that a bear would probably be too large to fit down the hole, down the ladder, right?

Rev: It'd be real close. Yeah.

Jake: Like, I'd have to wedge a man in and then start stamping.

Rev: Yes.

Tass: OK.

Jake: Yes. Yes, yes. Do it, yes.

Tass: Yes. If you can suplex him in there, that'd be great. No, I think what I want to do instead is essentially just like, get teeth around the nape of its neck and do a--do like a spinning throw to try to throw it at whoever's throwing this shit at us.

Rev: Yeah. Roll, um, 'Defy Danger' with 'strength'. Okay.

Teej: I was really hoping for upside-down bear.

Tass: Just Winnie the Pooh his ass?

Teej: Yeah.

Tass: That is a 12.

Teej: Yes.

Jake: Yeah.

Rev: So, you scruff this other bear and you spin and throw it and it sails into the darkness and you see that it hits in between the two spheres of magic and they blink out of existence. Then you hear kind of, *guttural yelp*.

Jake: What about the bear? Is the bear still...?

Rev: They're both in darkness now.

Jake: Do I hear anything? Do I hear movement in there, now?

Rev: Yes.

Jake: Sound like it's scrambling back to its feet or anything.

Rev: Yeah.

Jake: Shoot it again.

Rev: All right. You just gonna try to shoot in the same spot that you shot into before?

Jake: Oh yeah I can't--Uh--how does that work in this game?

Rev: I think if you're trying to shoot where you think it's at, I think it would be--I would have you roll 'Defy Danger' with your intellect, I think, to try to judge how far away and how low it is, now that it's been knocked to the ground.

Jake: All right. 4.

Tass: I can't wait to see what this arrow feels like.

Rev: So, Jake draws an arrow and steps forward pretty confidently, trying to fire where the bear was at last. And as he lets loose of the arrow, you hear the scuffling of this bear moving around and it passes through the air towards you Jake as the arrow goes into the

room and you can tell it is far off target. And this bear is on you now, and you take 3 points of damage, not armor defeating.

Tass: I'm going to yell, T.J. get Jake! And I'm going to bound into the darkness.

Teej: And I'm going to push that gate thing off of me and I'm gonna try and help my friend Jake by whipping this bears behind.

Rev: All right. So, T.J., roll 'Hack and Slash'. Tass, I think--how do you--how do you--you bounding into the darkness just checking things out? You...?

Tass: So, when I jump in, I think what I'm thinking is, I want to try to like smell out whatever was there.

Rev: Yeah, absolutely.

Tass: Because, I don't want it to get to its feet and start slinging that shit again.

Rev: Yeah. So, I think that'll cost you 1 hold, but a bear's sense of smell is strong enough that you could know exactly where this guy is.

Tass: Very cool.

Rev: So roll 'Hack and Slash'.

Teej: I received a 9 on my 'Hack and Slash'.

Tass: I received a 7.

Teej: The bear takes 6 points of damage.

Rev: All right. And you take 4.

Tass: I have achieved 5 points of damage.

Rev: You leap into the darkness and you find this target pretty easily enough and you sink your teeth down into it and you can feel that it stops moving inside of your jaw. The bear takes that hit T.J. and moves away a little bit and transforms into a goblin. Looks like it's in really bad shape.

Teej: I'm going to just finish it off because nobody bites my Jakey.

Rev: Alright. Roll 'Hack and Slash'.

Tass: That would be a 10.

Rev: Yeah. You, uh, you lay your flail into this bear, *goblin* it backs away and you swing the mace around and it catches it in the head as it has transformed and it explodes and falls to the ground.

Jake: God!

Teej: Just to let you know, I did 8 points of damage. So, yeah, I assume I caved in its skull somehow.

Rev: It needed 1.

Jake: Holy shit! That was way worse. That was the worst one yet. Is there more sound through that hallway?

Rev: No, it has died off.

Teej: Awesome.

Jake: OK. I'm going to sing the song of healing for all of us, so many times, I think.

Tass: I am just sniffing in the darkness and trying to, you know, I'm guarding this exit right now.

Rev: So, are you moving around in the darkness to see what's in here?

Tass: Um, yeah I think I am.

Rev: So, this room seems to be about 30 feet long and 15 feet wide and there is a closed door at the other end.

Tass: *Bear voice* Found the door.

Jake: Cool. Hold up.

Tass: And I'm just, yeah, I'm just waiting like at the door, paw on it like, just trying to hold it, in case anything might try to come through.

