

Dumbgeons_S03E01

Russ (SONG – Parody of Belle from *Beauty and the Beast*):

Vintersmouth,
A divided village,
Kind of shaped,
Like a big penis,

Vintersmouth,
Full of burnt out people...
Waking up to say:

Lady (Carla):

HEY!

Man carrying grain sack (Tom):

OUT OF THE WAY!

Egg man (Amy):

YOU BUYIN' THIS OR WHAT?

Russ:

There goes dear Bonwyn, she is the best Blacksmith,
This side of the MEE Mountains.
A unique skill with finesse.
The only dwarf that's left
In this city of high taxes!

Spoken Scene:

Nessa (Ferrier) - Russ:

Good Morning, Bonwyn!

Bonwyn:

Good Morning, Nessa.

Nessa (Ferrier):

Where are you off to, today?

Bonwyn:

The docks! Fresh shipment of Estril in,

Have an order to finish by the end of the week!

Nessa (Ferrier):

That's nice. Harriet! (horse whinny)

Easy there! Calm down!

Russ:

Look there's Kavlaran, he is in over his head,
Checking up on city corruption.

Woman (Amy):

He was sent here from Kingstown

Man (Tom):

'Cause the books are all bogged down

Townsfolk (ALL):

No denying he'll be gone real soon, that Kav.

Russ:

HEY YOU!

Carla:

YOU THERE!

Tom:

SHE STOLE A BAGUETTE!

Amy:

HEY YOU!

Russ:

STOP THIEF!

Carla:

SOMEBODY HELP!

Tom:

WHERE ARE MY EGGS!

Amy:

That's too expensive!

Kavlaran:

This town is going to give me an ulcer!

Spoken Scene

Bench Ripley:

Ah, Kavlaran! (grunts flexing muscles)

Kavlaran:

Good morning, Bench! What do you have on tap today?

Bench Ripley:

At the Brewed Awakening?

Kavlaran:

That's where we are, aren't we? ... the Gastro Pub the "Brewed Awakening"

Bench Ripley:

Not since yesterday.

Kavlaran:

... What do you mean?

Bench Ripley:

Mayor Knops came and shut us down, said we didn't pay our taxes?

Kavlaran:

That makes no sense, from what I saw in the books you were all squared up!

Bench Ripley:

You think you can put in a good word for me?

Kavlaran:

I mean?

Bench Ripley:

Please, Kav!

Kavlaran:

I'll see what I can do... I can't make any promises though!

(leaves the Brewed Awakening back to the street where there is a commotion)

SINGING CONTINUES

Russ:

Look there she goes that thief is robbing my cart

I wonder when the guard will catch her

With her grubby, torn up look

And her friends up in that rook

Won't someone stop that crook Alydin

Alydin:

Oh, isn't this amazing?

It's my fav'rite part because --- you'll see

Here's where the guard comes haulin'...

Hauling ass, that is, to catch sweet little me.

Guards (ALL):

Grumbling offenses, STOP THERE! SOMEONE GET HER! WHERE'D SHE GO!?

ALL:

Look there they go

The new team from Dumbgeons

A most peculiar intro - yes!

Women (Amy & Carla):

It's a pity and a sin

Men (Russ & Tom):

That they don't quite fit in

Bonwyn:

'Cause I really am a funny girl!

Kavlaran:

A persistent and a funny guy!

Alydin:

Can't catch me I'm a funny gal!

All:

DUMBGEONS!!!

Russ (yelled):

& Dragons!

Fuck it, let's play!!

Russ / DM: [00:00:00] Fuck it, let's play!

We hear a cluster of footsteps as a group of guards are chasing down an alleyway after you, Alydin.

You've been nimbly moving through the crowd after picking up a baguette bakery down the street. Uh, describe for us, uh, what Alydin looks um, to paint us a picture of this new and exciting character

Amy / Alydin: All right. Well, Alydin is a young, female, half elf, and she is pretty skinny and scrawny, she's a street kid, uh, she's got short red hair, which she's cut herself, so it's patchy, it's patchy, man.

