x Dungeons and Daddies

Dungeon Master: Anthony Burch

Glenn Close: Freddie Wong

Darryl Wilson: Matt Arnold

Henry Oak: Will Campos

Ron Stampler: Beth May

Episode 25 - Mummy Issues

**Ron**: Hello, and are you looking to be an intern for four dads?

*[upbeat music starts playing]*

My name is Ron F. Stampler, CEO, CFO, CQD, SOS, ETC of Stampler Business, and we are looking for our sons. We're also looking for an unpaid intern to start immediately, right now. Are you an enthusiastic rock star who loves to have fun, but loves to get coffee even more? Are you alive? Physically fit with thick skin and able to take criticism and yelling and screaming, and sometimes murder but not always, and sometimes there's curse words and we talk about sex? We have just the job for you. Or should we say... internship?

That's right. You're getting paid in experience, the pleasure of our company, and a chance to get a foot in the door in an industry where you are not valued and considered replaceable. We did a bad thing with a town and a pyramid, and now we're looking to explore that pyramid and vanquish the evil within so that we can hire mercenaries that cost actual money instead of you, potential intern candidate!

We get into extremely long, boring arguments, which is why we need an intern to do the things we need to do while we're arguing about whether to do them. This internship requires a master's degree and seven years of electrical engineering experience. This is an entry-level position with competitive pay. We're competing to see how much you'll work for no money. We're also super rich, and you aren’t LOL. Please submit a resume and a cover letter. We don't have a printer, so just come tell us. Are you ready to be called Daddy? Then hop aboard The Revenge Of The Mummy: The Ride, and take part in this incredible opportunity.

*[intro theme song plays]*

**Freddie:** Welcome folks, and happy new year, welcome back to *Dungeons and Daddies*, not a BDSM podcast ... Actually, a Dungeons And Dragons podcast, a story about four dads from our world who are flung into the Forgotten Realms in a quest to rescue their lost sons. I almost forgot that, it's been that long since we recorded—

**Will:** Been a whole decade.

**Beth:** Wow.

**Freddie:** I know. My name is Freddie Wong, and I play Glenn Close, the rock and roll bard dad of the group, and Glenn's cool fact… cool dad fact is this: you'd expect —

**Will:** They're cool facts now, not dad facts.

*[all laughing]*

**Will:** You changed it up.

**Anthony:** 2020, New Year, baby. 2020, new year, new us.

**Freddie:** You'd expect Glenn, you know— a guy who's been on the road, to recognize the Mummy ride, either in the LA or the Florida incarnation, and the fact is, Glenn is a big theme park junkie. But the truth is… Glenn only goes for Disney, baby, Glenn's a hardcore Disney fan.

**Will:** Really?

**Beth:** Oh man.

**Freddie:** He's got Disney pins, he goes to Disney world every chance he gets, they've always got to stop off in Orlando, and he refuses—

**Beth:** Is he an AP holder?

**Freddie:** Oh yeah, AP holder, it's got the mouse on the, yeah—

**Anthony:** It's crazy that he's so anti-government and doesn't realize that Disney is basically—

**Will:** Anti-government, pro-corporate?

**Matt:** It makes him charming now, he's got this blind spot that he just loves Mickey Mouse so much.

**Glenn:** Yeah, but he refuses to go to that Harry Potter land, that's some bullshit knock-off crap, he'd never touch Universal.

**Will:** I would put money on Glenn Close being pro-Universal, fuck Disney—

**Freddie:** No, he loves Disney.

**Will:** That seems like, so... Fast and Furious rides, King Kong—

**Freddie:** Nah, cheap crap. And that's Glenn's dad fact.

**Matt:** Hi, my name is Matt Arnold, I play Darryl Wilson, a stay at home coach dad who's a barbarian once he enters the Forgotten Realms. What?

**Anthony:** He was a barbarian before, he just didn't know.

*[all laughing]*

**Will:** It's just all these subtle changes to ... like Freddie saying, "Cool dad." Then you adding ‘when he goes to the Forgotten Realms’—

**Beth:** No, Matt says it all the time. He's like, a barbarian now in the Forgotten Realms—

**Will:** Oooh.

**Matt:** Yeah, I just shifted it, I mixed it up.

**Will:** Maybe it's been so long since I've done it, I don't remember what anyone else does.

**Beth:** I actually don't recognize any of you.

**Matt:***[chuckles]* I know, what is this? A little dad fact about Darryl; a little bit also about the theme parks, but one of the first things that Darryl connected with Grant who's a big video game player, is that he saw that he was playing Theme Park, and he was like, "If you like that on the computer, let's go to a real one." And Grant and Darryl love rollercoasters, that's their thing. They're big rollercoaster nerds, but the first time Grant went on a rollercoaster, he loved it. But he's got a little weak stomach, so he threw up all over himself and he was so embarrassed, Darryl went into the stall and also just pretended to throw up—

**Anthony:** That's very cute.

[*group awws*]

**Matt:** And now he does that all the time. So Grant always throws up or he gets a sick stomach and Grant— and Darryl always have to keep pretending that he also has a sick— but no, Darryl's stomach is hard as a rock. *[all laughing]* Nothing upsets Darryl's stomach.

**Will:** That's super cute. Hey everyone, my name's Will Campos, I play Henry Oak, the crunchy-munchy, granola-munching, hippy, Birkenstock-rocking, nature druid dad—

**Matt:** Nice, you got it.

**Will:** Who turns into a druid when he goes to the—

**Matt:** Now see, that’s without a teleprompter, that was impressive.

**Will:***[laughs]* I'm very excited about this fun fact. Fun fact about Henry this week—

**Matt:** Wait, there's a fun fact now?

**Will:** Oh my God, it's fun fact week!

**Beth:** Oh my gosh!

**Will:** Dad fact about Henry this week: like Ron, Henry's favorite musical is Cats.

**Beth:** Man, good to see the representation.

**Anthony:** No, I know where this is going. I hate this.

**Beth:** *[laughs]*

**Will:** Not the musical Cats, just the music that cats make.

**Freddie:** Oh, no. No!

**Beth:** Oh, God.

**Will:** He just loves hearing— there's an alley cat that lives nearby, who sings his mournful tune and Henry always imagines him serenading some lost love and it's his favorite musical.

**Freddie:** Isn't that the equivalent of cats screaming? Just "I want to fuck, I want to fuck."

**Beth:** Yeah.

**Will:** It's the language, it's the romance of nature. It's no more beautifully expressed than—

**Beth:** Will, come over to my house and listen to my stupid cat just like *[warbling wail]* for like, ever.

**Will:** I do have an addendum to the dad fact, which is that Henry's never been to the musical Cats, but he has been to Lark and Sparrow's parody of Cats, called Nads, which they did for the fifth grade talent show and earned a suspension. Most of the lyrics have to do with jellicle sounding like testicle.

*[all laughing]*

**Will:** Scrotum Tugger is a curious sack.

*[all groan]*

**Beth:** Oh man, that's good.

**Freddie:** You had that locked, cocked and ready to go.

**Beth:** Yeah.

**Will:** They go to the spermicide layer at the end—

*[all laughing]*

**Beth:** Yes.

**Matt:** Very good.

**Will:** Anyway, that’s my dad fact.

**Freddie:** Wow. Good job.

**Will:** I had a month to work on that, and it shows.

**Beth:** Hi, my name is Beth May, and I play Ron Stampler, emotionally detached stepfather and rogue. A dad fact about Ron that is neither cool nor fun—

*[all laughing]*

**Beth:** Is that every year for a New Year's resolution, Ron and Samantha try to buddy up so that they— which is essentially the same thing as saying that Ron says that his resolution is whatever Samantha says her resolution is. So, this year's resolution, since Samantha's kinda caught onto Ron's MO here, is that Samantha, therefore Ron, decided they're going to be kinder in the New Year, practice more kindness. And um, in order to do that, Ron went to Hallmark and bought a big stack of greeting cards, and that's all he's done so far.

*[group chuckles]*

**Will:** Where are the greeting cards? Are they just sitting at home or did he bring any with him on the Forgotten Realms journey?

**Beth:** I think they're just probably sitting at home. I don't think the package is off them or anything.

*[Will laughs]*

**Anthony:** I'm Anthony Burch, I'm your dad and—

**Freddie:** Hey, Dad.

**Anthony:** Hi.

**Will:** Hey, Dad.

**Matt:** I missed you during the holidays.

**Beth:** Dad, where were you?

**Will:** Where were you at Christmas, Dad?

**Matt:** You didn't call.

**Anthony:** I was at home enjoying myself, enjoying the silence. I didn't have to wrangle a bunch of rowdy boys.

**Anthony:** My Dad fact is that; this is now officially an award-winning podcast—

**Freddie:** Ayy!

**Will:** Opa!

**Anthony: —**because the Audio Verse Awards awarded us ... well, they awarded me *[group laughs]* best player direction of a new production. Which is A, the first time I've ever won an award that actually was based on my own merits, and B, is just wrong. It's about player direction of which I have done almost none whatsoever, but thanks for that, that's nice.