Jake: I need to heal me first, because I am very close to death's door.

Tass: You do you, Boo Boo.

Jake: That is a 12. So, I heal myself for 3, which is not good. Not enough at all. Can I--is this kind of D&D style. Can I just keep hittin this?

Rev: Yeah, I think so. Because, with every roll there's a chance that it can go wrong or you could attract attention, so...

Jake: That's a 10, that's 6. Man, I don't know how many times I want to keep doing this in here because every time there's just a chance that I screw it up again or somebody hears me or something. T.J., how are you doing right now?

Teej: I am not good.

Jake: Okay. I will direct my magic at T.J. and sing the song.

Rev: Alright, roll 'Arcane Art'.

Jake: It had to go wrong eventually. Uh, 5.

Rev: Tass, you are squared off against this door and it starts to feel very hot.

Tass: *bear* Uh, We got hot door. We've got a hot door. Oh God.

Jake: You guys wait here for the moment, to all the prisoners, because I don't know what's about to happen. I'll let you know when it's safe to follow us. Head towards where Tass is.

Teej: Same, but with my like gem out.

Tass: I want to just step back, like to the side of the door in anticipation of whatever this is going to be.

Rev: Yeah. You step away from the door. T.J. comes into the room with his light gem out and this room is illuminated and you can see that there is a desk and a small bed in here and there are symbols scratched all over the wall. It looks like by, like fingernails and also in mud. But, it seems like from the smoke coming out from underneath the door that it is on fire.

Jake: So, since I've recognized magical effects already in this dungeon, like the weird fireball spell, do I recognize any of these symbols? Would they be causing this fire?

Rev: Oh like a--like a trap or something?

Jake: Yeah, exactly like a magic trap.

Rev: Ok. Your 'Bardic Lore', you don't have to roll that, right?

Jake: Correct.

Rev: What you can see on the walls is, just that it is spells that someone was trying to learn or trying to make up.

Jake: OK. But, not like directed at the door or anything?

Rev: Correct.

Jake: That's just some normal-ass fire or something. I don't know if somebody set it. Do we want to open the door?

Tass: OK. I'll open the door.

Rev: You're able to grab a hold of it and pull it open without getting caught in the flames. But, outside in the hallway, there are two goblins with torches and they kind of look up at you because they're just holding the torches down by the bottom of the door.

Jake: Murder. Murder goblins. Yeah, I wanna shoot one please.

Rev: OK. Roll 'Volley'.

Jake: They're just trying to burn us in here. Uh, 8.

Rev: Ok. You get a hold 1. Guess I shouldn't be calling this hold. Really you have to choose one, because it's not a good thing, but I like that you have to hold a consequence.

Jake: I'll take what I can get and do -1, D6 damage, I guess.

Jake: All right.

Jake: So metal die is damage and glow in the dark die is the reduction.

Teej: Oh no.

Jake: So, I do--I do 1 and I reduce 6.

Teej: Somehow you healed him for 5 damage.

Rev: Some of your healing song is on the end of the era. Yeah. You fire the arrow and again you've just got a bundle of bad arrows because the head comes off mid-flight and just the wood shaft just pokes him in the shoulder and falls to the ground into the fire.

Tass: More kindling. Good.

Teej: I'm going to bum-rush the two of these goblins and I'm just gonna take 'em out.

Rev: Alright. Roll 'Hack and Slash'.

Tass: And I'm just holding the door open for everybody.

Teej: Yeah.

Tass: As a bear.

Jake: Go on.

Teej: Thank you. 9.

Rev: Alright. Roll your damage.

Teej: That would be a 5 for both goblins.

Rev: You take 7. But, they do both go down and fall into the fire and start to burn and it smells very bad.

Jake: Gross.

Tass: There are goblins everywhere. I hate how I sound like a bear. It hurts my throat a lot.

Jake: What can we see through that door? Is this just a long hallway ahead of us?

Rev: So, through this door is a wall with another door, But you can see that it continues on to your left.

Jake: Do we want to get these people now and just kind of have them follow us?

Teej: Yeah. But, before we do that can I--can I get some healing. I'm not feeling very good.

Jake: Yeah, I'll sing the song. That is a 10 and you are healed 7 points.

Teej: Oh, thank you.

Tass: I hate to say it, but I'm hurtin as well.

Jake: Alright. I mean, yeah.

Tass: Yeah I know, I know.

Jake: This is what I'm good at. This is my job so I'll do it. No I won't. That's a 5.