Uh, she's got green eyes, pale skin, uh, and is pretty beragged.

Beragled, beragged, raggedle, Raggedy Ann. She's a, she's a scrappy. She's a doll. She snaps as a sweetheart. [00:01:00] And she's quick. She is moving along. Um, she knows these back streets and the alleyways like the back of her hand. So, which is where she's got a scar of a bite mark where her best friend Tally, uh, bit her when she was younger.

And clanging beside her is this, um, it is like. Like sand castle bucket type size of a pail that she's got a piece of leather strapped around its handle and she's kind of wearing it like a, like a purse side satchel.

And uh, it's what she carries a lot of her things in. So she's got the baguette tucked in there and then also up into her little vest to keep it from bouncing around as she is hurtling over garbage cans and puddles.

Russ / DM: You're running down and away, the, the sound of the city guards are getting farther and farther,

Carla / Bonwyn: get her! There she goes!

Amy / Alydin: Come [00:02:00] on! Come on! Get her! She's not that fast.

Russ / DM: Uh, you're looking over your shoulder just to make sure that you've in fact lost them before tucking down another alleyway that's going to lead you back home, uh, when as you round this corner, you thud straight into the chest of a city guard who is very familiar to you.

You thud straight into the chest of Sergeant Dace.

And you look up and you see the gold gleaming armor in front of you and he is scowling down and reaches for the

Amy / Alydin: baguette

I'm

I'm so fast. So, oh I

Russ / DM: Yeah, you gotta roll for

this. This is a game. You can't just

Amy / Alydin: alright, alright, I'm gonna use computer dice.

Tom / Kavlaran: will this role set the tone for the entire season? Who knows?

Amy / Alydin: Oh,

my God. Tom And it's on the computer. Oh, I don't like it.

Do

Russ / DM: you want dice,

Amy / Alydin: Dice? Yes. Gimme dice. Dice.

Russ / DM: here is a set of

dice,

Amy / Alydin: Dice, [00:03:00]

Carla / Bonwyn: Tom made this so high stakes.

Amy / Alydin: I know. Yeah, you bitch.

Are

Russ / DM: we gonna break the streak?

You only get your first roll once, so.

Amy / Alydin: true. Alright, um, so, I'm rolling for, like, a real good dodge. Like a swipe and like a whoo hoo, like a jumping back a little bit. I

Russ / DM: feel like that's acrobatics. That's a dexterity kind of vibe. He's reaching for the baguette and you're trying to back up.

Amy / Alydin: Okay. Here we go, you guys. No pressure.

I'm so nervous! This is all Tom's fault!

Tom / Kavlaran: You got this. You totally got this.

Amy / Alydin: oh, well, it's a 14. So that's not that bad.

Carla / Bonwyn: a totally fine

Russ / DM: above average

roll. That is

Amy / Alydin: is my age. So

Russ / DM: Yeah, we didn't say, but yeah, you're a kid. I'm a

Amy / Alydin: a youngin 14 years young. Which It's true.

Russ / DM: 14 with your modifier. Yep. Perfect.

So 13 plus [00:04:00] one

Contested he's gonna try and grab you and does not so he swipes his big paw down at you You dodge back and he says Alydin Strike two this week

Amy / Alydin: Who's keeping track?

Russ / DM: I am

Amy / Alydin: yeah. You have nothing better to do than to keep track?

Russ / DM: Yeah, no, that's all I've got to do. Is keep track of you. Because every time I turn a corner, someone's screaming, Hey!

Alydin's stolen something!

Amy / Alydin: Sounds like a real crappy job. Who'd you make mad to get this job? Listen. Listen. It's one baguette. I had seen the baker drop it on the ground. He was just gonna chuck it out anyway.

Russ / DM: Uh huh. Yeah.

Amy / Alydin: He just has a grudge against me. 'cause that one time I knocked over that sack of flour.

Russ / DM: He takes a step towards

you

Amy / Alydin: I take a step back.

