Dungeons and Daddies

Dungeon Master: Anthony Burch

Glenn Close: Freddie Wong

Darryl Wilson: Matt Arnold

Henry Oak: Will Campos

Ron Stampler: Beth May

Episode 5 - The Lord of Chaos Pt. 3

**Sheriff Boreanaz:** No, that won't do. That won't do at all. Get them.

[*battle noises, metal clanging in the background*]

[*record scratch*]

**Henry:** Yep that's me. You're probably wondering how I got into this *crazy* situation. Well, it all started when we came to Neverwinter to rescue my two beautiful boys, Lark and Sparrow. Turns out they were up to their usual hijinks trying to summon some kind of Eldritch God while disguised as a Lord of Chaos. We had a diggity dickens of a time busting out of a jail cell they threw us into. While the rest of the dads made friends with a mysterious shapeshifter, yours truly got some one-on-one time with Sparrow. Or should I say one-on-*wolf* time.

[*wolf howls*]

**Henry:** I convinced my son not to summon the Doodler, and now David Boreanaz wants to spill my blood! Make no *bones* about it, this guy's no *angel*. What's a dad to do? Stay tuned to find out on this week's *Dungeons and Daddies*.

[*intro theme song plays*]

**Freddie:** Welcome to *Dungeons and Daddies*, the D&D podcast—*a* D&D— [*laughs*]

**Will:** [*laughs*] *the*, the only one—

**Freddie:** *a* D&D—

**Will:** the premier D&D podcast—

**Anthony:** Critical Role, suck my ass—

[*laughter in the background*]

**Beth:** Forget everything new— [*laughs*]

**Anthony:** Adventure Zone, eat my butt.

**Matt:** You’re right Freddie! You were gonna say *the* D&D podcast about four—I mean we are the only podcast about four dads.

**Freddie**: That we know of.

**Beth:** Actually, we’re the only podcast.

**Will:** If you type *99% Invisible*, you get this podcast. The only podcast.

**Beth:** It's me, Diane Rehm.

**Freddie:** Welcome to *Dungeons and Daddies*, a D&D podcast about four dads from our world transported to the Forgotten Realms in the quest to rescue their sons. My name is Freddie Wong, I play Glenn Close, bard, rock n’ roll dad and fun fact about Glenn this week: ‘bout 50 percent on whether or not we did the moon landings. He’s actually not sure.

[*all laugh*]

**Anthony:** Oh my God.

**Freddie:** He’s a skeptic.

**Matt:** That makes sense.

**Freddie:** He’s a skeptic.

**Anthony:** What a fucking asshole.

**Freddie:** He’s—he’s—you know what, he just has some questions.

**Anthony:** If every enemy targets Glenn for the rest of this episode you'll know why.

[*Freddie laughs*]

**Matt:** I'm Matthew Arnold and I play Darryl Wilson, the stay-at-home coach dad who is a barbarian and little fact about Darryl: when he caught his father as Santa Claus when he was 8 years old, he actually still believed in Santa Claus for another three years just—

[*all laugh*]

**Matt:** —just that his dad was Santa Claus.

**Will:** Ohhhh.

**Beth:** That’s beautiful!

**Matt:** Yeah.

**Freddie:** Oh my God.

**Anthony:** So he was like bragging at school to his—

**Matt:** Yeah. He was like “Oh of course my dad’s Santa. That makes sense.”

**Beth:** Hey, what's up? I'm Beth May and I play Ron Stampler, emotionally detached stepfather. Fun fact about Ron is he knows every Eminem lyric. Every Eminem song. Yep that old Marshall Mathers—

**Anthony:** Oh no.

**Beth:** —Slim Shady, Ron knows it all. Don't mess.

**Will:** Will Ron be giving us a demonstration this episode?

**Beth:** Um, I don't know if you are ready for it.

**Freddie:** Do you have like, *Genius.com* open in another tab, just ready to reference the entire library?

**Beth:** I'm literally just hoping I could be like, “Dear Freddie, I wrote you but you still ain’t callin’.”

**Will:** Hey everyone, Will Campos. I play Henry Oak: geologist, granola, Birkenstock dad. Fun fact about Henry, he's had an Ani DiFranco CD stuck in his Prius since he bought it. He tells people it's stuck in there, but he really just doesn't want to listen to anything else.

[*all laugh*]

**Anthony:** I am Anthony Burch, I am your Daddy Master. And just as a sort of—

**Will:** I laugh every time.

**Beth:** I know—I just—I keep on and be like *yes*! But like…

**Anthony:** If you're looking into like DM-ing games with your friends and stuff like that, I just want to caution you: don't buy every single different book for every single DM system that you find interesting, because I own literally fifteen and I just keep playing D&D like a dumb idiot. And I've read them all too and they're like 300 page books. It's a dumb thing to do with your time—

**Freddie:** We get it, Anthony; you *read*.

[*all laugh*]

**Beth:** What a nerd. [*laughs like a nerd*]

**Anthony:** Oh my God.

[*Will laughs*]

**Freddie:** Welcome to Episode 5: The Lord of Chaos, Part 3.

[*intro jingle*]

**Anthony:** Okay, so the lizard man - the one that you “spared” in massive sarcasm quotation marks because you just missed your opportunity attack. He runs and opens a panel on a wall that you didn't see before and smacks it, and a stairway appears that heads upward. And you remember that a couple floors above you is the armory where all of your stuff is and presumably many more flights above that, is wherever Henry is fighting.

**Matt:** And then Lark is in a cell?

**Anthony:** You've locked Lark into a cell and in addition to that there is another cell that has a guy with a hood in it that you haven't spoken to—

**Glenn:** Hey hooded bro! What's up man? What’re you in here for?

**Anthony:** He turns to you and lowers the hood and you see that he's a snake.

**Glenn:** Oh! Eugh what’re those guys?

**Anthony:** And he just goes—

**Snake:** [*hisses*]

**Glenn:** Does anybody speak snake?

**Darryl:** Hey, Darryl Wilson. When a man asks you a question you should answer.

**Matt:** I put his hand out—

**Darryl:** So what are you in here for, brother?

**Anthony:** He slithers—

[*all laugh*]

**Anthony:** He slithers onto your hand.

**Matt:** Ooh.

[*more laughter*]

**Anthony:** And then just sort of goes up your arm and onto—are you doing anything to stop this?

**Matt:** How big is the snake? [*laughs*]

**Anthony:** [*laughs*] He's the size of a man.

**Matt:** [*laughs*] The moment he gets around my hand I go—

**Darryl:** Oh!

**Matt:** —and I try I pull away.

**Ron:** Careful Darryl. Remember, “Red touches yellow, you're a dead fellow. Red next to black, you're okay Jack.” I know your name's Darryl, but you're okay, Jack.

**Darryl:** Thanks.

**Freddie:** Does he have poisonous markings in like, based on that rhyme?

**Anthony:** Yes. According to that rhyme, you're a dead fellow.

**Freddie:** Oh shit—

**Anthony:** If he chooses to bite you. So you pull him out. He continues to hold onto your arm and as he goes through the bars you can see this like, wavy shimmer, almost as if there was some sort of barrier preventing him from getting through the holes in the bars that somehow your hand—your masculine handshake—broke. So he crawls off of your gross arm, and goes down your gross body, and your gross legs and—

**Freddie:** Very judgy this session, guys.

**Will:** A very sexual session.

[*all laugh*]

**Freddie:** Yeah could you give me that description again, just slower—

**Will:** I did note that Freddie dropped the “Not a BDSM podcast”—

[*Freddie laughs*]

**Will:** —from his intro. So we'll see where this one goes.

**Anthony:** He's not like a snake-man. He's just a snake that is the size of a man. And he gets up on his tail and like balances himself vertically, and then like bends in the middle, to like bow to you and then begins to slip away.

**Freddie:** What?! [*laughs*]

**Darryl:** Well uh—

[*all laugh*]

**Darryl:** Shapeshifting Girl over there, how, what are you doing?

[*all laugh*]

**Matt:** I put my hand out—

**Darryl:** Darryl Wilson. That was an odd one. What were you doing in there?

[*more laughter*]

**Freddie:** [*while laughing*] We just ignoring it?

**Anthony:** Is that what you’re doing because otherwise he just goes into a crack in the wall and he's gone.

**Will:** A Dali-esque, fever-dream moment.

[*laughter continues*]

**Freddie:** This is like some Mexican magical-realism film all of a sudden.

**Matt:** I—Darryl is very confused. And is definitely going to go talk to this Shapeshifting Girl.

**Freddie:** Glenn is only like 50 percent sure that that actually happened. Or was he like “I remember seeing this once in an LSD flashback.”

**Beth:** Glenn is like, “Eh, slightly more probable than the moon landing.”

[*all laugh*]

**Anthony:** Oh my God. Okay. Um—

[*more laughter*]

**Freddie:** What is this weird-ass French animation we're watching?

**Will:** I just really hope that Anthony had this whole elaborate backstory planned for the snake, like what the snake was doing there, like he's so pivotal to this story and Matt's just like, “we'll see.”