Tass: Oh, no!.

Rev: So, as you're standing in this corridor, one of the doors opens across the hall and more goblins come pouring out. Attracted by the song.

Teej: How many more?

Rev: Five more.

Teej: Fuck.

Jake: God. I'm gonna fire an arrow as I ask, should we close this door and bar ourselves in and go a different direction or what? 6, God!

Rev: As Jake steps forward to fire off this arrow at the goblins, he takes 3 points of damage. The fire on the floor is spreading and he is standing in it.

Jake: Armor defeating, then?

Rev: Yeah.

Teej: So, I'm gonna step up to these guys, but I'm going to hit about half of them. So, maybe about the three on the left? I just don't want to draw every single one of their attention.

Rev: Ok. Roll 'Hack and Slash'.

Teej: Come on ten! OK. Yes. Yes. 11.

Rev: Alright roll your damage.

Teej: That would be 4 damage.

Rev: Three of the five go down.

Tass: Then I'm gonna bound in past him and essentially try to grab one in my teeth and crunch and slam it into the other one.

Rev: Okay. Roll 'Hack and Slash'.

Tass: 7.

Rev: Okay, roll your damage.

Tass: Awww, 2.

Rev: You take 6 points of damage. Jake.

Jake: I'm going to go ahead and sing the healing song for Tass. I can see that he's pretty messed up right now, so...

Rev: Roll your 'Arcane Art'.

Jake: No I'm not. Holy shit. Snake Eyes.

Rev: Tass, you hear Jake start to sing behind you and it seems to feed the fire. Like, as his voice gets louder the flames start to get higher.

Tass: He's putting too much oxygen in the air. Oh no.

Rev: And as the fire fills the room you take only 1 point of damage. But now this whole room is a blaze.

Tass: Oh good. Oh no. All at once.

Jake: That's my bad I accidentally sang "Ring of Fire" instead of the...

Tass: Oh, Jesus!

Jake: Oh, and I--I assume it would go without saying, that I would take a step backwards out of the fire. I had walked into..

Rev: Yes, yes. As you then spit more hot fire with your lyrics on to Tass.

Teej: I'm just going to take my flail and take both out.

Rev: All right. Roll 'Hack and Slash'.

Teej: Yeah. That's a 12.

Rev: Okay roll your damage.

Teej: Uh, 10.

Rev: Yeah. They both collapse into the fire. This hallway is getting hot and very smelly.

Jake: Okay, so I'm going to go back and tell these people like, hurry up this hallway is catching on fire, we got to move through a quick, we're running out of time! Ho ho ho ho ho ho. I sing my beautiful song and they are all wooed.

Jake: That's not--that's not an effect.

Rev: Oh, okay.

Jake: Oh, no wait! That is an effect.

Rev: Oh God.

Jake: I have a thing called 'Charming and Open', when you speak frankly with someone-- well you can ask 'em a question. I don't need information out of 'em, I just need 'em to do something.

Rev: All right. So, I think, um, Jake, roll 'Parlay' to try to charm these people. This is a dangerous situation. They've seen fighting and bears and magic and fire.

Jake: 13.

Rev: Yeah they are wooed by your beautiful song. What song do you use to charm people?

Jake: I think this has just got to be one that I'm kind of making up on the spot I'm like, *sing songy* Oh, well, the fire is hot, and the cave is dangerous, but we move to safety now.

Rev: I like this. I like that some of them are set pop songs and some of them are just you explaining the situation.

Tass: *sing songy* I am panicking and we have to do this thing!

Rev: Yeah. So, they agree to follow you. You lead them through this room and you are all out in the hallway. So, to the north of you is the rest of the hallway, there is a door. And in this hallway on the way there there are two more doors one on the left and one on the right.

Jake: Is there anything through the door that those goblins spilled out of. Is it just like a room?

Rev: If you want to peek your head inside of there, it is a--it's just kind of a mess. It is bunks and trash and it looks like a place where they were sleeping.

Jake: I feel like we should just move quietly past these doors, wherever this hallway goes. I can't imagine one of these random doors, off of the hallway, is the exit, right?

Teej: I don't know.

Jake: Well let's just start creepin.

Teej: OK.

Rev: Paint me a picture here. What's going on. You're--you've got a group of about a dozen people now.

Jake: I feel like I'm probably third in the order with the people. No, I'll be in the very back. So the people in front of me, but like so, that I'm still kind of offering words of encouragement and, you know, keeping them calm as we go. But if there's something behind us, at least it's not one of them.