**Matt:** Did anybody else win? Did the podcast—

**Will:** I mean, the whole podcast won as well actually—

**Matt:** Did the podcast win something else or was it your award?

**Anthony:** Oh, did they?

*[all laughing]*

**Anthony:** Literally, Freddie only sent me the one about me, he didn't send me the other one. I didn't know that. I assumed if the podcast had won something, you would have sent me that too but you only sent me that one.

**Freddie:** Such a move.

**Matt:** That is a very Freddie move, that’s great.

**Anthony:** Oh my God.

**Beth:** Oh man.

**Freddie:** How is that a Freddie move? Okay, well, we did actually—

**Anthony:** I'm glad that didn't blow back on me, I’m glad that's a Freddie thing.

**Freddie:** We also got a Best New Improvised production.

**Anthony:** Oh cool.

**Beth:** Wow.

**Anthony:** That's great.

**Freddie:** Along with some other very cool folks, so thanks Audio Verse Awards.

**Beth:** Yeah. If that, and if *Joker* wins Best Picture, it's just good choices all around. Award season really coming in fresh.

**Freddie:** I'll tell you what this podcast wouldn't win, which is the Dutch, Danish Cultural Sensitivity Award. We just got to quick address this one, because we saw that one—

**Anthony:** That's on me, that’s on me. You all look the same, sorry.

**Beth:** I'm sorry.

**Freddie:** To be clear, the little Danish boy is ... actually probably a little more Dutch, because the Danish is *aebelskivers* and they have more of a cough sound—

**Matt:** They must have been so excited to get in on that internet outrage, you must have gotten the alarm like—

**Will:** It's finally our turn, go, go, go.

**Freddie:** I feel bad because I looked for examples of what a Danish accent sounds like, I'm like, "Well, how different was it?" And it sounds just like a pretty normal... it does not sound like an accent, it sounds just like a slightly British, slightly Germanic—

**Will:** They're not fucking freaks like the Dutch, with their weird voices.

**Freddie:** See, the Dutch are freaky, man.

**Anthony:** Welcome to 2020.

**Beth:** Anybody who doesn't have an American accent from California sounds fucking horrific.

**Freddie:** So, Anthony, just, right now— do you want to keep it as a Danish boy, in which case you need a little bit of a less lilting Scandinavian accent and a low and free jaw as if you have—

**Anthony:** Sexcaliber is a Dutch boy now.

**Freddie:** Okay.

**Matt:** Don't change his voice, that's for sure.

**Beth:** Don't sound down about being Dutch, Dutch is cool too—

**Anthony:** The voice is staying, I'm not going to learn a new accent. It took me all year to come up with two new accents, I crammed them into the same episode like a fucking rube.

*[theme music fades]*

**Anthony:** The last time we left you, last decade, the—

**Will:** Oh, there you go.

**Anthony:** That's a dad joke—

**Matt:** That's a dad joke, yeah.

**Anthony:** You'd finally gone into the pyramid and found out that it was the Revenge Of The Mummy ride from Universal Studios, Hollywood—

**Freddie:** Glenn spits on the ground.

**Glenn:** Is this a Universal Studios ride? Ugh!

**Anthony:** You were basically going in there to take care of the mummy lord that was inside in exchange for Boreanaz agreeing to let you buy more mercenaries for your assault on Borovia. You'd seen on the outside, a sign with some of the letters missing on the left and right ends of the words. You realized that it's Revenge Of The Mummy, The Ride. And inside you found a sign with every third letter missing that ended up spelling, "This is a high speed roller coaster, with dramatic acceleration, climbing, ‘ilin?’ I don’t know, and backwards motion. Persons with the following conditions should not ride ..." there's a bunch of stuff. It was the biggest mistake I ever made in a lot of mistakes that I've made as a podcast host, so as you're looking at this car full of seats, essentially—

**Freddie:** So, we're at the front of the line. We fast passed up to the front—

**Anthony:** Yeah, you fast passed there, you decided to come back—

**Will:** So, I do want to add that when, the second Henry puts it together, he staggers back and he says:

**Henry:** My God, this can't be. This is impossible. The Revenge Of The Mummy ride at Universal Studios isn't a pyramid on the outside!

**Anthony:** The Forgotten Realms does good stuff to things.

**Henry:** It must be some sort of magic, this is crazy, guys. There's a rollercoaster in here!

**Darryl:** Have you guys, have you guys been on this?

**Glenn:** No.

**Ron:** No.

**Darryl:** This is not even like, not even like a level one hurler, not even Grant throws up on this guy. It's okay. We could go on it though.

**Ron:** So, it's not a scary ride?

**Darryl:** *[stalling]* Uh… you know what the best part is, it's a little scary. There's some bugs and some air spray—

**Ron:** What do you mean?

**Darryl:** Little fake bugs, they make you think there's some bugs on it.

**Ron:** *[distressed]* Oh, okay. Um. How tall do you have to be?

**Darryl:** About like four feet?

**Ron:** Oh.

**Henry:** I've never been on a rollercoaster and I don't take the boys—

**Darryl:** You've not been on a single rollercoaster?

**Henry:** I don’t take, I don’t… because of the whole capitalism thing, and for me—

**Matt:** Oh, dear God.

**Anthony:** I don't buy things.

**Henry:** Me and the boys—

**Darryl:** Where do you live, Henry?

**Henry:** Y’know,I understand that I have to participate in society, but there's just some things ... to me, my favorite rollercoaster is rolling down a hill, you know? That's what I do with the boys, I don't really think Lark and Sparrow and high speed machinery should be in the same room either.

**Darryl:** That's fair.

**Henry:** But I don't understand, it's from our world, it must have come here like we did.

**Anthony:** So, as you're saying that a wall illuminates in front of you and you see a not too great circa, like 2005 CG face come out of a bunch of sand, and it says—

**2005 CG face:** *[distorted]*Serve me and savor the riches of eternal life, and join us in eternal death, now your souls belong to me forever.

**Anthony:** And then the chariot of seats just *fshoom*, zooms into the darkness, essentially.

**Henry:** Oh my God, that guy—

**Darryl:** It's pretty cool, they actually do different ones, there's three faces. Even though it seems like you're going a different direction, it's always the same but it feels like it's different every time.

**Henry:** Now is it always—

**Glenn:** Hold on, sorry. Glenn Close, Disneyphile here stepping in; I think you're confusing Revenge of the Mummy: The Ride, with the Indiana Jones ride which has a rotating chamber of three separate rooms which hasn't worked since about like, the mid-2000s, so you're always stuck on the middle route in. But originally, when the ride came out, it made it so that when you got into the section around the corner, the entire room, man, would rotate depending... it gave you three different options so it felt like you were doing something different every single time. Also! Did you know that the end of the ride, you actually don't go back—

**Henry:** Okay, so—

**Anthony:** And then you hear some, like, rollercoaster-ass noises in the darkness, and then the ride comes back to a stop, back where it was.

**Glenn:** Wait, guys, was this the same car? We should mark it somehow.

**Henry:** Ooh! wait wait wait. Ron.

**Darryl:** At least put something on the car.

**Henry:** I have an idea. Ron?

**Ron:** *[strained]* Yeah?

*[all laughing]*

**Ron:** I'm sorry... it looks... I don't think I'm actually four feet, I think I'm five foot four. If you're only allowed to be four feet to ride the rollercoaster, then I, I, clearly can't ride the rollercoaster. I have to stay here.

**Henry:** Ron, here's what I was going to suggest.

**Ron:** Okay, okay.

**Henry:** Just to make sure that the ride is safe, why don't we put one of your frogs on it?

**Ron:** That's what I was thinking too. I think that the frogs together are four foot tall and that they could ride the rollercoaster. Okay.

**Darryl:** Maybe instead of just a frog, we put something kind of human size, like a test dummy type thing—

**Henry:** That's a good idea—

**Darryl:** See if there's any decapitations, or, like...

**Freddie:** Glenn slowly raises a finger and points to intern Doug.

**Darryl:** No, no, no, not a person.

**Glenn:** Huh, what? What do you mean?

**Darryl:** Y’know, like some clothes and hay, just put some stuff together.

**Henry:** I don't mean to be crass, but there's got to be a spare corpse in this town somewhere, right? That we could put on the ride?