**Anthony:** It’s a little column A and little column B.

[*all laugh*]

**Anthony:** Every idea I come up with, I have to temper my excitement for it with the knowledge that you dumb idiots will just strip down nude and completely invalidate the combat I had planned so—

**Matt:** Hey, that snake could show up elsewhere.

**Anthony:** Yeah, he's Chekhov's snake now.

[*all laugh*]

**Matt:** So again I say—

**Darryl:** Shapeshifting girl, that's quite a trick you got there. What were you doing in that cell?

**Anthony:** So she forms herself back into the shape of the crying girl.

**Darryl:** Why are you still crying?

**Glenn:** Yeah. Oh my gosh. Stop crying.

**Shapeshifting Girl:** Oh, sorry. This is my default to try to engender sympathy—

[*straining noise*]

**Glenn:** Eggh!

**Anthony:** And she stops crying. She continues to cry for a second and you realize that her tears don't dry, they go back into her skin and like [*sucking noise*] back in. It's like it's the same mass being reused in a cycle of like, fake tears.

**Beth:** Oooooh.

**Freddie:** Ohhh, like a cool fountain—

**Will:** —at the Bellagio.

[*all laugh*]

**Matt:** Darryl definitely like, instantly starts looking for—he's very aware he's naked when that happens. Like seeing that sort of like that thing happen to that body, he’s like, “I'm naked now and I need to find my clothes.”

**Anthony:** She's like—

**Shapeshifting Girl:** Thanks for for getting me out. I was just gonna bolt. Do you guys wanna come with?

[*wolf howls*]

**Glenn:** Our buddy’s up there, may or may not have turned into a wolf? Unsure. I feel like we got to help him out. So, um…

**Ron:** Maybe you could bolt in our direction.

**Darryl:** Yeah, we helped you out, only makes sense that you could help us out.

**Ron:** I—actually, have you heard of the “Darryl Barrel Special”? There's—Oh darn it. We were supposed to give beer to that woman back in that town.

[*all laugh]*

**Shapeshifting Girl:** Oh you're criminals too. You weren’t like—you weren't in prison unjustly. Like you clearly did whatever you were accused of.

**Ron:** Is that cool to you?

**Shapeshifting Girl:** Yes that's cool—

**Ron:** Cool! Yes. Then yes, we are criminals. We are criminals.

**Shapeshifting Girl:** Okay. Well, if that's the case you can help me get my stuff. I don't know if that would help you with your wolf problem.

**Ron:** Down into the armory?

**Shapeshifting Girl:** Yeah.

**Darryl:** Hey, Henry!

[*wolf howls*]

**Darryl:** Guys, where do you think Henry is?

**Glenn:** I don’t know. But I think we should get our stuff though. Seeing as we're all naked minus Ron, and it does feel weird—It’s a very compromising position that we're in here. Three naked dudes and one shirtless dude. And a crying girl.

**Darryl:** Alright, quick naked dad huddle.

**Glenn:** Oh God.

**Darryl:** Naked dad huddle.

**Ron:** This is very close. I’m very close to you guys right now.

**Darryl:** Are we going upstairs?

**Freddie:** This dad huddle is like notably a little airier than usual.

[*all laugh*]

**Freddie:** Like everyone’s arms are just—

**Matt:** No no no, as you—Darryl pulls you in very close. Darry’s not letting you get away. Um—

**Darryl:** Do we trust this lady?

**Glenn:** Well I think we need our stuff. And if she was going to do something to us, she'd probably would have done it now. So, seeing as we're probably the most vulnerable we will ever be in any given situation, I think we should go get our stuff.

**Darryl:** Alright.

**Anthony:** We’re going to cut back up to Sparrow and Henry. So um—

**Will:** Ooooh, cross cutting this episode I love it. Finally my time to shine by myself.

**Freddie:** Now the real roleplay begins.

**Anthony:** Henry, you are on the roof, and you have your son next to you and you are in wolf form and David Boreanaz and his cadre of soldiers are about to attack you to try and summon the Doodler, so go ahead and roll Initiative.

**Will:** I got a 15 plus 2, 17.

**Anthony:** Okay cool. So you are currently fighting a group of people that is large enough that I'm basically just going to treat them as one massive, horrible blob. So just so you know with the layout of this area is, it's a big tower that sort of has no real like—there's no handrails or balcony stuff to protect you from falling off. And in the center—

**Freddie:** No OSHA in this universe.

[*all laugh*]

**Anthony:** —and in the center of the the tower is the big spike pit with all the blood and everything in it. And you're also surrounded by innocent people. It is identical to the Skyscraper map from *Mario Kart 64*.

[*all laugh*]

**Matt:** Okay. That helps a lot. Will, you gotta power slide and then hop between those two little gaps.

**Will:** I scan about for floating gems that can turn into power-ups.

**Anthony:** So, you actually have the better Initiative, so you and Sparrow get to go first. And I'm going to play for Sparrow, but for the sake of not being boring you can sort of direct Sparrow what to do, and I will be an extension—

**Will:** We're still on the elevator right?

**Anthony:** You are still on the elevator. Yeah.

**Will:** Okay. Is there, like, a down button on the elevator?

[*Freddie laughs*]

**Anthony:** Yes.

**Will:** Okay. I'm frantically hitting the down button.

[*all laugh*]

**Will:** Or, I paw at it in wolf form.

**Anthony:** Actually, roll Dexterity to see if you can paw at it with your wolf hands.

**Will:** [*rolls dice*] I got a 19!

**Anthony:** Whoo! Okay, so you successfully hit the down button and it begins to chug-a-chug-a-chug-a-chug-a-chug-a go downward.

**Beth:** Awww, he's like one of these dogs that can shake.

[*all laugh*]

**Anthony:** Boreanaz and—let's see, let's roll for their speed. [*dice rolling*] So, Boreanaz and two other guards managed to jump onto it before it gets to the point where it you would start taking damage for jumping down. I would call that a minor Action because you’re just reaching out. Do you want to do something else?

**Will:** Okay. Uhm. Hold on one second. I'm just reading up about my Beast Shape.

**Freddie:** Yeah, you got like sick Beast power-ups, dude?

**Will:** You can stay up in Beast shape for one hour—

**Freddie:** Any longer call your doctor.

**Beth:** [*laughs*] You get a free T-shirt that says “beast mode”, and it doesn't have any sleeves, and you go to L.A. Fitness.

[*all laugh*]

**Anthony:** Ask your doctor if being a wolf is right for you.

[*more laughter*]

**Will:** I cast Crossfit and—

[*all laugh*]

**Will:** Okay, let's see— um, “Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and intelligence, wisdom, and charisma scores.”

**Anthony:** Okay, well I have the wolf stats right in front of me, right here.

**Will:** Okay cool. Can you tell me like what I can do ‘cause I feel like I might just—

**Anthony:** You have bite as a melee attack—

**Freddie:** Shake, Roll Over—

**Anthony:** You have—

**Will:** Speak.

**Anthony:** —advantage on Perception checks that rely on hearing or smell. You have the advantage on any attack if you're next to a friend, and you also have a bite that is actually pretty damaging, it's 2d4+2

**Will:** Aw shit yeah. I’m going to fucking bite David Boreanaz right in his beautiful face, that's what I'm going to do.

[*all gasp*]

**Matt:** You’re aiming for that moneymaker right away?!

**Will:** Hey man, you hit him where it hurts.

**Anthony:** Alright. You want to roll a d20 and add 4 to it.

**Will:** Okay. 17 plus 4, 21.

**Anthony:** Oooh okay.

**Freddie:** Good rolls.

**Anthony:** That bite definitely makes it, so go ahead and roll 2d4 then add 2.

**Will:** Uhh, 8 damage.

**Anthony:** Jesus Christ. Alright—

**Beth:** Wow, David Boreanaz lookin’ like vamp face Angel right now.

[*all laugh*]

**Anthony:** Alright. [*mumbles*] I’m just really quickly giving Boreanaz more health—

[*all laugh*]

**Matt:** And he has a snake friend!

[*more laughter*]

**Anthony:** [*jokingly, as the snake*] Thank you. I can finally be with my best friend Boreanaz. He kept me in here as a weird sex thing it was not because he didn't like me.

[*more laughter*]

**Anthony:** So that will be your turn. Sparrow is going to say:

**Sparrow:** So, is being a hug-wolf, does that involve violence as well? I am fighting—am I going to fight them? Hug-wolves hug with their mouths, I see. Biting time!

[*all laugh*]

**Anthony:** And so he’s going to try to bite Boreanaz as well. And his teeth just manage to get a hold of like the skin on Boreanaz’s exposed knee. Because he has like, a little like empty patch there in his chainmail—

**Freddie:** So cool.

**Anthony:** It’s to make it look worn and neat.

**Freddie:** Oh yeah, yeah. It's crazy actually that you can buy pre-holed chainmail—

**Will:** Pre-distressed chainmail—

**Matt:** See, okay it looks like peasants’ chainmail, but it’s way more expensive.

[*all laugh*]

**Beth:** Sharks hate him!

[*all laugh*]

**Anthony:** So he bites him on the knee, it doesn't draw any blood, but he's like:

**Sparrow:** [*muffled*] Dad! I'm doing it! Are you proud of me, Dad?

**Will:** Still I have a mouthful of Boreanaz, So I go:

**Henry:** [*muffled*] Uh huh!

[*all laugh*]

**Beth:** I wish I could say the same.

[*more laughter*]

**Matt:** I was waiting for it!

**Beth:** I’m sorry!

**Matt:** Is it weird that I literally thought the exact same thing. I was like—

**Beth:** It's not weird. I was literally just watching season two of *Angel*.

[*more laughter*]

**Anthony:** Season two, huh?

**Beth:** Yeah.

**Matt:** Primo.

**Anthony:** Yeah—I guess that—I guess that’s Boreanaz at his hottest.

**Beth:** [*small sound of disagreement*]

**Anthony:** Okay, so, Boreanaz irritated by the fact that he's getting double bitten by the Oak family—

[*Beth laughs*]

**Freddie:** This is the hottest podcast.

**Matt:** I feel like he didn’t even notice the knee one.

**Anthony:** Oh yeah, that’s true, yeah. He doesn’t notice the knee very much.

**Beth:** He's still getting double bitten if you know what I mean.

**Anthony:** So he's—

**Matt:** I *don't* know what you mean—

**Beth:** I don't either.

**Anthony:** —he's going to draw a dagger from his belt and try to stab Henry in the throat. [*rolls dice*] This is a good day for the Oak family. He just sort of wails randomly at the air and you feel like some of your like, fur get cut off, but fucking nothing, but because he's a boss he gets to go twice. [*rolls dice*] All right so 12 plus 4. What is your AC?