Teej: And I'll lead the way.

Tass: And I'll be behind him.

Jake: Just kind of quiet and sneaky Scooby-Doo like.

Rev: Alright. So, T.J., I think that you're going to roll 'Defy Danger' with 'dexterity' to try to quietly lead this group.

Teej: Alrighty. 8.

Rev: So, you can sneak everyone through and get down to the door at the end of the hallway, but the fire behind you is going to start to spread faster now that the door is open and it's getting more oxygen and it's getting into all of the kind of tattered pieces of clothing and stuff that the prisoners were sleeping on. Or, you're going to start to go down and realize you're just too loud and you're gonna have to remove your armor to do it quietly. Or the movement of the group is going to draw some attention from the closed

doors. You don't necessarily believe that they will come out in your direction, but there will be more people roaming around the building.

Teej: I think I will go with the first one, with the fire--.

Rev: Spreading faster?

Teej: Yeah.

Rev: Okay. So, you get down to the end of the hallway and there is a door there, but everyone has made it.

Teej: Awesome. I'm going to--is there a keyhole or anything?

Rev: Yes.

Teej: Could I peek through the keyhole?

Rev: Yeah. You peek through and you just see a big open room and a bunch of empty beds for lack of a better term. But, it's piles of cloth and it's very similar to what you've seen the goblins sleeping in so far.

Teej: Gotcha. I'm going to open up the door and just peek on inside.

Rev: So, as you creak this door open and start to look around inside, the first thing that you notice is there is garbage piled from floor to ceiling next to the door. It is creating a wall and you can see that they've essentially dug through this garbage to make hallways to move into. And you can see that this garbage goes almost all the way to the end of the room. There is a passage on the left side, but then on the right side it opens up. You can't see what's there, but the room is mostly clear on the right.

Teej: I'm gonna step on in and see if I can see the rest of this room.

Rev: So, you come around the corner of this partial garbage wall and there is a hole in the ceiling on the far right side of the room with a bunch of ropes going up.

Teej: Is the ceiling still stone?

Rev: The broken ceiling or...?

Teej: Yeah.

Rev: Yes.

Teej: Okay. Shoot. It seems like this might be a way out. I'm going to try for the rope..

Rev: Okay. What's everybody else doing, as T.J.'s just gone into the room.

Tass: Yeah. I mean, is the fire still spreading down the hallway towards us?

Rev: Oh yeah.

Tass: Yeah, I mean, I would peek in too, to make sure there's not any other goblins or anything else in here, and...

Rev: Yeah, I mean, T.J.'s already gone into the room--

Tass: Right.

Rev: --and he doesn't seem to indicate there is anything.

Tass: So, yeah after I have acknowledged that as well, I'm opening the door to usher people in, so they're not, you know, burning horribly.

Rev: Okay.

Jake: I'll help usher them in from the back and then once we're in there, close that door.

Rev: Okay. So, you close that door and T.J. goes over to investigate the ropes hanging down. So, what are you doing? You just start climbing up them?

Teej: Uh, no. I want to look up the hole, see if they're attached to anything, like a bell or anything. Just in case.

Rev: That would be a great trick.

Jake: Yeah! That would be a great trick.

Rev: No, they are attached to a another ceiling that you can see about twenty five feet up.

Teej: Awesome, I want to test the rope and then if it's good enough, I will start climbing.

Rev: Okay. What's everybody else doing?

Jake: I suppose getting close to the base of those ropes and waiting. See what he discovers.

Tass: Yeah, cause if he explodes, I don't want to go up it.

Rev: Yeah. All right. So, T.J., to get up this rope, you're not trying to do it stealthily, you're not trying to sneak up, you're just trying to climb the rope?

Teej: Correct.

Rev: Alright. So, uh, roll 'Defy Danger' with 'strength'.

Rev: That is a 6.

Rev: So, T.J. starts to climb up the rope and it's a little gross. Like everything in this room. And his hand slides off of the rope and he falls backwards and lands on the ground. You take 2 points of damage armor defeating and from behind the very large garbage wall to your left,.

Rev: GRUFF VOICE: Who's out there. What's going on out there?

Jake: Oh sorry. One of the--*in a goblin tone*--one of the garbage things fell over. Don't worry about it, chief, I got it. I'm cleaning up. You don't need to--don't worry about poking your head out or anything.

Tass: And with the bear paw, I am just hushing everybody.

Rev: You start to hear footsteps coming down the previously mentioned left garbage hallway.