*[overlapping]*

**Darryl:** Hey Doug, can—

**Henry:** Just to see what happens?

**Glenn:** Can you just like, get us a spare corpse, Doug?

**Darryl:** Can you get us four coffees and like, a spare corpse?

**Doug:** Yeah, how you want that corpse?

**Henry:** Y’know...

**Glenn:** Not quite rigor mortis—

**Doug:** Intact? New?

**Darryl:** Intact, six foot two.

**Doug:** Six foot— All right, let me go find one.

**Matt:** Who's the tallest here?

**Will:** Henry's probably like, 5’8”.

**Freddie:** Glenn's probably like a good average 5’8”.

**Matt:** All right, Darryl's six. So we’ll say,

**Darryl:** *[overlapping]* Yeah, six foot two, just to make sure like, if anything hits the top of the head off—

**Doug:** *[overlapping]* Six… six foot two— all right, I’ll be right back.

**Anthony:** So he leaves, and within 15 seconds comes back with a fresh bleeding corpse, with the top of its forehead sawn off, and he goes:

**Doug:** I found a guy that was like, 6’4” but like, I made... I made do. So where did you?

**Ron:** Was he... Hey, hey, Doug? I love the enthusiasm, but was this guy alive when you found him?

**Doug:** So where do you want me to put him? Do you want him in the, in the, in the...

**Glenn:** Yeah, front seat, Doug.

**Doug:** Front seat? Okay, cool.

**Ron:** Could you put his hands up so he could be like, "Woo."

**Doug:** Yeah, no problem. If we wait long enough, rigor mortis will set in and they'll stay there if you want to test for—

**Glenn:** Yeah yeah yeah, let’s do that.

**Doug:** —if his skin's getting taken off or whatever

**Darryl:** Guys, can we do a quick dad huddle?

**Henry:** Dad huddle.

**Glenn:** Hey, guys, this is coming up on the performance review? I love this Doug guy, man. He’s a go-getter.

**Darryl:** No, I think he killed a man.

**Glenn:** What? Nah.

**Henry:** You know what? I've had enough ethical quandaries and crises for one day, so I'm just going to assume that that man just died his own way, and I'm going to stuff all my feelings down about it for a while. So, that's how I'm planning on handling this one.

**Darryl:** Okay, I'm okay with that. We can do that for right now.

**Anthony:** I love how Henry's character arc is; I don't want to argue about what's right and wrong since it’s uncomfortable.

**Freddie:** You mean, the character arc we all have as human beings?

**Will:** Henry's going to pick his battles on this one, or we're going to be here all week.

**Ron:** My question is, if he's 6’3” now with half of his head cut off—

**Glenn:** 6’2”.

**Ron:** 6’2”, that guy could have been a pretty tall guy. That's just something to say.

**Henry:** You're right, Ron. He could have been a lot of things. A father, a husband—

**Glenn:** Strap him in. Oh, make sure we do—

**Anthony:** Okay, so Doug straps him in and—

**Freddie:** Lowers the restraint bar.

**Beth:** Does he have to do the check thing where he's pushing on the bar?

**Anthony:** Yeah, he does the, the jiggering of the bar, whatever, he's like, we're good, and points towards no one.

**Beth:** He gives a thumbs up.

**Anthony:** He points to a console that has buttons on it but there's nobody there. And then the face comes out, says the whole lines again—

**Henry:** Now, is that this Vin Diesel I've been hearing so much about?

**Anthony:** And then the coaster zooms off, and then you hear all the noises. And when it comes back, you can see that the corpse is—

**Freddie:** Fucking thrilled and ready to buy some tee shirts.

**Will:** Alive again.

**Anthony:** Wait, whenever you guys leave on your way out, you're going to see a picture of the corpse that you can buy in the gift shop. But no, he is made of stone. He comes back and he's not flesh anymore, he's stone.

**Matt:** Hey, if we had all gone on that ride, the podcast would have been over.

**Anthony:** So, there's a console, like I mentioned before, with some buttons on it, that looks like it's probably not been used in a while.

**Will:** Sounds like my Wii U, am I right?

**Matt:** That joke's like, four years old.

**Anthony:** That's really good. No, that's that perfect sweet spot of how a year and a half, two years ago it was funny to say, “my wife” from *Borat*. You fuckin found it for Wii U. Holy shit. So yeah, maybe there's that console there if you wanted to investigate it and see if there's—

**Freddie:** Okay, let's investigate the console.

**Anthony:** Okay. So in there, you see, written in hieroglyphics that only Doug can translate. So he picks it up and he reads it to you and he says—

**Will:** So wait, it's not a console from Revenge Of The Mummy, The Ride?

**Anthony:** No, the console is from the Revenge Of The Mummy, but inside the console there is a parchment with some hieroglyphs on it. That he goes like:

**Doug:** I can read this, I can read this.

**Will:** Does it then have it in French and German?

**Anthony:** Yeah, exactly. So he goes:

**Doug:** Okay, so it looks like it's directions or a warning or something. Okay, so there's three. The first one is *phrase of the mummy*, second one is *risk of the mummy*, and the third one is *bite of the mummy.*

**Will:** Bite of the money? Phrase of the mummy?

**Beth:** Bite of the money? I like that. That's my band.

**Matt:** Like I was saying, are there three heads?

**Anthony:** No, there's only the one head. Unfortunately, Glenn was correct and you're thinking of Indiana Jones, but there are several phases to The Mummy rollercoaster.

**Freddie:** I want to investigate the button on the console and see if there's anything that stands out, as like a way of maybe even pausing the ride or turning the lights on, that sort of thing. They usually will have those for emergencies.

**Anthony:** Okay, why don't you roll… it’s 2020, which means this is the first—

**Freddie:** Roll Disney Wisdom—

**Anthony:** It's 2020 which means it's the first time we get to have this conversation again, and fuck, what is the difference between investigation and perception? But whichever one of those—

**Freddie:** Invest… it would be investigation, I think.

**Anthony:** Okay.

**Freddie:** But I'd like a bonus for my Disney knowledge and watching all of the YouTube videos of all the different Disney ride videos.

**Matt:** This isn't Disney.

**Freddie:** But the ride tech—

**Will:** *[overlapping]* You hate— you hate Universal.

**Anthony:** *[overlapping]* This is Universal Studios, you get disadvantage.

**Freddie:** That's true, you're right.

**Matt:** Shouldn't have asked, Freddie.

**Freddie:** Okay, the first one was 18 plus 2 which was 20, the second one is 11 plus 2, it's a 13.

**Anthony:** Okay, so 13's not going to be enough to notice anything of use.

**Freddie:** Shut the fuck up.

**Anthony:** Got to be at least 15. You shouldn't have been a Disney boy.

**Ron:** I'm going to go look at the button and investigate it.

**Anthony:** Okay, you can roll without advantage or disadvantage.

**Ron:** I've never been to any theme park.

**Anthony:** You should definitely have disadvantage.

**Ron:** I mean, yes, I have—

**Anthony:** Nope, too late.

**Beth:** I got a natural 20.

**Anthony:** Yeah, roll again. It doesn't matter.

**Beth:** Oh, with disad… this is tough.

**Freddie:** Roll it again, roll again, just to fucking throw it in his face.

**Beth:** That is a 7.

**Anthony:** Yeah, nah.

**Darryl:** You guys have never been to this rollercoaster? Let me show you what's up, let me take a look.

**Matt:** Then I go investigate with my extreme knowledge—

**Anthony:** Yeah, it breaks after Beth looks at it, you guys can't all keep stacking your rolls, if you have four chances at any given thing...

**Will:** Wait, we broke the console?

**Anthony:** Yeah.

**Matt:** I want to investigate the ruins of the console. Why did it break?

**Anthony:** Go ahead and investigate with advantage now that it's broken.

**Beth:** I hope the ride doesn't break that easily.

**Will:** That's good, because that was a 1.

**Matt:** I got a 12.

**Freddie:** Can we just press buttons?

**Anthony:** I mean, it’s broken now, so who cares?

**Freddie:** Oh, okay.

**Beth:** So, the ride won't work at all?

**Freddie:** Dude, Anthony fixed D&D.

*[all laughing]*

**Anthony:** No, the ride works. So as you're having this conversation, the ride, again, resets. The body comes back, it's the same cart, it's still got the body on it. So you're seeing that whatever is keeping it running, it's not technology.

**Beth:** Oh, man.

**Anthony:** This coaster console has nothing to do, seemingly, with the fact that this is still running.

**Glenn:** Hmm.

**Darryl:** Hey Henry, you've been doing some magic lately, do we have any way... it'd be good if when we send that corpse back through... I don't know, can we see through the eyes of anybody?

**Henry:** What we could do, is I have my phone. Like, we could record a video.

**Darryl:** Yeah, there we go.

**Glenn:** Ooh!

**Henry:** How about that?

**Darryl:** That's why we got our phones.

**Anthony:** That's very interesting.

**Henry:** Yeah, all right.

**Darryl:** Make sure you put the flashlight on.

**Henry:** Okay, I'm going to put the flashlight on—

**Freddie:** It's great, it’s great, because he's rigor mortised in this pose, so he's holding a phone.

**Anthony:** That's very funny.

**Henry:** I'm going to put the flashlight on and I'm going to give one of you Mercedes Oak-Garcia's phone number. Don't go misusing it, gentlemen.