**Will:** My AC is 15—

**Anthony:** Oh sorry, you have the AC of a wolf now.

**Will:** I have the AC of a *wolf*.

**Anthony:** Yes, so you're only an AC of 13—

**Will:** Shit.

**Anthony:** So you will take some damage. So—

**Will:** What's the deal? Do I have wolf HP now?

**Anthony:** Wolf has 11 hit points.

**Will:** Okay, so I have 11 hit points.

**Anthony:** So you take: 5 damage.

**Will:** Yikes.

**Anthony:** Yeah. Not great. And as a free Action, Boreanaz is like:

**Sheriff Boreanaz:** Jump down, you cowards! It won’t hurt that much. Come on, come on.

**Anthony:** And a couple of people jump down and they won’t get turns yet, but they're going to try to not get hurt. [*rolls dice*] Alright, so the first guy lands with seemingly no damage. [*rolls dice*] [*laughs*] The second one falls and basically breaks an ankle. So now you’re—

**Guard:** Hey, you lied!

**Anthony:** You’re with four people. Okay, so now the other two guards are going to try to attack your perfect son, Sparrow. [*rolls dice*] First one is— [*eughh noise*]

**Will:** Oh my God!

**Anthony:** A crit. Alright—

**Freddie:** Watch your son die in front of you in this elevator.

**Will:** I crit a kid.

[*all laugh*]

**Anthony:** [*while laughing*] At the end, Carl is like raising him from the dead and he rolls the dice into him to like make him fall back.

**Will:** He was reaching for a d20. It looked real enough—

**Anthony:** [*laughing*] “*it looked real enough*”—[*continues laughing*] Just for a second—isn’t it insane how the moral of *Die Hard* is like “isn't it great that cop is comfortable shooting people again—”

**Will:** Thank *God*, thank God he could kill people again.

[*all laugh*]

**Anthony:** [*while laughing*] Oh my God. *“I crit a kid.*” [*continues laughing*]

**Matt:** But seriously, Sparrow’s dead.

[*all laugh*]

**Will:** A child died.

**Anthony:** Sparrow, biting onto the knees of Boreanaz, continues to bite, but his eyes go big and his legs just go *slack*—

**Will:** Oh my God!

**Anthony:** —like his whole body just goes limp, but he's still hanging on with those teeth.

**Matt:** Wait, what’d he get hit with?

**Anthony:** Oh, he got a hit with a dagger.

**Matt:** Oh, a dagger.

**Will:** He got *stabbed*?!

**Matt:** He got *stabbed*.

**Anthony:** He got stabbed in the shoulder blade—

**Will:** You kinda buried the lead with that one, Anthony.

[*all laugh*]

**Anthony:** Sorry, sorry—

**Will:** Sorry, your child got *stabbed*—

[*more laughter*]

**Matt:** I was like, “oh, some magic that made him pass out”.

**Anthony:** There was like, a magical dagger that went into his shoulder blades.

**Matt:** We didn't really think ahead, this podcast’s going to have a lot of kids getting stabbed, I guess.

**Anthony:** Yeah, yeah. Without it getting too graphic he gets stabbed a little bit in the shoulderblades, and it hits him hard enough that he just [*humph*] goes limp except for his teeth. The second baddie is now going to be like:

[*Beth laughs*]

**Second Baddie:** I guess that kid’s probably done, I'm going to go for the adult wolf.

**Beth:** [*still* *laughing*] When are your teeth ever limp?

[*Matt and Beth laugh*]

**Anthony:** You'll find out when you get older.

[*all laugh*]

**Anthony:** And he swings at you, and just barely nicks some of your ear, but you don't even feel it. He misses.

**Will:** [*sighs*] Thank God.

**Anthony:** So now we cut all of you as you come into the armory. You see lockers, upon lockers of really shitty looking medieval weaponry, and really standing out amongst all this stuff is basically just a big pile of all of your shit, because it looks very modern and very earth-like and stuff like that.

**Matt:** Can we do a Perception roll to see if there's good weapons among the shitty weapons?

**Anthony:** Yeah, go ahead.

**Matt:** [*rolls dice*] I got it 10. Do you guys want to look around?

**Ron:** I would.

**Will:** By all means, take your time.

[*Matt laughs*]

**Matt:** This is like a glance—

**Freddie:** 18.

**Beth:** I got an 8.

**Anthony:** Okay so, you can tell that all the stuff here is—eh, it's like decent quality, but there's an amazing variety. So, one way to say is if you want to have any other kind of additional weapon, you can just get it here for free, and you'll just have it.

**Freddie:** Ahh. So of the weapons—and I’m not even familiar with D&D weapons—well, hold on, let me look—

**Anthony:** We got maces, we got bows, we got spears—

**Matt:** Whatever you can imagine, Freddie—

**Anthony:** —We got stakes, we got swords.

**Beth:** What about fire poi? Like what—what people spin at Burning Man. I wouldn't know.

**Anthony:** I mean there are flails you could, like, get a flail and then get some pitch in like pour it on there—

**Will:** What's the thing with the two sticks?

[*all laugh*]

**Will:** Do you know what I’m talking about?

**Freddie:** A Chinese yo-yo? [*continues laughing*]

**Anthony:** Oh my God, like, the thing that like super cool kids did at school that go “clack clickety clack clack”? Yeah let's just go ahead say there's something that is there in a pinch if you wanted to get that.

**Freddie:** Okay, do they have nunchucks?

**Anthony:** Yeah.

**Freddie:** I want nunchucks.

**Anthony:** Okay, so you get nunchucks.

**Freddie:** So another fun fact about Glenn: very into mall ninja shit.

**Anthony:** [*laughs*] Okay so we'll say just stat wise, that that'll basically be a club because I'm pretty sure nunchucks are not officially in D&D.

**Freddie:** Here's the thing about nunchucks: I think that they need to have a small percentage chance of hurting you whenever you use them.

**Will:** I think if it's a nat 1, you whip yourself in the ‘nards. That’s the official nunchuck rule.

[*all laugh*]

**Freddie:** Yeah, I believe so.

**Anthony:** I fully—I fully approve that. So yeah, we’ll say that it is a simple melee weapon.

**Will:** It's not a *simple* weapon.

**Freddie:** [*mockingly*] Uh, Bruce Lee trained his whole life to use this, uh, Anthony.

**Anthony:** —for a more civilized age. So we'll say that it's a club, that instead of doing 1d4 for damage it does 1d6 damage, but with that downside. If you get a 1 or a 2—

**Matt:** Yeah, I was about to say it should be a 1 or 2—

**Anthony:** —you will hit yourself in either the left or the right testicle.

[*all laugh*]

**Freddie:** So you're saying if I lose a nut at some point in this adventure…

**Anthony:** It will be a better weapon for you.

**Freddie:** Yeah, it's true actually. Interesting. Good. Okay. Very good. Fuck yeah, I got nunchucks. I've been looking forward to this. I've been trying to get a character with nunchucks in so many campaigns and I've had so many DMs look at me and be like you don't have nunchucks. And I’m like, “but…but nunchucks!”

**Beth:** Is there uh, a sort of *Skip-It*—sort of—like—

[*all laugh*]

**Beth:** Is there something I can do with my feet that is deadly and dangerous?

**Anthony:** Okay, so what you see there, is you see there's a flail which has the chain and the ball of pain on the end of it. And there's also some shackles. So, if you wanted to grab through those things and then like, in some Downtime try to like, make them together into an evil *Skip-It*.

**Beth:** Yes please. It's not going to be an evil *Skip-It*, but it will be dangerous.

**Anthony:** Okay. Do you want to try to make this *Skip-It* now?

**Beth:** Yeah, I mean there seems like there is time.

[*all laugh*]

**Darryl:** Henry! How’s it going up there?

[*sad wolf howling*]

**Ron:** Guys—guys, please be quiet, I am trying to assemble my *Skip-It*.

[*all laugh*]

**Darryl:** Ron I think we gotta get our stuff—

**Anthony:** Do you actually want to try to build a *Skip-It*?

**Beth:** Yes.

**Anthony:** Okay, then roll uh—oh my God. Let's see. Let's see. There's not a lot here for uh, for *Skip-It* handling in your stats.

**Darryl:** One second Henry! One second, we're just getting some stuff ready here. We’ll be there as soon as we can.

**Anthony:** Let’s say Survival. Roll Survival.

**Beth:** Alright. [*rolls dice*] [*laughing*] 5.

**Anthony:** Okay, so you sort of just clink the shackles and the ball together, just over and over—like getting more and more frustrated that it’s not working. But at the end, you don't actually have a *Skip-It*. Once you're out of danger, you will probably have more chances to try to make it a proper *Skip-It*.