Russ / DM: [00:05:00] You've got one more chance And then you're going in the blocks for a

week

Amy / Alydin: All right, one more chance this week, right? It's like a good, like three shots a week. You know?

Russ / DM: Look, Alydin, I don't think they're going to give you many more chances to stay out of

Amy / Alydin: Alright, I understand what you're saying.

Russ / DM: You need to look me in the and tell me that you understand.

Amy / Alydin: scrunches up her face looks up at him and goes, I get it. I won't get caught next time.

And whoop, she zips by him and woo, parkours down the, down the alleyway.

Russ / DM: Uh, is that persuasion or deception that you tried to

Amy / Alydin: That's sarcasm. . So, deception. Deception.

Russ / DM: So roll deception. You can get by him. He's not going to try and stop you. I

Amy / Alydin: Oh, that's a [00:06:00] 16 guys. I might be mid-teens this year, this year, this decade.

Russ / DM: He, uh, the scene we fade out on there is you, uh, duck and weave, uh, beside Sergeant Dace. And, uh, he turns and watches you go and disappear.

Um, and as you round the corner, uh, that you're heading down, the rest of the city guard all come up behind him. Wait, where?

Which way did she go? Lost him. Lost her. And we fade out.

Amy / Alydin: Guys, I did it! I didn't roll a one!

Carla / Bonwyn: rolls. Oh,

Tom / Kavlaran: It's all happening.

Amy / Alydin: happening for

me! Oh, happy

Russ / DM: Oh, Happy

Amy / Alydin: Happy days.

Russ / DM: Uh, we hear the sound of, uh, of the rushing river, the, the River River, that is, named after Colonel River, who fought a famous battle on it, obviously.

Amy / Alydin: Oh, yeah.

Russ / DM: there is a [00:07:00] commemorative plaque, which I'm sure we'll get to at some point. Um, but we are in the docks, there are many ships, uh, all with different goods that have been coming up, uh, and through.

Wintersmith. Um, Bonwyn, we see you, uh, coming down onto the docks. You're expecting a shipment. Um, give us a, give us a, a description of Bonwyn and what, what Bonwyn's doing

Carla / Bonwyn: Bonwyn is a female dwarf. She is a blacksmith and she is dressed as such basically always so kind of Real beat up leather apron, she's kind of cling clingin cause she's got some tools in her tool belt and her pockets on that. Just sort of a, uh, like, rough homespun shirt, leather pants, like it's a dwarf, uh, finesse weapon creator That she's kind of always [00:08:00] wearing. Um, she is, of course, quite short, because Dwarf. Um, but she is also quite wide, like she's a big lady, um, curvy but, but, uh, but large. She has really long dark hair, super curly, always up in like braids to try and keep it, uh, out of her way while she's doing her work. But she kind of always has like A little bit of a glow, because she works somewhere very hot.

Rosy cheeks all the time. And that humidity from that forage gets that curly hair. So she's got, um, some loose tendrils always kind of, uh, escaping.

Amy / Alydin: Oh, I was gonna say, it just sounds like she'd be a really good hugger.

Carla / Bonwyn: I think she would be a really good hugger. She's strong, too. So it's like,

you get a good one. Yeah, good, hard but soft

Amy / Alydin: yeah, important to [00:09:00] point out that she's a good hugger.

Carla / Bonwyn: Um, and she is quite smiley and knows a lot of people as she's like, traveling from the forge to the docks for her, uh, special metal

shipment

Russ / DM: that's coming

Carla / Bonwyn: in

Russ / DM: Excellent. You, uh, are walking down and you see the merchant who you regularly deal with unloading, um, heavy crates from the ship known as the Sturdy Bowman.

Amy / Alydin: Well, that's not a ridiculous ship What podcast

Tom / Kavlaran: start with a G even.

Amy / Alydin: Oh my God.

Russ / DM: oh, we're starting a new show.

Amy / Alydin: Russ has picked a new letter.

Russ / DM: You haven't figured it out if it's an S or a B yet.

Amy / Alydin: son of a bitch. It's punk.