**Darryl:** Hey Henry, I'll take that phone number.

**Anthony:** Just feeding those fucking fans. Just drizzling it on the top.

**Henry:** All right, all right, Darryl, here's Mercedes' phone number.

**Darryl:** 555-

**Henry:** 555 fake, fake, fake, fake, fake, fake.

**Darryl:** 69, 69, 69.

**Henry:** 69, 69, 69, nice. Now, this is an iPhone three, so it technically has video and a flashlight.

**Anthony:** Okay, so you're going to have to roll to see if your phone's battery lasts. You have to get above a four.

**Will:** I got a natural one.

**Anthony:** Your phone is dead.

**Henry:** Oh, beans, oh… wow, I'm glad I gave you Mercedes' number.

**Anthony:** Your phone dies in your hand.

**Darryl:** Glenn, how about your phone?

**Glenn:** My phone died too, man.

**Anthony:** The only phones remaining are Ron's and Darryl's, and Darryl's is a Nokia that doesn't have a camera.

**Ron:** Okay, before we go off using my phone, I just want to talk to the corpse guy and see if I can investigate him as a person, but then also just sort of get a sense of what happened to him, what he's seen.

Hi.

*[long silent pause]*

**Ron:** Good ride, huh?

*[long silent pause]*

**Ron:** Okay, I'll put my phone on this thing.

**Anthony:** Okay, so roll above a 6.

**Beth:** Oh God.

**Freddie:** Oh shit.

**Matt:** Now it's getting real.

**Beth:** 15, nice.

**Freddie:** Oh thank God.

**Anthony:** All right, so your phone still works, next time you're going to have to beat a 7.

**Matt:** What phone do you have? Better than an iPhone three?

**Beth:** I'll say I have an iPhone 4R...

**Anthony:** I feel like Ron has a Nokia NGage that he thinks is a phone. Ron has a Game Boy color…

**Beth:** I have a Nintendo DS... yeah.

**Anthony:** Yeah. It's a Game Boy color with a phone card attached to it.

**Matt:** Yep.

**Beth:** No, I think he has an iPhone 4R.

**Anthony:** Okay, cool. All right, well then... so if you want to—

**Glenn:** Hit record, just hit record.

**Anthony:** I just feel like you just would.

**Ron:** Okay, I'm going to take a quick selfie of us real quick. Throw up the peace sign, say, "Mummy”

**Glenn:***[simultaneously]* Mummy.

**Henry:** *[simultaneously]* Mummy.

**Matt:** Darryl flexes. *Grrr.*

**Anthony:** So, Doug's in the back and he's throwing up very offensive gang signs. You don't know any gangs here, but you can tell he shouldn't have done that.

**Beth:** Okay, so then I put the phone in the—

**Matt:** Strong grip.

**Beth:** In the strong, rigor mortis-ized grip.

**Anthony:** Yeah, yeah, I mean, it's made of stone now.

**Beth:** Okay, cool.

**Anthony:** The coaster goes into the darkness, it comes—

**Will:** Shit, I just realized what's going to happen.

**Matt:** The phone's going to be stone.

**Will:** Fucking idiot.

**Anthony:** ...Yeah.

*[all laughing]*

**Matt:** We were so clever for a second.

**Anthony:** Yeah. The coaster comes back and now the phone is also stone, so you lost the phone.

**Glenn:** Son of a bitch.

**Will:** So, we have one phone left?

**Anthony:** You have one phone and it's—

**Beth:** I rolled a 15 though!

**Henry:** Oh no, Ron, it looks like your phone bricked.

**Freddie:** Fuck off.

**Anthony:** But I will say—

**Freddie:** Wait, wait, wait, wait that was the first dad joke of 2020.

**Anthony:** Oh yeah, everybody—

**Will:** Ring in the New Year with some damaged goods.

**Anthony:** Everybody take a d4 of damage.

**Freddie:** Four damage? Fuck you, Will.

**Matt:** Four damage.

**Will:** *[singing to tune of Auld Lang Syne]* *Should auld acquaintance be forgot, and roll psychic dam-age.*

**Beth:** *[sighing]* Four.

**Anthony:** That's a four. Wow that's the most lethal dad joke we've ever had. 2020's off to a good start, World War III and now this.

**Will:** Achievement unlocked. All right, dads—

**Anthony:** Okay, so I will say—

**Will:** *[as Overwatch announcer]* Play of the game.

**Anthony:** —because you had a cool idea with the phone, when it comes back, you can see, frozen, like somebody chiseled it into the screen...

**Will:** Which scene is it? Is it Olaf when he comes to life?

**Anthony:** I hate you so much for saying that. You see chiseled into the screen of the ex-iPhone, it took a picture of something like words hovering in the air. The first word is death, and then there are four blanks after it. So, that was the last thing this thing saw before it got petrified.

**Freddie:** Hmm.

**Will:** Death? Blank, blank, blank.

**Anthony:** Blank, blank, blank, blank. Death, blank, blank, blank, blank.

**Glenn:** Okay, so the first thing was *phrase of the mummy.* Assuming that these are corpses and a phone, I bet you they weren't able to say it. It feels like you've got to say something—

**Ron:** To not be stone!

**Glenn:** To not be stone, yeah.

**Henry:** Oh, it's like you've got to go... I see.

**Darryl:** The phrase...

**Henry:** This is a tricky one guys, this seems like—

**Darryl:** I'm all for solving puzzles, but right now it seems like the only option is to kind of, go on that thing? But like, y’know...

**Ron:** Close our eyes.

**Darryl:** That's a risk.

**Glenn:** It's real risky, guys.

**Darryl:** I mean, Doug… we could send Doug in.

**Glenn:** I don’t know..

**Henry:** I’m not going to send him... we're going to have a stone Doug on our hands.

**Darryl:** He did murder a man. Doug, you murdered that man, right?

**Henry:** No, he didn't, he found him like that. Doug, don't answer that question. Doug found… Doug found a man and, who, just, he was missing the top of his head.

**Anthony:** Doug's eyes are just very big and he's looking at Darryl and he's nodding slowly.

**Ron:** Okay, well what are common phrases that start with, "Death," and end with four blanks?

**Henry:** Death becomes her.

**Ron:** Starring Meryl Streep. That's what I was thinking, too.

**Glenn:** Meryl Streep, why does that name ring a bell?

**Anthony:** I'll tell you the number of letters in each of them, how about that?

**Freddie:** Okay.

**Will:** Oh, okay.

**Anthony:** So, the first blank is two letters. It's "death," beep, beep. The second blank is four letters.

**Freddie:** Death is only the beginning.

**Will:** Oh, shit.

**Freddie:** That's my gut, that’s what I'm thinking.

**Anthony:** The third blank is three letters.

**Freddie:** Mm-hmm, fuckin… from downtown.

**Anthony:** And the last blank is however many letters the word “beginning” is.

*[laughter]*

**Beth:** I hate it!

**Freddie:** I'm really good at escape rooms, guys. Anybody who wants to do an escape room with Freddie, you just let me know. Freddie kills escape rooms, he does ‘em by himself oftentimes because he likes to see how they’re designed.

**Henry:** It's *phrase* so you probably have to say... I like where your head's at, Glenn. I think you have to say the phrase. What were the other ones? What did it say?

**Glenn:** It was the risk of the mummy and the bite of the mummy. Y’know, I should say that Disney imagineering would never let such sloppy ride design go to public, but y’know, whatever.

**Henry:** Risk of the mummy, bite of the mummy. All right guys, I'm ready to ride.

**Glenn:** I think we've just got to go, strap in, let's go.

**Henry:** I'm ready to ride. We're going to have to think quick, we're going to have to be on our feet—

**Darryl:** Are we just going to yell, "Death is only the beginning?"

**Glenn:** We'll say, “Death is only the beginning,” that's got to be the one that turns you into stone because the man who happens to be dead, who we found dead, he can't talk so that's probably what happened, right?

**Darryl:** Doug, do you want to come with us?

**Doug:** Uhhh...

**Glenn:** Doug, you're coming with us, man.

**Doug:** All right.

**Darryl:** If you're going to come anyways, we can always do it once with you. If you're going on the ride anyways, why don't you go on and give it a shot?

**Doug:** You want me to go… you want me to go first?

**Darryl:** I'm just saying, if he's going to do it anyways.

**Anthony:** Why don’t you roll persuasion?

**Ron:** I mean, if he doesn't go, then, you know, like, you guys have an even number on the coaster. That's great. You guys could go with four people.

**Matt:** I got a 14.

**Anthony:** Why don't you roll with advantage since you're his boss and he's an intern?

**Will:** *[unhappily]* Ohhhh.

**Matt:** That's a 19.

**Anthony:** Okay. So he goes:

**Doug:** Yeah, that sounds good.

**Henry:** Ah, I really feel like it's mean—

**Darryl:** But he's going to go anyways, right?

**Henry:** Yeah…

**Darryl:** That's what I'm saying, and he knows the phrase...

**Doug:** All right. All right, I'll see you guys in a bit, I guess.

**Freddie:** *[laughing]* Oh, no…

**Darryl:** Hey look, he's all our interns, we don't have to do it, I'm just offering—

**Doug**: Will you, will you—

**Henry:** Wait, wait, wait, but we don't know what the other traps are. There's three things, right? I think we all have a better chance of making it through this thing if we work together.