**Beth:** Okay. Yeah. Temporarily devastating.

[*Freddie laughs*]

**Darryl:** I see what you're going there for Ron. Good idea.

**Matt:** I'm I'm putting my pants on and my clothes, and I just grab the stuff that the Barbarians normally have.

**Anthony:** [*laughs*] Okay.

**Matt:** I grab a great axe and a javelin.

**Anthony:** As you guys are all getting dressed, you see also that the shapeshifting girl, who says:

**Everything:** Oh, by the way, my name is Everything, just so you know going forward.

**Freddie:** I get it.

**Matt:** [*laughs*] That makes sense.

**Anthony:** Yeah, yeah! She finds amongst all this detritus, a big old sack full of shit, and she goes:

**Everything:** I feel like we can go splitsies on this. So there's four things in here. I'm gonna go ahead and describe them to you.

**Matt:** Okay.

**Anthony:** And she opens it up to you, so you can see that she's not lying.

**Matt:** Okay.

**Everything:** There's a hat, there's a jug, there's a perfume, and there's a small bag of beans.

**Matt:** I instantly grab the perfume.

**Darryl:** Oh, Carol would love this.

**Anthony:** Okay—

[*Freddie laughs*]

**Anthony:** Okay so, in your inventory add that you have the Perfume of Bewitching—

**Matt:** Oooooh.

**Anthony:** —the tiny vial contains the magic perfume, enough for one use. So you can use an Action to apply that to yourself, and it lasts for an hour. For that duration you have Advantage on all charisma checks directed at humanoids.

**Darryl:** Sorry, really quick, sorry, I took the perfume without asking you guys. Is it okay if I—

**Glenn:** Yeah, sure, I guess so. Yeah, Imma go for the jug.

**Ron:** I would like the hat.

**Anthony:** She's like:

**Everything:** I mean—I was gonna—it was gonna go like, half and half— but yeah, you could—

[*Freddie laughs*]

**Freddie:** She’s like “fuck me”, right?

**Everything:** You could have—you could have them all, I guess.

**Ron:** Well I think that it seems like you had *everything* you needed. [*laughs kind of creepily*]

[*Freddie laughs*]

**Anthony:** So she just sort of throws the hat at you. She is like, very clearly disgusted about it. So you can go into your inventory and add the Hat of Vermin, which I will describe to you thusly: this hat has three charges. While holding the hat you can use one action to expend one of its charges and speak a command word that summons your choice of a bat, a frog, or a rat.

**Freddie:** Oh my God, this is so perfect for you.

**Anthony:** The summoned creature—who magically appears in the hat—tries to get away from you as quickly as possible.

[*Beth and Freddie laugh*]

**Anthony:** The creature’s neither friendly nor hostile, and it is not under your control. It behaves as an ordinary creature of its kind, and disappears after one hour.

**Will:** It *dies* after an hour?!

**Anthony:** I mean it just vanishes, it's not real. And the hat regains all of its charges at dawn, so every day you can use this three times.

**Freddie:** So you can just *get* three rodents?

**Anthony:** Yeah, I mean—

**Freddie:** Okay—

**Anthony:** A rat, a frog—

**Beth:** A frog is not a rodent.

**Freddie:** Fair, that’s fair.

**Anthony:** So, did you get the jug?

**Freddie:** I got the jug, yeah.

**Anthony:** So you got the Alchemy Jug. The Alchemy Jug is a ceramic jug that appears to be able to hold a gallon of liquid and weighs 12 pounds. Sloshing sounds can be heard from within when it's shaken, even if it's empty. You can use an action and name a liquid from the table below—which you'll see when you add it to your inventory—to cause the jug to produce the chosen liquid. Afterwards, you can uncork the jug as an action pour that liquid out for up to two gallons per minute. The maximum amount of liquid in the jug depends on the liquid that you named. So you can make stuff like wine, water—saltwater or fresh, vinegar, oil, beer—which we're gonna say if Darryl uses it will be his particular brew…

**Freddie:** Nice.

**Anthony:** —[*slight giggle*] Mayonnaise, honey—

**Freddie:** [*laughing*] Mayonnaise?

**Anthony:** —and then poison or acid.

**Beth:** What kind of acid?

**Will:** What kind of mayonnaise?

**Freddie**: What kind of acid, is it like the good Hoffman stuff or is it like, y’know what I mean?

**Anthony:** Let's say that depends on the “He-Who-Wields-the-Sword”.

**Freddie:** Ahhh, so acid in the sense of LSD then.

**Anthony:** Oh, oooh okay that's actually interesting.

[*Freddie laughs*]

**Anthony**: If you do it and you roll for acid, then yeah let's do that.

**Freddie:** Okay okay okay.

**Anthony:** And then the final thing, a bag of beans. Which one of you is going to take that?

**Freddie:** I think that was hers, ‘cause we all each took one—

**Darryl:** Yeah, you said splitsies, and there's four of us, so that’s yours, little lady.

**Will:** That’s fine, Henry didn't want anything.

[*Matt laughs*]

**Darryl:** Well, actually we do have a fourth friend. I mean—if we—if I could—

[*Freddie laughs*]

**Darryl:** Is it for—are you offering?

**Everything:** I mean, yeah.

**Darryl:** Alright.

**Everything:** I was trying to be polite.

**Darryl:** Thanks.

**Matt:** I put my hand out.

**Anthony:** Okay, so roll—nah, fuck it, she just gives it to you. I want you to have this item. ‘Cause this item is great. So this is the Bag of Beans. So right now, roll 3d4.

**Matt:** [*rolls dice*] I got 8.

**Anthony:** Okay, so there are eight beans in this bag. When you take a bean out and throw it on the ground, you have to roll a 1d100, and depending on what you roll, something different will happen, which, just for the sake of comedy, I'm not going to tell you what the possible options are. [*laughs*]

**Matt:** It would also take you a long time to tell us all a hundred— [*laughs*]

**Will:** Tune into our bonus podcast—

[*all laugh*]

**Will:** —where Anthony reads all one hundred things that the bean can turn into.

**Anthony:** But yeah. They run the gamut from like, a couple of mushrooms come out to like something massive happening, so it's basically just that you're gonna roll the dice and sort of see what happens.

**Matt:** Did Everything just tell us that that's what it does?

**Anthony:** Uh…

**Matt:** Or should our characters not know what these beans are? That's why I ask.

**Anthony:** Oh, that's fair.

**Darryl:** Hey, what do these beans do?

**Anthony:** Everything goes:

**Everything:** They look like weird magic beans. I usually don't mess with them because they're too random. I don't know. They might do weird stuff if you throw them at the ground. I kind of don't want any, any part of them and these other magical items kind of seem stupid.

[*all laugh*]

**Everything:** To be honest I'm going to take all this stuff. You guys are clearly not from around here, you don’t have a good sense of what's worth money, so I'm going to take all the stuff that's actually valuable and give you the stuff that—I mean, you don't know any better.

**Darryl:** Alright.

**Glenn:** Cool. I'm glad you can be so up front about us getting swindled, but it’s all good, it’s all good.

**Everything:** I mean, one of your friends is a wolf, so…

**Glenn:** Yeah yeah we'll worry about that—we'll worry about that later.

**Everything:** —you have other problems—

**Ron:** I feel like she knows *everything.* [*awkward laughter*]

**Will:** Oh god.

**Darryl:** Now if you guys don’t mind, there is a man up there that we love, and we gotta go save him.

**Ron:** I don't know if I love—I mean I'd go save him. I'm just—you know, I don’t know if I love him.

**Darryl:** Ron, if you were up there, I'd go up there right now and save you. So let's go up there.

**Ron:** Let's go.

[*sounds of combat and metal clanging in the background*]

**Anthony:** So before we even reach the top you hear the sounds of combat, and once you actually reach the top of the tower, you see that the Cult of the Doodler is in combat with these innocent townsfolk who are going to be sacrificed presumably. You can't see Boreanaz though, and you also can't see Henry or his child because the elevator also seems to be missing. It's a—it's not here.

**Matt:** I run over to the edge of the elevator and I look down.

**Anthony:** Okay, so you see the tops of a lot of heads. You see four adult human men trying to beat up a wolf that is currently latched onto the face of Boreanaz and Sparrow latched onto his knee.

**Darryl:** Henry, is that you?!

[*Henry makes muffled “rr-ing” sounds*]

**Matt:** I'm overwhelmed by his beauty. I go:

**Darryl**: Henry! Don't worry we got you something too!

**Matt:** And I pull the beans out, and I chuck the bag down—like the elevator shaft. [*wheezes*]

**Will:** *Yesss*.

**Anthony:** Wait—so like all of them go down?! Like—

[*all laugh*]

**Matt:** [*while laughing*] I don't know—how tight—how tight was that bag?

**Anthony:** Oh no.

[*all still laughing*]

**Anthony:** Oh Jesus Christ.

**Beth:** Oh my God.

**Will:** *Yessss*.In my head I was like “throw the beans!”

**Anthony:** Okay, so here's one I’m going to do. I'm going to fill this plastic bag that I brought all my dice in with exactly eight dice—

**Freddie:** Oh my God.

**Matt:** Yesss.

**Anthony:** And I'm going to try to—

**Freddie:** I have a satchel actually, I have a cool cloth satchel you could use.

**Anthony:** Oh yeah?

**Freddie**: Yeah.

**Anthony:** Go get that—go get that. It's funny because on the item description for the bag of beans, the very first thing it says, is like, if somebody tries to throw all them at once, here's how you do that—and I’m like, “but nobody would do that—

[*all laugh*]

**Anthony:** —that’s insane!”

[*more laughter*]

**Anthony:** I’m literally not going to tell them about that, because that’d be an absolutely absurd thing to try to do.

[*even more laughter*]

**Matt:** If it matters, I would like to say that when Darryl got the bag he definitely like, opened it up to look into it, and he probably didn't tighten it very much when he closed it. [*laughs*]

**Anthony:** I mean I buy that.

**Freddie:** Okay, I got it. Hold on, you have to throw this—

**Anthony:** From something high. I was considering going to the roof of your apartment.

**Matt:** Why don’t you just throw it up to the ceiling.

**Freddie:** Well no, here's what we could do: I have a stairwell right outside my place.

**Anthony:** Oh, okay.

[*Will laughs*]

**Freddie:** —and you can chuck it down like—how many stories? Like two stories.

**Anthony:** Yeah, like two stories.

**Beth:** Yeah.

**Freddie:** Yeah.

**Matt:** Okay.

**Will:** Alright.

**Freddie:** Yeah, let's do that. Let's go.

**Will:** Alright, we're going on the road. [*laughs*]

[*audio quality has changed, they are now in a stairwell*]

**Freddie:** Alright. Okay. So, we are in the stairwell. Anthony’s about to drop the bag to test how many beans fall out of it, to simulate a proper two story drop. So Anthony, you good?