Jake: Uh, is there, kind of a way to block line-of-sight. Like, from where I think somebody is about to come out, is there a wall of trash or anything that I could shoo people behind so that when they step out of there, they're not--they can't see everyone.

Rev: You'd have to get them back out into the fire hallway. You could step into this hallway and stop them from being seen.

Jake: OK. Is there any clothing, any--any shit in here--I want to make a puppet. I wanna like make a goblin puppet, real quick, that I can put around the wall.

Tass: Everything here looks like the Labyrinth apparently. This is Jim Henson's Dungeon World.

Rev: Um, yeah. I think the hard part would be the actual goblin. Like, there is plenty of clothing and detritus lying around. You could use the dwarf girl I guess.

Jake: What, um--what kind of distance are we talking about here? How far does this thing have to walk? How long is the hallway? How big is the room?

Rev: You think about 10 feet.

Jake: OK. So, not far enough that--

Rev: You can construct an elaborate puppet?

Jake: Or that it would be ambiguous, looking at it from a distance.

Rev: Yeah, that's true.

Tass: Like, I can't turn into a floppy-eared Fox, with light behind me to shadow.

Rev: Right.

Jake: OK. I will step around the corner then, I guess.

Rev: What you see in front of you is a goblin about twice the size of all the other ones. He is wearing a stained apron and he's got a huge butcher knife.

Rev: THE BUTCHER: What're you doin in here? I knew you weren't one of mine, because they don't speak the common tongue.

Jake: *keeping the gruff voice* Oh, I'm one of the new hires. You don't remember? You brought me in to help--to deal with some of the prisoners, because like, I'm, you know, Elf and they're all kind of Humans and Elves and Dwarves and stuff. So you thought I'd be able to keep them calmer. You don't remember this?

Rev: Uh, roll 'Bullshit'. Um, I guess roll 'Defy Danger' with 'charisma'.

Jake: Okay. Oh God, please, please, please, please. 7.

Rev: All right. So, he is going to take a moment to consider this, but the fire is going to spread into the room, or he is going to take you to his boss to double-check your credentials. Or he's going to notice some of the prisoners behind you.

Jake: I think the fire is going to spread into the room.

Rev: Alright. So, you're standing there spinning this yarn to him about how you have been hired to help deal with the prisoners because you speak their language and you must be some kind of known tough. And, he's like.

Rev: THE BUTCHER: Oh yeah. I think I remember that.

Rev: But, you distinctly smell smoke coming from behind you now. And T.J., from the ground, and Tass kind of huddled with these people, you see that the fire has started to catch on the garbage walls.

Teej: I want to push the garbage walls onto this guy. I want to 300 this motherfucker, except with dead bodies, it's garbage.

Rev: So, you're going to get up from where you are and charge over to him and try to push this wall down.

Teej: Correct.

Rev: OK roll 'Defy Danger' with 'strength'.

Teej: Will do. That's 10-ski.

Rev: Yeah. So, Jake, you are standing there and you smell smoke and you hear kind of a *sound of a Dwarf running up to slam a garbage wall* and the wall next to you rumbles and garbage collapses in on this goblin and he is buried underneath it. And this area of the room is closed off. And, you see T.J. has just shoulder-checked this wall and he is kind of indented into the garbage.

Jake: Holy shit. OK. Now this room's on fire. We gotta get the hell out of here. Did you-- what's up the ropes?

Teej: I don't know. I fell. It's gross.

Rev: I want to drop bear form and try to adopt bat again.

Rev: All right roll it.

Tass: That's an 8 for 2 whole, er a 9 actually for 2 hold.

Rev: All right.

Tass: And, I just want to zip up into that hole and see what's there.

Rev: Ok, so you fly up into the hole into this next room and you see a very rickety throne and there is a goblin sitting on it. And, he is tapping a sword on the arm of the chair. And there are two pretty, heavily armored guards standing next to him very dutifully like they have a very important purpose. But, there's nothing else in here. There's nothing going on. There's just crap in the corners and flies buzzing around. But at the far end of the room you do see a large double door and around this room you see windows and there is light coming in.

Tass: *Gasp* Squeak!! And I'm gonna dart back down.

Rev: Okay.

Tass: There's like a goblin on a throne and some armored goblins next to him, but there's a--it's daylight. It's--that's the way out.

Jake: Shit. Ok. I'm going to try to climb the rope, I guess.

Rev: Okay.