**Doug:** I just want you to tell Benedict Cabbagepatch that I would have gone, I just want that on the record.

**Darryl:** Oh, we definitely will.

**Ron:** No, for sure.

**Henry:** Well, you can use us as a reference.

**Doug:** Okay, thanks. That’s all I want.

**Darryl:** I have to admit, I'm scared we're going to die.

**Freddie:** Glenn is itching to get on, because secretly he's a big Disney fan, but also he wants to see and taste the forbidden fruit of a Universal Studios ride, and this might be the only chance he can justify doing it.

**Henry:** Okay, here's what we're going to do. If it looks like we're all going to die; Darryl, you pull out that orb and we all hold onto you, and then we teleport to Grant.

**Freddie:** Oh, fuck. Oh, fuck.

**Darryl:** I like that. Henry, good thinking. Good thinking.

**Matt:** I pull the orb out and I hold it, and I make the sign of the cross and I’m like:

**Darryl:** Let's do this thing.

**Freddie:** Real quick, how does the orb work again?

**Anthony:** The orb works when you activate it, anybody touching it teleports to where the other orb is.

**Freddie:** Jesus fuck.

**Anthony:** So you would go to wherever the hell Grant's orb is.

**Matt:** How do you activate it, by saying—

**Freddie:** You activate it by going into the game, and talking to the DM and saying you activated it.

**Matt:** Yeah, okay.

**Anthony:** All right, so you all get in?

**Matt:** All right.

**Ron:** I mean, it looks like, it looks like, two up here, two up in those seats and then two behind those seats. There's really no room.

**Glenn:** Dang, sorry Ron, I'm just saying, I'm looking at the Revenge Of The Mummy ride, does look like it holds 16 people per ride cart.

**Anthony:** Yeah, 16 people per coaster.

**Ron:** Okay, umm...

**Glenn:** Rows of four.

**Darryl:** Hey Ron, Ron, buddy, you can sit between us, it'll be right in the center. That's the safest spot.

**Ron:** Okay, cool, cool. All right.

**Anthony:** Does Ron get nauseous or does Ron just get scared?

**Beth:** I think Ron just gets scared.

**Anthony:** Okay.

**Glenn:** Ron, it’s okay, man.

**Anthony:** Because otherwise I was going to have you roll constitution saving throws all the time to stop vomiting.

**Beth:** No.

**Henry:** Ron, it's okay, we all get scared, and we're all scared right now. This is a pretty scary thing we're doing. You know, part—

**Ron:** I'm not scared, I'm a man, I'm a manly man, I'm really excited about this rollercoaster. *[weakly]* Whee...

**Freddie:** Glenn sits down and crosses his arms and be like:

**Glenn:** Let’s just see what these so-called Imagineers at Universal got whipped up their sleeves.

**Darryl:** We're going to put a finger on the orb here. Including you Doug, I guess.

**Matt:** Doug's behind us, definitely, so he's stretching over?

**Anthony:** Yeah, he's stretching over to touch the thing.

**Matt:** All right.

**Anthony:** All right, you all buckled in? You check your thingies?

**Matt:** I'm chanting:

**Darryl:** Death is only the beginning, death is only the beginning.

**Anthony:** Great. So the coaster speeds off—

**Beth:** Ron starts screaming immediately, and it's not just screaming, it's like.

*[sound of chair pushing back from table]*

**Beth:***[terrified scream]*

**Henry:** Beth backing away from the microphone had no effect on blowing it out.

**Anthony:** And the music from the Stephen Sommers classic blockbuster, *The Mummy*, starts playing in the speakers in the seatback behind you.

**Darryl:** Hey Ron, you're going to feel air, but it's not real arrows.

**Ron:** There's somebody airing on me, there's air on me.

**Darryl:** They're not real arrows, don't worry.

**Ron:** Okay.

**Anthony:** So, you come and then—

**Freddie:** Hell yeah, we do.

**Anthony:** Yeah, you come. So, you're zooming left and right and taking corkscrews and as far as indoor coasters go, it's not a bad one. Then all of a sudden it comes to a sudden stop, and you see a very large stone snake exit from the wall, and you hear a voice say:

**Very Large Stone Snake:** *[sibilant and distorted]* Speak the phrase of the mummy.

**Anthony:** And you've been chanting, "Death..."

**Darryl:** Death is only the beginning, death is only the beginning, death is only the beginning—

**Ron:** Death is only the beginning—

**Anthony:** Literally, it can't even get out the sentence, "speak the phrase of the mummy," because by the time it says “speak the phra—” "Death is only the beginning," he goes—

**Very Large Stone Snake:** *[sibilant and distorted]* Yeah.

**Anthony:** And recedes back into the walls. *[enthusiastically]* And the rollercoaster, once again, speeds forward and does a loop! *[dryly]* Actually, there's no loop—

**Matt:** There's no loops.

**Anthony:** It's not accurate.

**Will:** No, Universal rides suck—

**Anthony:** Yeah, and it does some cool twists and turns and stuff, and it once again stops. And you see nothing at first, just total darkness, but then on the left side of the coaster, a spotlight hits a hole in the wall that looks to be big enough for your arm. A voice says—

**Voice:** *[deep and distorted]*Will you take the risk of The Mummy?

**Anthony:** And inside the hole, if one of you would like to roll a perception check, maybe you'll see what's inside.

**Will:** Hot dice.

**Matt:** In my head, I was on the left side of the coaster since I said Ron could sit in the middle, so I feel like I'm right next to it.

**Anthony:** Sure.

**Freddie:** Glenn is actually taking notes about all the things he would change in the ride, so he's actually like:

**Glenn:** Uh-huh? Okay, hold on...

**Matt:** I got 18.

**Anthony:** So, with an 18 you can see that inside is a shield. If anybody would like to, roll arcana.

**Freddie:** Ooh, okay, all right. 11 total.

**Matt:** Shit, I rolled another 18.

**Beth:** I got 19 total.

**Freddie:** Whoa.

**Will:** I got a 17.

**Anthony:** Everybody but Glenn can tell—

**Freddie:** Because he's taking notes about how the ride—

**Anthony:** —because he’s taking notes, can tell that there is something magical about this shield. But with your 18 perception, you can also see some snakes in that same hole.

**Henry:** You know, do we feel like it's going to kill us if we don't do it? Is that the risk?

**Darryl:** That's the risk. We've got to take a risk, right? I just, I don't want to die.

**Ron:** I've got an idea.

**Matt:** I shove my arm in.

**Henry:** Whoa, wait wait wait—

**Ron:** I've got an idea!

**Henry:** Wait, wait, we want to hear Ron's idea first!

**Anthony:** All right, all right, it's too late, he did it. Immediately your meaty arm going inside, the snakes like “fft” and sink their fangs into you. Roll three separate constitution saving throws—

**Freddie:** Jesus.

**Anthony:** Try to beat an 11 on your constitution saving throws.

**Matt:** I got pretty good constitution, guys.

**Anthony:** Yeah, you're a beefy boy, you're the perfect person for this to happen to.

**Matt:** 20, 19, cuz I got plus 3, and then that was a 18. 20, 19, 18.

**Anthony:** You succeeded your constitution saving throw which means you only take half damage. Each of those snakes does 3d6 poison damage, so you're going to roll 9d6 poison damage and halve that, that's how much damage you take.

**Freddie:** Jesus.

**Matt:** I got 29.

**Anthony:** You took 14 HP of damage. So you have been poisoned. Poisoned means that you have disadvantage on all combat and ability checks until you get it cured or take a long enough rest for it to go away. You now have the shield of protection by Jake Nolan.

**Will:** Would have been useful a couple seconds ago.

**Anthony:** Yeah. So, this was sent in by Jake Nolan.

**Freddie:** Thanks, Jake.

**Anthony:** You can tell there's some magic in it, but you're going to have to beat a DC20 arcana check to find out what that magic is. Or you could just put it on.

**Darryl:** Guys, I took the risk, I got the shield.

**Henry:** You're looking a little peaky there, Darryl.

**Darryl:** Yeah, I'm pretty sure I'm poisoned, feeling pretty sick.

**Ron:** Suck the venom out.

**Darryl:** No, I can't ... here—

**Matt:** I put my arm out in front of—

**Glenn:** *[giggling]* Henry, suck the venom out.

**Matt:** I put my arm out in front of Ron. Well, Ron's right next to me.

**Ron:** Okay, yeah I'll try to suck it out.

**Anthony:** All right, go ahead and roll a constitution to see if you also get poisoned.

*[laughter]*

**Anthony:** Because that's not a real thing you should do in real life, if you stung by— if you get bitten.

**Freddie:** Wait, really?

**Anthony:** Yeah, you shouldn't do it.

**Beth:** 13.

**Anthony:** What's your modifier? Is there a plus something on it?

**Beth:** Yeah, +1.

**Anthony:** Plus 1? Okay, so it's 14. No. You don't take the damage but you are now poisoned. So you have disadvantage on—

**Henry:** Oh, guys, that reminds me. I took a survival wilderness course and you're not supposed to suck the poison out of someone’s... oh, you did it. Sorry, I'm in front of them so I can't see what they're doing.