**Anthony:** [*very far away and echo-y sounding*] Yeah. Count me down!

**Freddie:** Alright, three, two, one, drop.

[*dice clatter and hit metal, falling down the stairwell*]

**Beth:** Oh!

**Matt:** Ohhhh!!

[*all laugh*]

**Freddie:** Half the bag, baby!

**Will:** Is that four beans?!

**Freddie:** That was four—we got four.

**Will:** Oh my God!

**Matt:** Yes.

[*back to regular audio quality*]

**Matt:** Okay, should we see these all once? I feel like the real experience is that you should roll and then tell them us all four things that happen.

[*overlapping talking*]

**Anthony:** Oh no.

**Matt:** Cause that’s how we’ll experience it.

**Anthony:** Alright, alright. Well I got to write them down then. Just a second.

**Will:** I’m very scared.

**Anthony:** Oh boy, oh boy.

**Will:** I do not have a lot of health either. I just want to put that out there.

**Anthony:** This is gonna get gnarly.

**Beth**: I'm excited to hear Henry's reaction cause I just wanna be like, “What's that boy? A bunch of beans fell down an elevator shaft?”

[*Will laughing*]

**Freddie:** What if it was just four of like, the lamest things in a row?

**Will:** I'm hoping it is—

**Beth:** Yeah.

**Will:** —cause I will die.

[*Anthony rolling dice in the background*]

**Freddie:** Can we talk about kind of the the weight limit and rating of this elevator as I do feel like we’re going to overload it.

**Will:** That’s a good question too.

**Anthony:** [*kind of strained, upset*] Ohhh nooo.

[*laughter*]

**Anthony:** Ohhhh nooooo.

**Will:** What!

**Anthony:** That was the one thing I was hoping you wouldn’t roll.

**Will:** Oh God.

**Beth:** Oh.

**Anthony:** Oh no. This is going to be such a left turn. Okay. So lemme— So— [*noise of despair*]

[*laughter*]

**Anthony:** Why did I give you this? I knew in my heart, I was like, “Don't give them this. Don't give them—”

**Matt:** Why’d you let me take it?

**Anthony:** Yeah, why did I?

**Beth:** Oh my god.

**Anthony:** I wanted you to have it, but I just also didn't, and now I'm fucking reaping the fruits of my labors. Okay so first, three things that don't matter at all happen.

[*all laugh*]

**Beth:** Okay, cool.

[*more laughter*]

**Beth:** Let’s hear ‘em!

**Anthony:** Almost as if in slow motion you see the following: one, a nest of—

[*Freddie and Will laugh*]

**Anthony:** —five eggs springs up.

**Beth:** Haha, yes!

**Anthony:** If anyone wants to eat one, we can talk about that later.

[*laughter*]

**Anthony:** The second thing that happens is a geyser erupts from the center of the elevator shaft and spouts apple juice thirty feet into the air, so like— [*makes eruption noise*] —hits you guys in the face for [*rolls dice*] seven rounds.

[*laughter*]

**Matt:** So those eggs are wet.

**Anthony:** Yeah, the eggs are now wet. The third thing that happens is… eleven pink toads appear.

[*Beth laughs*]

**Anthony:** —and whenever a toad is touched it transforms into a large or smaller monster of my choice, which would seem like “oh what a big deal!”

**Matt:** Yeah that’s pretty bad.

**Beth:** Seems like a big deal, yeah.

**Anthony:** Seems like a big deal! Until… a pyramid with a 60 foot square base bursts in the middle of the fucking elevator shaft!

[*laughter*]

**Freddie:** What!

**Will:** Yes! Yes!

[*laughter*]

**Anthony:** The entire building—

[*more laughter that continues as Anthony talks*]

**Anthony:** —is bisected by this spontaneously spawning 60 foot fucking pyramid.

**Matt:** With apple juice geysing out of the top!

**Anthony:** With apple juice coming— like a fucking ejaculation of apple juice out of the top of it and the fucking eggs that you could have eaten roll down the side— and the fucking people on— so all of you have to make—

**Matt:** We’re all sliding.

**Anthony:** Yes, so all of you have to make dexterity saves because you are now on a slanted surface as this thing just grows under you.

**Will:** [*exasperated*] Oh my God.

**Freddie:** How steep of a pyramid are we talking here?

**Anthony:** It's decently steep.

**Freddie:** Well you know that actually pyramids are pretty easy to walk on, If you’ve ever been to Egypt. They're not—

**Matt:** No no they weren't—they used to be smooth and flat.

**Freddie:** Oh did they?

**Matt:** Yeah.

**Will:** Anthony does not seem like a man to be “well actually”’d right now. That’s all I’m going to say.

**Matt:** [*joking*] Well actually it's a staircase pyramid and I think we're perfectly fine.

**Will:** Anthony really wants us to parse the details of how hard we just fucked his night up.

**Freddie:** Alright, Dexterity.

**Anthony:** [*yelling*] No you just fucking called down the thunder and you will now reap the lightning.

[*laughing*]

**Matt:** So we just all roll d20s?

**Beth:** Listen guys, I know we're all thinking and it's: which way did the eggs roll?

**Matt:** Yes.

**Freddie:** Yeah, that's true. Which way did the eggs roll?

**Anthony:** They all rolled off of one corner of the pyramid.

**Beth:** Alright let me roll Dexterity.

**Anthony:** Everybody roll— yeah you're gonna roll d20 then add your Dexterity modifier.

**Freddie:** I did a crit fail.

**Anthony:** You did a crit fail?!

**Freddie:** [*chuckling*] I have a 1.

**Anthony:** Oh no.

**Freddie:** Hold on, wait wait wait, I’m gonna burn my Inspiration. I’ll burn my inspiration on this one.

**Anthony:** Yeah, okay, cause otherwise I was gonna have to do something very violent to you.

**Freddie:** I will burn my inspiration on that one, which was from a couple episodes, I believe. And then I add Dex, which is a 19.

**Anthony:** Okay, way better.

**Beth:** I got a 17.

**Will:** I got a 17 as well.

**Matt:** I mean I definitely failed, I got a 7.

**Anthony:** Okay. So I guess it's fair that the dumbass who threw down the goddamn beans—

[*Freddie laughing*]

**Anthony:** —is the only one to fail.

**Matt:** I'd like to think I was real—I mean Darryl definitely loves apple juice, so I think—

**Will:** For about 3 seconds you were—

**Freddie:** You were in heaven, you were in heaven.

**Matt:** Here’s what happened: he followed the geyser up so he wasn't looking when the pyramid was rising up underneath his feet. He was like, “Wow”.

**Anthony:** Okay, so in addition to that, remember you guys are halfway up this tower, so this fucking pyramid bisected the tower and it's now like rickety in the middle of this goddamn tower. So what I’m gonna do is…this is real stupid but why not do it. Can you hand me extra d6s.

**Freddie:** Are you building a tower out of dice?

**Anthony:** So I'm going to do is going to build a tower of four dice and have the pyramid on top of it right there. And if at any point any one of us accidentally knocks down the tower, I'll just say that the pyramid also falls.

**Freddie:** Okay, all right. So we gotta be real gentle.

**Anthony:** Right. And then everything above the pyramid just is immediately fucking sloughed off and falls to the ground. This big massive skyscraper is now—

**Freddie:** Wait, was this the level of all the people in the spike pits above us?

**Anthony:** Yeah, so all the people in the spike pits above you get pushed off.

**Freddie:** So it’s just raining hell.

**Anthony:** Yes. Every bad thing is happening.

**Matt:** Bodies are just flying.

**Anthony:** Yes, people are falling off the side of the goddamn thing.

**Will:** How high up are they? How high up is the pyramid?

**Anthony:** You were already basically near the top, plus or minus, a story of the skyscraper from Mario Kart 64.

**Freddie:** Right.

**Anthony:** So you were that high. So these guys are falling to their death.

**Freddie:** So when we make our savings throws how do we— what happens when we save?

**Anthony:** So you're saving throw is you attempting to grab on to this pyramid and not fall off to your deaths, essentially.