Russ / DM: the ship, the [00:10:00] sturdy Bowman, uh, and the merchant that you're familiar with is, uh, Neldor.

Amy / Alydin: Nell. We got Nelli and a Ndo and a Nigel. Uh, oh, I found the letter

Oh

no, . It's an N.

Carla / Bonwyn: too. Now we

Russ / DM: is, uh, this is a different name than what I just said. There we go. Uh, not an N, not a Exactly, Phil Vendor.

Tom / Kavlaran: Love it.

Russ / DM: Oh, that's good. Uh, okay. Phil Vendor. He doesn't have a last name. His name is Phil Vendor.

Uh.

you see Phil unloading heavy shipments of, uh, of ore and, and minerals and everything off of his ship.

He doesn't, uh, notice you immediately, but the closer you get, he catches your eye or you catch his eye. Um, and he calls over to you and says, Oh, hey, hey, [00:11:00] Bonwyn. Yeah, come on over, come on over. Uh, and then goes back to just directing people, uh, to different spots on the dock. Says, it's great to see you. Oh, how have you been?

Carla / Bonwyn: Oh, you know, good. How about you? How was the trip?

Russ / DM: Pirates really, uh, tried to get us on this one. Yeah, yeah, yeah.

Carla / Bonwyn: But, it seems like you're still full.

Russ / DM: Yeah, little, uh, little worse for wear up on the mast. So we've gotta really just do a little fix up before we go back out. But we managed to, uh, to keep him at bay. I know we had a precious, piece of precious cargo here for ya.

Carla / Bonwyn: You do have something very precious I've been waiting so long for this shipment of Estril. This is, I need it for a really special order, so.

Russ / DM: Yeah, yeah, yeah, yeah. Uh, so we, we talked about the price and you said it was okay. Um, so 80 gold should settle us up. It was a little bit larger than it was before. It went up just a little bit.[00:12:00]

Carla / Bonwyn: Okay. Well, I mean, that's not the price that we had discussed or agreed upon.

Russ / DM: I'm aware. Uh, you know, additional um, concerns, uh, on the shipment. Everything was a little bit more difficult. Um, but, you know, what did we discuss? Did we say 50 or did we say 60?

Carla / Bonwyn: We said 60. And, I mean, I understand pirate problems, but still, that's sort of a, um, Captain problem, not really a customer

problem.

Russ / DM: you know, you're a repeat customer. So what I can do, what I can do is I'll give it to you for the 60. Um, and then maybe, maybe you can, I, I can

get something from you at another time. Like, none, none of this, none of this estral stuff, but like,

Carla / Bonwyn: Phil. I was gonna say, I'll take it for 70. And I can get you some, some iron work to help fix that mast if you I understand. Times are tough for everybody. I'm not trying

to,

Russ / DM: you

can, yeah, if you can help me fix that up, like within, [00:13:00] I, I don't, They're, they're telling me it's going to take two weeks, but if you can help them do it a lot faster than that, then I can like, I, I'll, I'll give it to you for the 60.

Carla / Bonwyn: Well, you know I've got Thane in the shop, and they do great, like, kind of quick and dirty work, but it'll be super solid. It's, yeah, that's, you know, I want you to keep coming back and keep bringing me the stuff I need, so

Russ / DM: yeah, it's, it's a rough ride getting out to Estrandal. Uh, they really just upped every, all the pirates have really just upped their, their business in the region. Which you'd

Carla / Bonwyn: Yeah, you'd, you would think with all the, the soldiers coming in that this would be getting better, not, uh, worse. Weird that, anyway, I'm not sure what they're doing over there on the other side of the

Russ / DM: Yeah, you and me both, uh, wish we had somebody to check in on like,

anyway, that's not, not our problem. We're [00:14:00] here. We're safe. Here's your shipment. And he points to a couple guys, uh, you know, they'll even help take it down to the shop for you. Cause it's, that's a heavy move. Uh, so they got you there and anything you can do to help speed up the process to get me back out on the water, that'd be

Carla / Bonwyn: Thane will take care of it. It's no problem. Yeah, we'll get you fixed up and uh, Thanks, I really appreciate it. I can't count on anyone else to bring this

Russ / DM: Thank you, Bonwyn. And he hears a big crash up on the ship and he says, What the hell is that? I gotta go. I'll see you later.