**Darryl:** Well, what do you do with poison, Henry?

**Henry:** You get poisoned, unfortunately I didn't have any spells prepped for this.

**Glenn:** That's, like, what your liver's for, man.

**Henry:** Yeah so you're going to be poisoned for a little bit, it doesn't seem like... usually, with really bad snake bites, if it's going to kill you, I think by now you'd be in a lot worse shape. So I think you should be okay.

**Darryl:** I'm getting, like, a big old magic sort of vibe from this shield and I feel like I did my part, I took that risk, I put my arm in there before you guys could say anything and that felt pretty risky.

**Ron:** Yeah, because I actually had a really good idea.

**Henry:** Yeah, I was curious about that myself.

**Freddie:** Yeah, I have a bunch of spells.

**Ron:** I was going to send in one or three rats because snakes love rats, and so they'd be distracted by the rats, and then we'd grab the shield ourselves. But as for the shield itself, sure, I could put it on. I actually don't have many hit points left, but I could definitely try putting it on.

**Darryl:** Look, maybe it's just me being woozy, but I feel like there's some judgment about maybe I shouldn't have put my arm in there right away, and I admit it was a little hasty, I'm a little nervous, but it said that we had to be risky—

**Ron:** It was a little risky.

**Darryl:** It was a little risky, but I feel like maybe I did that risk, maybe somebody else can look at the shield, it's pretty magical. It feels magical, Henry, do you want to look at it?

**Henry:** Yeah, let me take a look at it first.

**Will:** I have to beat a DC20. I have to hit an actual 20, basically.

**Anthony:** No, you might have plus something to arcana, right? Because you're a magic boy.

**Will:** No, but that's intelligence, and druids are dumb.

**Anthony:** Oh no, do any of you have a high—

**Freddie:** I got +2 arcana, I can give it a shot.

**Beth:** I've got +4 arcana.

**Freddie:** Oh, go for it. You have plus—

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

**Anthony:** Ron dabbled in some weird, freaky shit.

**Freddie:** Ron is emotionally intelligent.

**Beth:** Hehehe.

*[sound of dice rolling]*

**Beth:** Nope.

**Freddie:** Glenn also is a no.

**Anthony:** All right, well then you're not going to know what it is unless you bring it to an NPC who might be able to identify it for you.

**Glenn:** Hey, Doug?

**Ron:** Doug?

**Doug:** Yeah, what's up?

**Glenn:** What's the deal with this shield, dude?

**Darryl:** Hey, Doug, what's your arcana?

**Doug:** It's not high, I'm an intern. My intelligence is not too ... actually, no, wisdom would not be super high for just doing this work for free, so—

**Will:** He’s probably super over qualified.

**Anthony:** Yeah, he's probably actually got—

**Will:** Probably has a PhD or something.

**Anthony:** Let's say he's really intelligent, and really not wise because he's hanging out with you guys.

**Will:** So, masters in philosophy or something.

**Anthony:** Yeah, exactly. Art history. He's got a +5 to arcana, let's say.

**Matt:** Oh, that's nice of you.

**Anthony:** Oh, he rolled a two. Sorry, he's like,

**Doug:** Yeah, I don't know. Sorry guys.

**Ron:** Well, can't you just give your best guess, Doug?

**Doug:** My best guess?

**Darryl:** Fake it until you make it, Doug.

**Glenn:** Yeah, man.

**Darryl:** What do you think it does?

**Ron:** Yeah, on our team we're all about positivity, and contributing to the group. Doug, what do you contribute?

**Doug:** Uh, I was willing to go on this alone and save you the trouble of getting stung by, or… bitten by a bunch of snakes?

**Ron:** That's a good point, Doug. We'll talk about it when we grab lunch next week.

**Anthony:** *[as Ron]* I'll be late by about 20 minutes and then act like I wasn't.

**Henry:** Seems like this rollercoaster's been stopped for a suspiciously long amount of time.

**Anthony:** Yeah, I was about to say. So the rollercoaster—

**Matt:** So are we putting the shield on?

**Will:** Let's hold onto it for now and then get it inspected, I think.

**Anthony:** So, the rollercoaster speeds off again—

**Darryl:** So I did it! Guys, I did it.

**Anthony:** And when it comes—

**Darryl:** I solved the second puzzle, I'm feeling pretty sick.

**Anthony:** And Doug's like:

**Doug**: I don't know why, but I feel like the risk was you could take the shield or not take the shield, I feel like the rollercoaster would have kept going no matter what. But I'm glad you did it.

**Darryl:** Thanks.

**Anthony:** So the rollercoaster once again halts to a stop after a bunch of thrilling twists and turns. And on the walls around you, you can see painted scarab beetles. Black little scarab beetles, and you see some holes in the wall.

**Darryl:** Don't put your hands in there, guys.

**Anthony:** Little tiny ones, too small for your—

**Henry:** Don't put anything else in there.

**Anthony:** Ew. And you remember; bite of the mummy. You hear through the speakers behind you, the wonderful soundtrack to the Stephen Sommers movie, *The Mummy*, fades away and you hear the skittering of scarabs getting closer and closer.

**Freddie:** How many holes around us?

**Anthony:** There's two holes on either side.

**Glenn:** Guys, do we have anything we can plug these things up with or what?

**Will:** Ooh, ooh, ooh, ooh, ooh—

**Anthony:** I'm going to give you 60 seconds to come up with a plan.

**Ron:** Okay, maybe the shield on one?

**Henry:** Put the shield over some of them, I'm going to cast entangle and shoot grasping weeds into the holes.

**Ron:** We can make the rocky corpse hold the shield against one of the walls.

**Glenn:** Yeah, but lean the hands up so it's blocking one of them.

**Will:** All right, I'm going to cast entangle, so I do that.

**Anthony:** Does it say what the radius of it is? The size of it?

**Will:** It's sprout from the ground in a 20 foot square starting—

**Anthony:** 20 feet? Okay, so you completely covered one wall in your vines.

**Will:** Okay.

**Henry:** Sh-sha!

**Anthony:** All right, so the other—

**Freddie:** We drag the stone corpse over to the other one and lean him against with his hands up in the raise the roof pose, cover up one of the holes entirely.

**Anthony:** All right, anybody can roll me a strength check with advantage because you're all trying to do it. Actually, well, no, ooh… you'd have to unbuckle yourself from your restraints to do it properly—

**Matt:** Is it worth moving the stone guy to cover one hole?

**Freddie:** Give me something then, Matthew.

**Matt:** How many holes?

**Freddie:** Two other holes.

**Anthony:** There's two on the other side.

**Matt:** Oh, just two holes?

**Anthony:** Yeah, just two.

**Matt:** Okay, yeah, let's do that and the shield.

**Anthony:** You've got to undo your restraints which you don't have to check for, you just do it, but then you're going to have to roll strength to move the guy.

**Matt:** Oh, I shouldn't do it because I'm sick. Okay, well I got a natural 20 on the first one. Second one I got a natural 20, I shit you not.

**Will:** 2020 baby.

**Matt:** Holy shit.

**Beth:** Oh man.

**Matt:** That's 20 plus 3.

**Anthony:** Okay, all right. Describe what happened.

**Matt:** I go *[screams],* I just lift him, I scream and I don't even take off my restraints— I hope— this might screw me later— I just rip out of them and I go:

**Darryl:** Oh God, I feel so sick. Now I know what Grant feels like on these coasters.

Then I pick up the stone guy and I stumble over the three of you like:

**Darryl:** Sorry, excuse me, coming through.

Then I put the stone guy up against the hole.

**Anthony:** Okay, awesome.

**Darryl:** Ron, put the shield in the other hole.

**Glenn:** Wait no, the shield's important.

**Freddie:** I rip off my tee shirt revealing a set of rippling abs and I bundle up the tee shirt and plug up the hole.

**Will:** How big is the hole? How big is your tee shirt?

**Freddie:** He said, "small holes."

**Will:** Oh, I guess that's true.

**Freddie:** He said dick-sized holes.

**Anthony:** It's enough to ... at no point did I say that series of words in that order—

**Matt:** He did not say that.

**Freddie:** He said, he said... yeah, yeah, yeah.

**Will:** No, what happened is he said, "Tiny holes." Freddie heard, "Dick sized holes."

**Freddie:** Dick sized holes, yeah. God.

**Anthony:** Hey guys, it's Anthony, your Daddy master. Don't size shame, it's fine.

**Darryl:** Glenn, dude, you look good, man.

**Glenn:** Yeah, I work out.

**Darryl:** That's like, DILF, that's the sort of body I think Carol wants me to have, that's the DILF body.

**Will:** Was Glenn on DILFs of Disneyland? Like, for real though?

**Matt:** Oh shit.

**Will:** For real, though?

**Anthony:** Why don't you roll charisma to see if you're on DILFs of Disneyland.

**Will:** Oh, you walked into the wrong room, motherfucker.

**Freddie:** You walked into the wrong room, motherfucker. Oh, charisma gives me... oh boy, that's a +6 on the saving throw modifier, on an 18, so that's a 24.