**Freddie:** So even though it's slicked by apple juice the stickiness of it allows us—allows me at least—to grab on and hang out, like a grip

**Anthony:** Yes, like a horrible Spiderman, you handle—

**Freddie:** Like Alex Honnold, free climbing El Capitan.

**Beth:** [*laughing*] Yeah, we’ve all seen Free Solo. Free Solo, great documentary.

**Anthony:** So all of you manage to get a grip, except for Darryl who is sliding and is now just beginning to fall off.

**Will:** So what happened to me?

**Anthony:** You and Boreanaz and your son are all perched on the top—all of you—both of you hanging on the pyramid.

**Freddie:** By the way, all of you guys are like [*makes a drowning sound*] because apple juice is spraying in your face.

**Will:** Covered in apple juice. Did Boreanaz make his saving throw?

**Anthony:** Oh no he didn't. He should.

**Freddie:** This may be the end of Boreanaz-sticky, covered in apple juice.

**Anthony:** No!

**Beth:** Oh my God. Oh my God.

[*all yelling*]

**Anthony:** My very next roll!

**Freddie:** What did you do?

**Will:** He knocked the tower down.

**Beth:** My God, he knocked over the entire pyramid. Oh my God!

**Matt:** I feel like that’s fitting, like no tower would have supported a 60 foot—

**Freddie:** This is medieval. Like these are guys who didn't put guardrails in, there's no way they put in enough of a foundational support on their bullshit towers to be able to hang on to it.

**Anthony:** [*whining*] What do I do? Okay, okay, okay—

**Freddie:** We’re all still on the pyramid, it just kind of crunches down.

**Anthony:** So here's the thing. The pyramid begins to fall over and uh it's crushing the tower beneath it so it's falling a little bit more slowly than you might otherwise think. So everybody except for Darryl is totally fine but Darryl you're gonna have to take some damage cause you didn’t get quite a good enough purchase with your hand so your head smashes against the wall of the pyramid. So go ahead and take a d6 of damage.

**Matt:** Darryl Wilson took 5 damage

**Anthony:** Okay, and with a shuddering boom and an explosion of dust outward, the pyramid crushes the Pit of Myriad Delight.

**Matt:** Oh my God, so all those people having an orgy just got destroyed by—

**Anthony:** No no no, they're fine.

**Matt:** Oh OK.

**Anthony:** It kills the violent—the fighting arena guys.

**Matt:** Oh OK.

**Anthony:** So all the people who are having the orgy like stop for a second and like stare—

**Matt:** —And they go “woooo”.

**Anthony:** —and they go right back to it.

**Beth:** It just goes to show you that love overcomes all obstacles.

**Freddie:** Yeah.

**Anthony:** A shockwave resonates through the pyramid as it lands so everybody make another dexterity saving throw.

**Freddie:** 13, Anthony.

**Matt:** I got a 15.

**Will:** I got an 18.

**Anthony:** All right, that’s good!

**Beth:** I got a 2.

**Anthony:** Woof hoo…hoo.

**Beth:** Yeah.

**Anthony:** So everybody except for Ron Stampler seems to be fine. Actually, oh sorry Boreanaz is gonna— I forgot, that's what caused all this. [*rolls dice*] OK so Boreanaz gets 16 he's fine.

**Freddie:** He's just got such a strong foundation and base you know, he's not falling over easy, look at that guy.

**Anthony:** Okay, So you're gonna fall pretty badly, so—

**Matt:** I wanna do that like, *Vertical Limit* like stab my javelin in—

**Beth:** Yes!

**Matt:** —and like slide and try to reach for Ron.

**Beth:** Yes! Best movie.

**Anthony:** OK. OK let's do that. So why don't you roll an attack against the pyramid?

**Matt:** Just to see if I like break the stone?

**Anthony:** Yeah. See if you can wedge it into a crack or not.

**Matt:** I’m just gonna go ahead and roll for damage cause I rolled a 1, so I’m assuming you’re gonna let me hurt myself—

**Anthony:** —Yeah. You're gonna start falling too.

**Freddie:** So I'm gonna throw my nunchucks for whoever's closest.

**Anthony:** Okay.

**Freddie:** To try and like have them—

**Anthony:** That will almost certainly be Darryl because he just fell.

**Beth:** While I'm in peril, am I allowed to do anything?

**Anthony:** Yeah absolutely. What would you like to try to do?

**Beth:** I would like to use The Hat of Vermin, to release frogs, who have sticky little frog hands. Maybe they will help me stick to the side of the pyramid.

**Anthony:** Okay.

**Beth:** That's what I would like to do, is I would like to do is I would like frogs.

**Anthony:** All right. So…

**Freddie:** We'll do one action at a time here. So…

**Anthony:** Let’s do Beth’s first. So Ron, you summon in three frogs simultaneously.

[*all laugh*]

**Beth:** Can I get more?

**Anthony:** Three is the most you can get in a day.

**Beth:** That's unfa— yes I would like three frogs.

**Anthony:** Okay.

**Freddie:** That’s three limbs, you know. You just crush them under your hands and it’s a little stickiness on your hands.

**Anthony:** So what we’re gonna do is, you’re going to roll Stickiness for each frog.

**Beth:** Yes. Yes.

**Anthony:** You’re going to roll a d6 for each frog.

**Beth:** Okay.

**Anthony:** If you get a 5 or a 6, they are sticky enough to stick on to the pyramid. You have a 1 in 3 chance.

**Beth:** And if it’s a 4, they just look great.

**Anthony:** Yeah.

**Freddie:** Hot dice, hot dice.

**Anthony:** Frog number 1.

**Beth:** Oh my god.

**Anthony:**. That's a six. All right. One frog, boom, sticks perfectly in there like a fuckin’ Catwoman handhold.

**Beth:** Yes.

**Anthony:** Alright, now roll for this one.

[*rolls dice*]

**Anthony:** God how did you do that?

**Will:** 6! She got the 6!

**Beth:** Yes! Yes!

**Anthony:** Yeah, now roll another one just to see what the third one does, I don’t even know what the third one’s for.

**Matt:** You know one of those things, when you do push-up helpers—

**Beth:** 2.

**Anthony:** Yeah like the perfect push-up handles.

**Matt:** So I’m imagining that’s what it is. You’re like, holding on to the frogs, like handles.

**Freddie:** And the frogs are like, fingers and hands splayed onto this pyramid, eyes bugged out, totally confused. They were created seconds ago and the first thing they feel is the icy grip of a human being around them and they're just gripping on for dear life.

**Anthony:** All right, the third frog just like [*high pitched eeee sound*] like flies straight fucking down. OK, so you are—

**Will:** I think that means you’re now ribbited to the wall.

[*Matt chuckles over the next few lines*]

**Beth:** I might fall just because of that. I literally might fall.

**Anthony:** Oh God—

**Matt:** Darryl jumps off the pyramid.

**Anthony:** I need to come up with some other punishment because giving you guys damage was too good, and I used that already.

**Freddie:** Does he get inspiration for that?

**Anthony:** Yes, you absolutely get inspiration.

**Will:** Hell yeah!

**Anthony:** Without question. So, Ron is safe for now. So you’re going to nunchuck Darryl.

**Freddie:** So I rolled a 16.

**Anthony:** I think that's good. Describe what happens.

**Freddie:** As I see my friend start to lose his grip, so enraptured by the apple juice, I concentrate. I think of all the hours—

**Anthony: “**So Enraptured by the Apple Juice” is the name of this episode.

[*all laugh*]

**Beth:** No, I wanted “Chekhov's Snake.”

[*all laugh*]

**Anthony:** That'll be the episode where he comes back like four years from now.

**Will:** Oh shit.

**Freddie:** I call upon hours of watching YouTube videos on the road of Bruce Lee maneuvers, of guys teaching you how to do nunchuck tricks. I whip out the nunchaku and I whip them towards Darryl's legs because he's splayed away from me, and I wrap them around his ankle, and I hold on for dear life as he is like splayed out leaning to, you know, face-forward towards almost certain doom if not for these nunchucks.

**Anthony:** Awesome. How does Darryl react to all this?

**Matt:** Since they’re wrapped around my legs, I think I just go [*simulating unsteadiness*] Whoah! And I look up, and I go—

**Darryl:** Thanks there, Glenn!

**Matt:** That's it.

**Anthony:** OK, cool. [laughter] So—

**Matt:** Cuz she's stuck. “She—” Ron is already safe. I think Darryl is definitely looking for where Henry is.

**Anthony:** That means you look up and you see— You're basically, you manage to hang on to Boreanaz, right?

**Will:** Yeah, yeah, so I’m still on the top of this mountain, on the top of the pyramid.

**Anthony:** He held on with like fucking knuckles made of steel and you held onto him too and so did your unconscious son.

**Freddie:** Wait! What happened to his other son?

**Anthony:** Yeah, I was about to bring that up.

[*all expressing shock, yelling “Oh my God,” ect*]

**Anthony:** So it's up to you what you do now. Because you've all realized simultaneously, “Oh my God what happened to Lark?” because that floor and all the ones beneath it were presumably crushed. Sparrow is still up top grabbing on to Boreanaz’s knee even though he's unconscious and with a knife sticking out of his shoulder blades. What do you do?

**Will:** OK. My jaw falls off of Boreanaz’s face immediately. And I'm in Wolf Mode still. Does a wolf have like sense? Like a search and rescue thing?

**Freddie:** Yeah there’s gotta be like a smell, or…

**Anthony:** Ooh, yes! This is actually really good. Yeah. He has advantage on any Perception check.

**Freddie:** Oh shit, yeah yeah yeah.

**Will:** OK. I wanna see if I can suss out what happened to my son.

**Freddie:** Will, I think you got to sniff Sparrow and use that scent to find his brother. [*Beth and Matt muttering yeah, yes overtop*]

**Will:** I take a big whiff of Sparrow, and then—

**Anthony:** — who’s still unconscious.

**Will:** —who’s still unconscious. That I'm going to deal with in a second. Cuz at least I know where he is. And then I'm going to try to do a Perception check to see if I can find Lark in what I'm hoping is the rubble of this crazy thing that just happened.