Carla / Bonwyn: We'll see you later.

Russ / DM: Phil runs back up on ship, uh, and you followed by two of his crewmen, head back out and towards the hot block.

as Phil runs up on the deck We see over the river and into the noble region

We follow our friend Kavlaran Goldweave, who's headed back towards the mayor's office to, uh, talk about the possible tax [00:15:00] issues going on with the city and his friend Bench Ripley, the proprietor of the gastropub, The Brewed Awakening.

Now, as you walk up the , the grandiose steps, uh, towards the mayor's office, Kavlaran walks past a large monument to the current mayor, um, Nigel Knopps, uh, which is Uh, a gold statue of himself, right in the front

Yep. You pause for a second, look at it, perhaps shake your head, and then move towards the big, huge, double doors of ma this mayor's office.

They're big

Amy / Alydin: Oh my god!

Russ / DM: I know,

right?

Carla / Bonwyn: are they also

Russ / DM: They are all they have gold inlay. Like it's not entirely gold. That would just

Carla / Bonwyn: yeah, it's not

ostentatious.

Russ / DM: Austen.

Give us a description of Kavlaran [00:16:00] as he is entering The mayor's office and where he's going, and perhaps even who he interacts with first once we

Tom / Kavlaran: uh, were there stares? Cause if there were, he's a little out of breath, not like to the point where he's like gasping and, and wheezing or anything, but like a little color in the cheeks cause he's a bit of a bigger

Russ / DM: When I do say grandiose staircase, there are 50 stairs that you have to

walk up

Amy / Alydin: get there. Oh, winded, I

Tom / Kavlaran: Then yeah, he

turns out he is a little out of breath after after climbing those stairs and opening the the gold inlay door Uh Kavlaran used to be pretty athletic.

Um, not so much these days. He's filled out quite a bit There's a little bit of extra weight kicking around um Some heft, if you will. He's about 5'8 uh, he's got a full beard. He's very blonde, like, kinda almost platinum blonde, , has a couple gold [00:17:00] bands. That are on his right wrist.

And, uh, oh, and a shield and a mace. Both strapped to his back.

Russ / DM: Which is what all of the clerical workers carry a shield and

Amy / Alydin: You never know. Isn't he wearing some fancy pants?

Tom / Kavlaran: Uh, he has some just generic adventuring pants on. Yes, he does.

Russ / DM: there was early talks of heavy bloomers, but then I think we moved past those

Tom / Kavlaran: We dialed that back a little bit. Uh, in retrospect, it wasn't the Uh, he is rocking, uh, what did we decide, like a tunic?

Russ / DM: Uh, yeah,

Amy / Alydin: was a word for it, a jerkin,

Russ / DM: with,

uh, uh, uh, lost it, uh, a sleeveless vest, which is a jerkin over a modest doublet.

Yes.

Amy / Alydin: Wouldn't want

Tom / Kavlaran: the basic uniform of all the bureaucrats in town.

Russ / DM: Amazing. Uh, so out of breath, you're [00:18:00] walking through the main entryway of the, uh, the mayor's office. You're almost immediately greeted, almost like they were waiting for you. Your assistant while you uh, Oak is their name. Uh, they come over and they're wearing Um, they are, uh, about your size, about, you know, kind of that five, six to five, eight, um, uh, slender build.

They're wearing a heavy. Like, uh, like almost corduroy jacket. Um, that is, uh, it's got a nice double lapel. Uh, they've got, uh, messy black hair, uh, stubble.

Amy / Alydin: Also half elf.

Russ / DM: They are also a half elf, um, and they come, are running up to you and say, Oh, Kavlaran, it's great to see you.

And today, uh, I've got all your paperwork here. And he's got carrying a huge stack ready to go. Uh, and just, uh, you want me to hand it to you here or just take it to your office? I'm [00:19:00] ready to make sure that we are checking all the books, not overlooking anything. These are the ones that we have to look at today.