**Anthony:** Jesus. You're not the focus of the first DILFS of Disneyland—

**Will:** You're DILF Of The Day.

**Anthony:** But you're in the background of the very first DILFS of Disneyland post, and then later on they actually got one of you and it's about you.

**Freddie:** Oh, wow.

**Anthony:** You were the daily DILF for one day.

**Freddie:** Wearing Mickey ears like, "Why is this guy at Disneyland alone?"

**Anthony:** Fucking alone. This guy, who has a kid—

**Will:** Wait, wait, wait, you didn't go with Nick? You go to Disneyland by yourself and you don't bring your child?

**Freddie:** He was in school that day, dude.

**Anthony:** That's the best time to go.

**Freddie:** It's the best time to go. Hold on man, he's got to get his education.

**Matt:** We're going to Disneyland on Wednesday, can you do that? "No, I have school. Can we do Saturday?" "No, I'm busy Saturday."

**Freddie:** Saturday sucks, dude, the lines suck on Saturday, dude.

**Matt:** He's the worst fucking person.

**Freddie:** It takes like 40 minutes to get Dole Whip on Saturday, I'll bring you some Dole Whip, though.

**Anthony:** What a garbage ... and it's melted by the time you get to him.

**Freddie:** As if fuckin’ Glenn doesn't have a cooler.

**Anthony:** That's true, yeah.

**Freddie:** He doesn't have a stroller with a fake baby in it to get to the front of lines. He doesn't need to.

**Anthony:** So, Glenn is shirtless now.

**Freddie:** Yeah.

**Anthony:** So, you hear the skittering and then you just hear *pfft, pfft,* you just hear air, little puffs of air.

**Darryl:** I told you guys, it was just air.

**Freddie:** Fuck off.

**Anthony:** Coming out of the walls.

**Freddie:** Fuck off.

**Beth:** Oh my God.

**Anthony:** But then you do actually hear the skittering of real... I was setting up a little double blind, but no, you've successfully blocked off... a bunch of real scarabs try to come out, but they get stymied, you see them trying to strain against your vines and they can't quite make it. They come up against the stone and they're stymied by the stone. They're beginning to chew through the shirt, but you plugged it up well enough that basically the rollercoaster zooms off once again, and you've completed the three trials of the mummy.

*[coaster sounds, Egyptian music cue]*

**Anthony:** It continues through the darkness, and then slowly comes to a stop. Some lights turn on beneath you, you can see into the gullyworks of the rollercoaster. Far down beneath you, which is accessible via a ladder, but if you had fucked up the scarabs thing, you probably would have dropped from, like, panicking and stuff? But basically, you can see two ladders, one on either side of the rollercoaster that lead downward. Down there, you can see... actually, why don't you roll me perception, I'll tell you how much you see.

**Freddie:** Oh, nat-ur-al 20.

**Matt:** I got a 2.

**Will:** I got a 20 as well.

**Beth:** I got a 10.

**Anthony:** A lot of 20s.

**Will:** I got a 14 plus 6.

**Anthony:** Great. You see that there are three mummies down there, actually. There is one that is very tall and skinny—

**Ron:** Oh, man.

**Anthony:** That's wearing a skirt, almost like they stopped bandaging this person at the waist for some reason. There's one that's smaller and stocky—

**Ron:** *[gasps]*

**Anthony:** —and there's one that's very curvaceous and all three of them have long gray hair that kinda comes out of the top of their mummy bandages.

**Glenn:** Ron, what's going on?

**Darryl:** What's up, Ron?

**Henry:** Yeah, Ron, are you having a reaction? What's up?

**Ron:** I'm having a reaction because I don't know about you guys, but I've been dreaming about three people that shape-wise, look a lot like these mummies but they're purple.

**Henry:** Whoa, but we see them in their dreams... we dream, so maybe they dream. Maybe this is the real... could this be the lair that they've been in this whole time? I suggest we proceed with caution, gentlemen.

**Anthony:** So, down there you also can see a... what's a good brand of suitcase? That like a normal human being would—

**Freddie:** Samsonite.

**Will:** Tumi.

**Anthony:** A Samsonite— You see three suitcases down there, you see a Samsonite, a Tumi, and another—

**Beth:** Samsonite! I was way off.

**Anthony:** I was way off. God, that joke's fucking good. You see the three suitcases down there, and one of them has popped open and you can see inside of it, some gold.

**Will:** What the fuck? Gold?

**Freddie:** Are these mummies moving around?

**Anthony:** The two smaller ones, the two non-curvaceous ones are just standing there idly. The curvaceous one is ambling around randomly, like a zombie.

**Will:** Whoa, mummies.

**Darryl:** Ron, do you think these are the purple people?

**Anthony:** You can also see that they're holding things, but you're too far up to see what they are. If you get closer, you can do another perception roll to see if you can tell what they are.

**Darryl:** You guys, here's a thought; I could hulk out again and Glenn, Glenn's ripping it, he could probably help me out here.

**Henry:** I don't think we should just jump the gun, I think we should approach with caution but... do you know what I mean? I don't know—

**Freddie:** The car's stopped?

**Anthony:** Yeah, just so you know, the car's completely stopped, it's going to be stopped for as long as you want to come up with a plan. So because you succeeded in all the trials and stuff like that, you basically can plan this out however you want to and you'll get advantage if you try to surprise them. Basically you get a free surprise attack if you attack them—

**Matt:** Sounds like we're going to do a combat, so it might be nice to have a—

**Anthony:** Well no, I'm just saying. If that's something you'd want to do.

**Ron:** So, the mummies, they're covered in bandages, right?

**Glenn:** Yeah, I got this oil from this jug, we could just pour it down there and light the whole thing on fire and let it burn out, y’know what I mean?

**Ron:** That's kinda what I was wondering.

**Darryl:** That's a good idea. We should probably check who they are, maybe?

**Henry:** Yeah, I just want to make sure... look, this is a weird world, there's a lot of crazy stuff, for all we know these are people who fell off the ride and they need us to help.

**Ron:** Okay, what about this? I don't know if you guys have ever had a bandage or a cast—

**Anthony:** Now I understand the purpose of a DM screen.

**Ron:** Or anything, but here's the thing; what if we just pour water on them?

**Henry:** Oh, because the bandages will get all soaked and slough off?

**Ron:** Yeah, and they'll be all nasty, and nobody wants to live like that. So they'll either surrender or...

**Darryl:** I got an idea. I don't want to get into a combat where we could get hurt, I'm poisoned. We've been in a lot of combat recently, how about we just get ready to take them out and then we double-check who they are before we do it?

**Henry:** Sounds great.

**Darryl:** Somebody gets in position. Glenn pours the gasoline all over them, and then Henry, maybe we tie you up on a rope and we hold you, you drop down and you say—

**Freddie:** There's a ladder!

**Henry:** Like a drop bear?

**Darryl:** Yeah, like a drop bear.

**Anthony:** Like Mission Impossible?

**Darryl:** Yeah. You drop down with a lit match, you say, "Hey, who are you guys? I'm going to light you on fire," and then depending on what they say, we pull you back up, or you talk to them.

**Henry:** Now, what I don't like about that is, what if they attack me and then I drop the match and then—

**Darryl:** We’re gonna pull you up, because you’re attached.

**Henry:** But then a whole wall of flames scorches me first?

**Darryl:** No, it's not that much fire. I'll do it. If you’re scared, I’ll do it. I’ll do it, I’ll do it, I’ll just do it—

**Henry:** All right, Darryl—

**Darryl:** I'm probably going to die anyway as I'm poisoned.

**Henry:** All right, Darryl, settle down for a second.

**Darryl:** I’m poisoned!

**Freddie:** Darryl gets so morose when he's feeling sick.

**Will:** When he's feeling poisoned.

**Freddie:** Darryl's one of those guys, that when he has a cold he's like, "I'm going to die, it'll be like this forever, Carol. Please, make me soup.”

**Matt:** Yep. Absolutely.

**Will:** We're pretty far up but I bet they can hear us, right? How far down are they?

**Anthony:** They're about 20 feet down.

**Beth:** Is there any way leading out of... so, if we're looking down, what does it look like? Is there exits that they can go through—

**Matt:** Oh yeah, is it like a well?

**Beth:** Or is there just one contained area?

**Anthony:** It's basically just a well, yeah.

**Beth:** Okay, cool.

**Anthony:** Oh, oh, sorry, and also down there you can see the bodies of a bunch of other people who tried to get there and kill them.

**Beth:** Oh!

**Anthony:** You see a bunch of Neverwinterians who are down there, their flesh is falling off them, maybe they got eaten by scarabs...