**Anthony:** OK, go ahead and roll Perception with advantage.

**Will:** That's a 17. [*rolls dice*] And that's a 7. I’mma take the 17.

**Anthony:** So you follow the scent of your comatose child to find your non-comatose child and the scent leads you through a pile of rubble that is far deeper than you would like. And your heart sinks more and more the further and further you dig into this rubble. Underneath a bunch of bricks, you nuzzle one aside with your nose and you see Lark’s hand just sort of like peeking out from them like Arnold going into the lava—

**Freddie:** No thumbs up.

**Anthony:** No thumbs up. Just his hand.

**Will:** Okay I’m going to— Can I tell if he's dead?

**Anthony:** You could try to like move up against to see if his pulse is going.

**Will:** I nudge him. I nudge him to sense both his temperature and his general sort of pulsing, well-being.

**Anthony:** He feels fur on him, and his hand just sort of just starts moving and starts twitching and touches you and is trying to feel around, and trying to get out.

**Will:** Okay. I try to nudge him to grab onto my fur so I can pull him out.

**Matt:** So we do we see this pile of rubble? Is there a lot of it?

**Anthony:** Most of the things surrounding you right now is rubble. It's either rubble or it's the remains of the Circle of Chaos and Combat.

**Matt:** And the orgy pit, right? There’s a ton of people there. I think Darryl stands up to the pit. He's heartbroken as he watches Wolf Henry digging into this rubble and there is a mountain full of rubble.

**Anthony:** Yep.

**Matt:** And I turn and say—

**Darryl:** [*yelling*] Everybody! Stop fucking for one goddamn second! There is a young child in that pile of rubble!

**Anthony:** And one of them’s like—

**Orgy participant:** [yelling back] That's not our thing.

[*uncomfortable laughter*]

**Darryl:** There’s one, there’s a child in that pile of rubble!

**Orgy participant:** We don’t do that. We don’t do that. That's where we draw the line.

**Darryl:** And it needs your help. Can you help us take him out of the rubble?

**Anthony:** Allright. Roll Persuasion with advantage.

**Matt:** I got a 16.

**Anthony:** They all stop fucking for a second and they go—

**Orgy participants:** Oh my God, a kid's in trouble? We're both sex positive and really care about children's issues, so absolutely we're gonna come and help you—

**Will:** We’re going to cum, then help you.

[*all groan and laugh*]

**Beth:** Yikes. Yikes, yikes.

**Orgy participants:** Just a second. Just a second…[simulating orgasm] Ohhhhhh. Right, where’s your kid? Where’s this kid? What’s going on?

**Darryl:** You know what? Despite what I've been told by the church you all seem like pretty good people. Let's go save the kid!

**Anthony:** All right about two dozen naked people still glistening in all kinds of fluids—

**Freddie:** Weird, weird.

**Anthony:** — climb this— This is a like a Jodorowsky movie.

**Freddie:** Yeah, this is like an insane—

**Anthony:** Remember back in the day when we thought that snake bound to you was the weirdest thing that was going to happen?

**Beth:** Meanwhile Ron is rappelling down a pyramid frog by frog, yelling at the third frog who has descended—

**Ron:** Hey, help that kid, frog.

**Freddie:** I feel like, by the way, I'm looking up and I'm seeing Boreanaz probably struggling post face-bite.

**Anthony:** Yeah.

**Freddie:** I feel like this is like, not rock and roll. Everything that this guy's done is hella not rock and roll. So I'm going to do some flourishes with my fuckin’ nunchucks and go after this dude.

**Anthony:** Okay.

**Will:** Check on my kid while you're up there, the unconscious kid.

**Freddie:** I can't hear you over the whirring of nunchaku around my ears.

**Anthony:** So while the naked army of woke people start—

[*all laugh*]

**Will:** Third potential episode title!

**Beth:** I was saying, that's the name of my band.

**Anthony:** —start getting rid of the rubble in a show of solidarity, you run up and you just swing at him with a nunchuck?

**Freddie:** So here I'd like to propose a mechanic with the nunchucks. I'd like to just— how do you feel about this? I can roll d20s to flourish them. Of course every flourish is a risk because I could nut myself with them.

**Anthony:** Yep, yep.

**Freddie:** But, every time I do it, I feel like I get like a +1 to whatever the eventual roll is. So I could sit there and do 20 flourishes. Do you know what I’m saying?

[*all talking over one another*]

**Anthony:** Here's what we do. We do that, but every time the number that results in the nutting gets increased.

**Freddie:** OK, yeah yeah yeah.

**Anthony:** So, you roll it again, you gotta get more than a 3. You roll it again, and you gotta get more than a 4.

**Freddie:** Yeah,yeah yeah. So basically it builds on itself. Alright. So as I'm walking up—

**Anthony:** And this is just to hit. This is not necessarily damage.

**Freddie:** Yeah, just to hit. Alright. So flourish one. That’s a 2.

**Anthony:** You immediately nutted yourself?

**Freddie:** So I walk up, I was ready to flourish…Okay, I'd like to say, I think I invented a really cool mechanic for nunchucks, and I’m really glad that the first move was I go up and I'm like—

**Glenn:** Listen up, you son of a bitch. I'm gonna show you what real pain is.

**Freddie:** And the first move I do just slams my nunchucks into my right testicle.

[*Will cackles in the background*]

**Beth:** Oh my God. Yeah.

**Anthony:** Roll a club attack damage, whatever that is.

**Freddie:** So that's 1d6 for the nunchucks, so that's 2 damage to me.

**Anthony:** Okay. That's not so bad.

**Freddie:** It could have been worse, because I only have 8, so that could've—

**Will:** You could’ve killed yourself.

**Freddie:** — almost killed myself.

**Anthony:** Okay, so Boreanaz sees you do this [*Freddie laughs*] and he's like—

**Boreanaz:** *Did* we summon the Doodler? [*all laugh*] The only way any of this makes sense is if this is actually the end of the world. I feel like we nailed it.

**Anthony:** He turns around to the other cultists and is like—

**Boreanaz:** Guys, we did it! We fucking did it.

**Anthony:** And he sees that Lark is biting on his leg, and he’s like—

**Boreanaz:** Get the fuck off!

**Anthony:** And he grabs him and just sort of like tosses him down and he sort of rolls like, all slack down the—

**Freddie:** I do nothing to stop him, as I am recoiling from nutting myself with the nunchucks.

**Anthony:** [*laughs*] He's like—

**Boreanaz:** I guess I need to see what this new world has to offer.

**Anthony:** And he just starts walking down the pyramid.

**Boreanaz:** I feel like I won. I did it. It's great. Welcome to the world of the Doodler.

**Beth:** Can I ask Boreanaz to help me up with my frogs as he's walking down?

**Anthony:** Yeah. Is that what you say?

**Beth:** Well I would probably charm him in some way.

**Anthony:** Alright, you can roll Persuasion. You've just got to say what you're gonna try to say to charm him.

**Ron:** [*pondering*] Um, I will say that um, the way that collared shirts fit him is very nice.

**Anthony:** Alright.

**Freddie:** Just going straight for the compliment, huh?

**Anthony:** Roll Persuasion.

**Matt:** [*chuckling*] So you’re just saying that to him—

**Anthony:** As he's walking by.

**Beth:** That’s a 9.

**Boreanaz:** Fuck off!

**Anthony:** And he just keeps walking.

[*all laugh*]

**Ron:** It's just me and my frogs now.

**Anthony:** You fell a little ways before you hit with the frog. So if you let go, you would just sort of slide down and not take any damage.

**Ron:** I would like to keep holding the frogs.

[*all laugh*]

**Anthony:** Jesus Christ.

**Matt:** So we're just digging into the rubble?

**Anthony:** Okay so you are now basically out of combat. Everybody that wanted to hurt you feels like they got exactly what they wanted.

**Freddie:** [*laughing*] Yeah, apparently.

**Anthony:** So, you and the naked people managed to successfully extricate Lark from the rubble and now you've got a barely conscious Lark and a not conscious Sparrow. And all the people in the town, the medics and alchemists and wizards and the cops, are all coming to this zone of destruction essentially.

**Freddie:** And the apple juice is still going right?

**Anthony:** The apple juice is still going, and will go for another hour. According to the rules of Gary Gygax’s Dungeons & Dragons—

[*all laugh, Will especially loudly*]

**Beth:** YES

**Anthony:** — that apple juice still goes for an hour.

**Ron:** I am parched.

**Matt:** Yeah, I look at the first person of authority, I say—

**Darryl:** Hey, can somebody get some cups for this team effort around here. Somebody get some cups. Everybody have some apple juice. Good work, everybody.

**Will:** I turn back into a human. I’m naked. I spit some of David Boreanaz’s face out of my mouth.

**Matt:** Oh my God.

**Will:** And then I rush to my two boys and I just started using my druid powers to heal them. I'm going to go ahead and cast Cure Wounds on my two sons. And then I say—

**Henry:** Has anyone seen my pants?

**Darryl:** Come on, guys, let's go find his pants!

**Matt:** And I get all the naked people to start going through the rubble for his pants.

**Anthony:** So Everything, who is still in the armory stealing stuff, is like—

**Everything:** I got, I have his— [*suddenly, screaming at the top of her lungs*] Also, *what did you do?! What happened?!* You seemed cool! You're not cool!