Tom / Kavlaran: oh, slow down, slow, slow down, I'm still, still catching my, uh, breath a little bit after those stairs. Um, alright, which paperwork?

Russ / DM: Uh, the, the, uh, your daily, so we're going to go to your office and we're going to look over the paperwork because that's what you're here. You're here to check up on the paperwork. Uh, and this is the paperwork that we're allowed to, I mean, that we're supposed to look at today.

Tom / Kavlaran: okay, um, speaking of paperwork, uh, what is going on with Bench?

Russ / DM: What do you, what do you mean? What's going on with

Tom / Kavlaran: Well, I was, I was just down at Brewed Awakening, and he's closed? For all intents and purposes and it kind of sounds like the mayor maybe stripped the name off the business as well

Russ / DM: oh, oh, the mayor wouldn't do that without good reason. Perhaps Bench is just owing on some taxes. You [00:20:00] know, that's usually what happens when businesses get their, uh, licenses revoked, is they haven't been paying, keeping up.

Tom / Kavlaran: he did say something about taxes, but I was we just went over that paperwork yesterday and everything looked

Russ / DM: That was the paperwork we were supposed to look at yesterday. You are correct. Um, perhaps

Tom / Kavlaran: did look at

Russ / DM: Yeah, yeah, we did. We were allowed to look at it yesterday and it looked all good. So, uh, you know what? Just, uh, let me go talk to Nina. Nina knows everything that's going on about these sorts of things. And then we'll get back to you about potential tax increases that may have stripped Bench of their, uh, accommodation.

I mean,

Tom / Kavlaran: uh, well, while you're talking to Nina, can you get her to pull the, the, the, the 32 forms on the sculpture outside of the mayor? I'm just kind of curious what that cost.

Russ / DM: Oh, that was a gift. Uh, that guaranteed

Tom / Kavlaran: then you you filled out the 17 [00:21:00] B's as well then to, to mark it as, as a gift.

Russ / DM: I'm going to go talk to Nina about that. Uh, get the 17 B's and the 32 A's, uh, on the, on the gift and the Rick, Rick, uh, Rick. I'll be right back.

Amy / Alydin: Just list some bra sizes at this

Russ / DM: point.

So I'm

Amy / Alydin: I'm going to get the 36B. I'll get those, uh, twenty, twenty nine double D's.

Tom / Kavlaran: double D's.

Amy / Alydin: Uh,

Russ / DM: you know what? I'm going to go put these in your office.

I'm going to go talk to Nina. I'll meet you back in your office. Okay. And he. Zips off down the hall, uh, leaving you standing, uh, just kind of in a moment in the middle of this mayor's office. Uh, or not mayor's office, the front entryway. Uh,

what

do you want to do?

Tom / Kavlaran: I mean, I don't want to go back to like the broom closet that they've got me set up in that has no windows

So maybe I'll I'll take a wander through the mayoral library.

Russ / DM: Okay,[00:22:00]

we see Kavlaran uh, round through this, this entry way, walk past a giant fountain on his way to the mayoral library where a big, big, large, big, huge,

Russ / DM: big descriptors.

Thank you. Where an enormous door awaits him, pushes it open, and sunlight begins streaming through into this grandiose library. And that's where we'll end today's session

Bloops

Russ / DM: where we begin to follow our friend Kavlaran. Now, I wrote down a word that is either gold wealth or gold wealth. Is it? Weave, son of a bitch! I didn't get it

Tom / Kavlaran: I mean, I thought originally about wealth. Well, well, well, the What was, what were you trying to say?

Russ / DM: I don't know. It looked like an LF. And I was like, Wealth.

Tom / Kavlaran: wealth.

Russ / DM: [00:23:00] Not the

Amy / Alydin: not the only one who can't read his

Russ / DM: right? Yeah. Nope. Uh. And it was, it was completely legible right up until those two letters. It's like, I'll know this! Goldweave.

Tom / Kavlaran: yeah, no problem.