Jake: I'm going to--I'm just gonna be like, I'm going to try to talk them down or something--I don't know. Or, distract them, whatever. Start getting prisoners up the rope once I'm up there.

Rev: How do you want to get up? Are you--are you using your strength? Are you using your dexterity to swing between ropes to get up? How you doing this?

Jake: I guess, I mean, I don't know. Just--you gotta muscle your way up a rope.

Rev: Okay. So roll 'Defy Danger' with 'strength'.

Jake: I will not. I will get a 2.

Rev: Jake starts to climb up one of these ropes and he slips and falls as well. And you take 3 points of damage, armor defeating, as you hit the ground pretty hard.

Jake: Holy shit! We're going to die in a fire in a garbage pit.

Rev: Yeah. And this fire is spreading more easily now that it has more garbage on the ground to feed.

Jake: What else--what other doorways were there out of this room?

Rev: Out of this room?

Jake: Yeah.

Rev: None.

Jake: Except the path behind the man that's buried?

Rev: Correct.

Jake: Is there anything you can turn into that can be like halfway up the rope and kind of tossing people? I don't--I don't fucking know you guys. I'm running out of ideas, I'm starting to panic, real bad.

Teej: What about an orangutan?

Jake: Mountain Orangutan.

Tass: There aren't those that the mountains. Is the hole big enough for, like a condor?

Rev: It's a fairly big hole. There are four or five ropes going out.

Tass: That's all I got guys, is I like Condor up and just huck people up, one at a time.

Jake: Okay. Do it. Get me up there first. I think I've got an idea.

Tass: Okay. I want to try to drop bat and try another form.

Rev: Alright. Roll it.

Tass: Uh, uhhh! I still get my 1 hold, but it is technically a fail.

Rev: And you get a 1 hold and then what else does it say?

Tass: On a miss, hold 1 in addition to whatever the GM says.

Rev: So, Tass you start to shape shift and you do get your one hold. But, you experience a very strange phenomenon. You are like the Hulk in this moment. Instead of all of your gear and your equipment and your clothing going with you, it is falling off of you and you are ripping through pieces as you grow into this giant condor.

Tass: Well, this is awkward.

Jake: It's going to be worse when you have to go back.

Tass: Oh God. All right. I'm gonna just try to pick him up by the arms and fly him up there.

Rev: OK. So what does this Condor look like?

Tass: Oh, um. So I think he is mostly pretty dark feathered except his flight feathers are the dark blue and his beak is also the dark blue.

Rev: Ok. So, the ramification of this, obviously being that you have kind of morphed into this thing and ripped through some of your stuff, you have one hold and I know your intent was to essentially help everybody out of here. You know, I don't know that we want to get too much into, "Oh is their bird big enough they can carry people.

Tass: Yeah.

Rev: So, I think that we'll count your hold as getting everybody out. That it will take some time it will take some trips, but just the kind of wear and tear on the wings or whatever. Once that task is finished, that's when your hold will go away. Because, I don't want to just say like, "Oh, yeah. It cost you 1 hold to get someone out of the pit", because then I think if we've had thought about that in an earlier moment you could have just become something else.

Tass: Yeah. No, I feel that.

Rev: Yeah.

Tass: Cool, yeah. I like that. That--that makes sense.

Rev: OK. So, you grab onto Jake's shoulders and you fly him out of the pit and you land on the ground and the goblin is there on his throne and he looks at you and his guards all point their weapons in your direction.

Jake: As, soon as I hit the ground I'm just like, *putting on airs* Good day my liege! How is the day treating you?

Rev: *Goblin speak*

Jake: Oh, fuck!

Rev: And so the goblin on the throne stands up and starts to walk towards you and it is dragging this huge two handed sword behind it. And as it gets closer, you notice that it's wearing a very ornate belt, like oddly ornate for a goblin in a trash Castle. And it touches the gem on this belt and it's a red gem and it starts to pulse and the goblin starts to laugh as it touches the gem and you see the energy pulse and pulse and with every pulse the goblin gets a little bit bigger and bigger and bigger, until he is towering over you wielding this two handed sword like a dagger.

TBC: TO BE CONTINUED

Carolyn: The Critshow, part of the NerdSmith network, is a Critshow Studio's production. Edited and produced by Brandon Wentz, with music by Jake Pierle. You can find more information about us at TheCritShowpodcast.com. To keep up to date with upcoming live shows, contests and other special events, follow us at The Critshow on Facebook, Instagram and Twitter. For even more weekly content, join us at Patreon.com/thecritshow.