**Glenn:** We killed a lot of people, huh?

**Everything:** I know. I thought we were tight because I was okay with murdering people, but I've never done anything on this scale.

**Glenn:** We kind of blew this one pretty bad boys.

**Darryl:** I mean, they were your beans.

**Ron:** [*singling to the tune of My Happy Ending by Avril Lavigne*] You were everything, everything that I wanted.

**Everything:** [*sobbing*] I don’t know what that means. Some of these people were my friends.

**Glenn:** But also, probably some of your enemies, right? I mean, just statistically—

**Everything:** Oh yeah. I mean, it doesn’t really balance out like that though.

**Freddie:** Eh.

**Ron:** Thanks for everything.

**Darryl:** It was nice to meet you.

**Matt:** And I put my hand out.

**Everything:** I should have never given you those beans. Oh my God, this is on me. Oh no, I need to rethink my life.

**Beth:** I'm gonna say this joke again—

**Ron:** Thanks for Everything.

[*all laugh*]

**Beth:** See, I said it before and nobody laughed and I was like, “Darn it.”

**Anthony:** She throws all of her ill-gotten gains to the ground and is just like “Where's the nearest church?”

**Matt:** Darryl is staring very intently to see what happened to these beautiful boys as Henry is bringing them back to life.

**Anthony:** Okay, so as you Cure Wounds on them, Lark comes to and is like—

**Lark:** Oh my God did we do it? Did we do it? Where’s the Doodler? Where is he? Did I not get to beat him? Dammit, I wanted to beat him!

**Henry:** Lark, we're going to have a long talk about this later. [*Lark grunts in frustration*]. Right now you're very grounded.

**Anthony:** So as you as you say that, the Cure Wounds begins to take effect on Sparrow, and Sparrow just like—This is for my wrestling fans out there, but if you're familiar with the way that The Undertaker sits up during a match, he sits up exactly like that. Just whoom, shoots straight up and is like—

**Sparrow:** Whah? Ooh, apple juice. Whah? What's going—? Dad, what happened? Did I go into wolf mode? Tell me I went into Wolf Mode!

**Henry:** We'll talk about that later.

**Ron:** Henry, I think you should ground this child too.

**Henry:** It's only fair that if I ground one of you, I ground both of you for causing so much mischief. And to be fair, I cause a lot of mischief too, so I'm self grounding. We're all grounded. All three of us!

**Sparrow:** I mean, I feel like I changed my tune. It feels a little unfair, but like, apple juice, so whatever. I’m pretty stoked right now.

**Henry:** You know what? Grounding is lifted, because I'm so happy to see you both.

**Sparrow:** Alright!

**Henry:** Group hug, guys.

**Will:** I put my pants back on and then I hug my two kids.

**Anthony:** Sparrow returns the hug happily. Lark is just fuming because he thinks he lost his chance to kill the god.

**Henry:** Oh, Lark, we're going to have a real bonding moment soon too, and you're going to want to be a Love Wolf. Just you wait, kiddo.

**Anthony:** So he just says—

**Lark:** [*under his breath*] I hate apple juice.

**Freddie:** Who hates apple juice?

**Anthony:** Lark.

**Freddie:** Whoa.

**Anthony:** He's a dangerous boy*.* As this is happening, all the Blue Coats in the town, all the cops and stuff like that are looking around trying to see what happened, “What’s all this then,” and freaking out. And you see a lot of people starting to point in your direction.

**Will:** [*in a yikes voice*] Ooooooooh.

**Anthony:** But you can also see your van inside cause you parked right next to the place. And thankfully, it is unharmed.

**Glenn:** Guys I think we got to skedaddle here real quick. Listen, this is one rule of the road: It's when you wreck a hotel room, you don't walk by the front desk on the way out. You take the fire exit. I think it's time we get the hell out of Dodge.

**Henry:** [*impersonating a British rock star*] Thanks, Neverwinter, you’ve been great.

[*all laugh*]

**Freddie:** Allright, I think we're rushing to the van—

[*all talking over each other*]

**Henry:** Van van van van, minivan. Go go go go go.

**Anthony:** Perfect. I'm just going to say you get away with it because there is so much chaos going on. On the way, you can slow your run a little bit to try to pick up one of the eggs if you wish.

**Beth:** Will I have to drop a frog to pick up an egg?

**Anthony:** Yeah you'd have to drop one of the frogs to—actually, no they’re sticky. You could just—

**Beth:** Yes, I would like to put one frog next to the other in one hand and have a free hand for an egg.

**Anthony:** Alright. So go ahead and roll a sleight of hand as you run.

**Beth:** So that's 14 +2. 16.

**Anthony:** Sixteen? Okay great. So you scoop one up as you run. You don't even have to slow your stride. As you, Darryl, almost get to the car, a hand reaches out and touches your arm. And you turn, and you see there's the lizard man that you accidentally spared in the combat at the cells. And he goes—

**Lizard Man:** [*with heartfelt sincerity*] Thank you so much. If you hadn't let me live, if you hadn't let me go, I would've been up there. That could have been me.

**Darryl:** No problem! Hey buddy. You never told us your name and we're getting the hell out of here, so if you want to ride, you could come along with us.

**Cern:** Oh, I think I do. My name is Cern, and I will follow you anywhere and do anything you wish. I now owe what we in my culture call a Wookiee Life Debt. To you.

[*all laugh*]

**Matt:** I go “Alright.”I put my hand out—

**Darryl:** Darryl Wilson, welcome to the team.

**Cern:** Glad to be aboard, sir.

**Henry:** Glad you're aboard, *Cern*.

[*Matt laughs in a pained way*]

**Cern:** HAAAAAA.

**Anthony:** He doesn't know how to laugh.

**Freddie:** His laugh comes off as just a scream.

**Cern:** [yelling] Eyy! Ahh!

**Ron:** Don’t know why, I really like this Cern guy.

**Darryl:** Yeah.

**Matt:** Alright, so we all run to the minivan?

**Anthony:** Yeah. As you drive away, the blue coats realize “Oh shit, it’s them,” and they start firing arrows at you, but you're just too far gone and you sort of drive into the sunset—

**Glenn:** Guess what? Bitches, that's modern technology. You can't get arrows through this bad boy!

**Henry:** Alright, whose kids are we rescuing next?

**Ron:** Actually, after seeing how that went, I think I'm gonna hold off on saving my kid.

[*all laugh*]

**Matt:** Looks like we're saving Glenn’s kid.

**Freddie:** We’re going after Glenn’s kid.

**Anthony:** So as you are all driving off into the sunset, Sparrow says—

**Sparrow:** Dad I feel, I feel like nauseous. I feel like— I feel— [*gagging noise*]

[*ominous music begins*]

**Anthony:** And his eyes have rolled back into his head. And when they roll back, the corneas are purple, and he says—

**Sparrow:** *[in a rough, ominous voice that is familiar from previous episodes]* You have found your children, but you have not learned anything. If only you had been more intelligent. If only you had saved more people. You have proven you are unworthy as a father. You do not deserve. These. Children.

**Anthony:** And before your eyes, they begin to fade out of existence.

**Henry:** Lark! Sparrow! What’s going on?

**Anthony:** Sparrow reaches out and goes—

**Sparrow:** Dad, did I do good?

**Henry:** You did good, boy. I'm comin’ for you.

**Anthony:** They wink out, and that's the last thing that they hear before they vanish from your car.

**Ron:** Do we have to save them again? Because like I said, it was…I guess it was kind of inconvenient the first time.

[*theme music plays*]

**Freddie:** *Dungeons and Daddies* is Matt Arnold as Darryl Wilson, Anthony Burch as our Daddy Master, Will Campos as Henry Oak, Beth May as Ron Stampler, and myself Freddie Wong as Glenn Close. Theme song by Maxton Waller. Rant at us on Twitter @dungeonsanddads. Find a premium dad memes and join the episode discussion on our Facebook group at bit.ly/dungeonDads.

For all of you out there asking us to try and make this a one-a-week podcast, I hear ya. We're trying to figure that out. But in the meantime, Matt, Will, and myself have another podcast called *Story Break* where we have an hour to come up with a pitch for a movie or TV show. Some of our favorite episodes include a feature film on why the chicken crossed the road, the Flo from Progressive movie, and one where we figure out a Duke Nukem feature film. Beth has also been the guest for a couple of those episodes, and so will Anthony one of these days if he ever returns my calls. So if you want more podcasts, do check that out.

Big shout out to everybody leaving iTunes reviews and recommending our show to your friends. The show is tons of work, but doing it is a total joy. And every time you help us out in that way, you help us grow, so thank you everybody so much. Looks like the real unsung heroes are all of you out there.

Next episode coming at you April 9. So until then, remember, turn on your headlights if it's raining. Because it helps visibility for everybody.

[*theme song lyrics fade back in and play till end of song*]

**Freddie:** What is peak Boreanaz for you?

**Beth:** Peak Boreanaz, I—

**Will:** This is what peak Boreanaz looks like.

[*all laugh*]

**Beth:** Okay, so Season Two of—

**Anthony:** You may not like it, but —

**Beth:** —*Buffy*when he goes Angelus for half the season. I just think it's like David Boreanaz really having fun in that role and really expanding beyond his like grungy, sad boy routine. Which is—it works, it's hot as hell Season One and half of Season Two of *Buffy*, but when there's that other element, it's like “This is a three dimensional man I am dating.” [*all laugh*] And yeah, he’s dangerous. But that's what ‘90s television is about.