**Will:** Kinda buried the lede there a little bit.

**Anthony:** Yeah, I have so many things that I forget which ones are... some of them look like they got eaten by scarabs, some of them look like they got poisoned by snakes, some of them look like they’re made of stone. All the people that Boreanaz sent in here.

**Will:** Oh, it's all the detritus from the people who failed the test?

**Anthony:** Yes.

**Will:** So we don't know if they... all right, I just go:

**Henry:** Hey!

**Freddie:** N-n-no. Before you do that I'm going to bardic inspiration you and then be like:

**Glenn:** Don't worry, Henry. *[singing] You’ve got the touch! You’ve got the power!*

**Will:** I go:

**Henry:** Hey!

**Anthony:** The curvy mummy looks up at you, and cocks its head slightly to the left, and then just starts to moan.

**Henry:** Err...

**Darryl:** What's your view on murder?

**Henry:** What's your deal?

**Anthony:** So, give me another perception check, Henry.

**Will:** A 10.

**Anthony:** Okay, so that's not going to do it. If you get closer, I'll let you go again. This roll will be easier.

**Henry:** Guys, I'm going to go down a little bit, there could be other stuff down there that we don't want to burn or destroy, I'm just going to climb down this ladder a little bit.

**Will:** And I've got a rope, so I tie one end of the rope to the—

**Matt:** Wait, can I try something really quick?

**Will:** Yeah, yeah, yeah.

**Matt:** I just, I just like *[makes sound of preparing a loogie]* I spit a loogie down there at one of them.

**Anthony:** Roll dexterity. Are you trying to hit one of them?

**Matt:** Yeah.

**Anthony:** Okay, which one?

**Matt:** The one that's right below me. The one that's looking up at us.

**Anthony:** Okay, the small, the small, the curvy one, okay. So there's the stocky one, the curvy one, and the tall one.

**Matt:** I got disadvantage, right? That was a 15.

**Anthony:** You hit her directly in the forehead and she doesn't react at all, she's busy moaning, just reaching up at Henry like—

**Henry:** Oh, seems like a zombie situation.

**Darryl:** It feels like it's not a person. I'd be pretty mad if a loogie hit me on the forehead.

**Henry:** Yeah, all right.

**Freddie:** I'm going to uncork the oil and just sprinkle it down.

**Will:** Let’s see how they react to the oil.

**Anthony:** Okay. So still no reaction to the oil. They’re just *[makes zombie grunts]*. They're doing this and they're moving their hands... okay, actually, so, this is good. As they're moving their hands ... and you're closer, so go ahead and roll perception again.

**Will:** Okay.

**Matt:** It’s like, our kids.

**Will:** God, I got a fucking 9.

**Anthony:** There's something white in one hand, and something black in her other hand. If you get closer, you can see more.

**Henry:** Okay, this could be something valuable down there, I don't want to burn it all.

**Matt:** How close are you to it?

**Will:** How close am I?

**Anthony:** Let's say you're 10 feet up.

**Will:** So I'm 10 feet up.

**Anthony:** And she slowly starts ambling toward the ladder, as if to... maybe she's going to try to climb up to get you...

**Freddie:** Oh, so I'm going to cast. I'm like,

**Glenn:** Hey, Henry, look away.

**Will:** All right, I look away.

**Freddie:** I'm going to cast hypnotic pattern, which is a third level illusion that I can do. Now I'm going to explain this as Glenn can finger tut.

*[there is a completely silent beat]*

**Beth:** What?

**Anthony:** What?

**Freddie:** Finger tutting. You know, like when you… at the end of… you know, like this sort of thing?

**Will:** No one knows what you’re talking about.

**Anthony:** Especially on— congratulations, you have outdone my word puzzle as the worst thing to possibly reference on a podcast.

**Matt:** I got you, Freddie, *Step Up 3D!*

**Freddie:** *Step Up 3D!* The end!

**Matt:** Finger dancing is what you're trying to explain?

**Freddie:** It's called finger tutting.

**Matt:** Ah. We're on the same wavelength.

**Freddie:** I'm just going to—

**Beth:** This is finger dancing?

**Freddie:** Finger tut—

**Matt:** In *Step Up 3D*, this guy does a cool finger dance—

**Freddie:** I'm pulling up a video, it's like—

**Beth:** Oh my gosh.

**Freddie:** Like this sort of thing.

**Henry:** Yes, that sort of thing, people at home.

**Freddie:** Everyone just google, "finger tutting."

**Anthony:** That's pretty cool. That's pretty fucking cool.

**Beth:** That is fucking hypnotic. Man, this is so much better than *Step Up 2: The Streets.*

**Freddie:** Okay, so anyway, look up finger tutting, it's great. You'll drop down a whole YouTube rabbit hole of fantastic videos of people with extraordinary talent. But Glenn can finger tut—

**Anthony:** Okay.

**Freddie:** So that is going to be a twisting pattern that weaves through the air inside a 30 foot cube. The creature in there who sees the pattern must make a wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by the spell, the creature's incapacitated and has a speed of zero.

**Matt:** Nice.

**Freddie:** The spell ends, for an affected creature, if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

**Anthony:** So, what's the wisdom saving throw it has to make?

**Freddie:** It is a wisdom saving throw of 14.

**Anthony:** So, it stops dead in its tracks, and lowers its hands and looks up at your finger tutting, transfixed and going *[fascinated zombie noise].*

**Freddie:** And also I make this noise when I do it. *[weird little grunts of effort]*

**Beth:** Yikes. Wow.

**Anthony:** That's horrible. That's a crime.

**Matt:** Not to a rhythm, just random noises?

**Anthony:** The noises you make snap her back out of it, and it's like you never did it. No, that's horrible.

**Will:** But she's holding the two things?

**Anthony:** Yeah, so she's still holding the two things, now she's lowered them down to her sides and she's looking up in awe at the finger dancing—

**Matt:** She's literally incapacitated. You can get really close.

**Will:** Okay, I'm going to go as close as I can.

**Anthony:** Okay, so give me stealth with advantage to not get the attention of the other two.

**Freddie:** Remember, you have a +8 because I gave you the touch, the power. Stan Bush.

**Will:** A +8?

**Freddie:** You have a 1d8 that you can throw for any ability check, attack roll, or saving throw. You can do it after you've seen the roll, but before knowing the outcome.

**Will:** I can add a d8.

**Freddie:** You can choose to add a 1d8 to that.

**Will:** That's the two pyramids ass to ass, right?

**Freddie:** Correct. What number did you get?

**Will:** I got a 9. Wait, let me see my stealth. What do I have for stealth? Plus 2, so 11.

**Freddie:** Probably wanna, yeah.

**Will:** All right, I got a 13.

**Anthony:** The two mummies turn around and see you, and they start very slowly ambling towards you. You can tell that the curvy mummy that was looking up at you is more put together and less decomposed than the other two.

**Will:** Oh, she's like the queen mummy.

**Anthony:** And the other two are a little bit more rotting, they're a little bit... they have a harder time moving around, essentially. So, you have basically a turn of action before they reach you, and that's assuming you stayed completely still.

**Will:** Okay. I'm going to grab the... what's in her hands?

**Anthony:** In her left hand, you can see a piece of paper, seemingly, some sort of white piece of paper, something's written on the end of it but you can't see a lot of it because she's holding onto the middle of it, but you can see the letter R is just barely visible on the letter.

**Will:** Okay.

**Anthony:** In her other hand is a gun.

**Will:** A gun?!

**Darryl:** What's down there, Henry?

**Henry:** She's got a letter and a gun. I feel like the letter's going to have more information for us. I'm going to go for the letter first.

**Darryl:** Guns seem kinda redundant at this point.

**Henry:** Yeah, I can turn into a bear.

**Will:** I'm going to go for the letter and I'm going to try to tug it out and replace it with this CVS receipt that's been in my pockets the entire time.

**Ron:** You could probably wrap the whole CVS receipt around the mummy, though. At least cut it in half, you madman.

**Will:** I use the CVS receipt to disguise my face like a mummy to dupe the other two mummies into thinking I'm a mummy.

**Anthony:** That's great, roll deception.

**Will:** I got a 10.

**Anthony:** Yeah, it's not good enough.

**Will:** But wait, I have inspiration from my dad joke.

**Anthony:** Oh yeah, you can roll again.

**Will:** I'm not going to blow it on this, that's stupid. Okay, so I give the note a tug to try to pry it loose.

**Anthony:** So she's incapacitated, so the note comes out very easily. And so...

**Freddie:** Whoa, Anthony has pulled out an actual letter from his bag of tricks.

**Will:** Oh, prop work, my favorite.

**Beth:** Wow.

**Freddie:** He's handing it over to Will...

**Will:** He's handing it to Will.

**Anthony:** You don't have to read this aloud if you don't want to, it's up to you. It’s up to your discretion.

**Will:** Okay. Do I have time to read it before the mummies get me?

**Anthony:** You can move around pretty quickly. If you want to be just weirdly dodging and juking them like you’re playing Resident Evil.

**Matt:** You could just climb back up and read it once you get up here.

**Will:** I'm just going to scooch back up the ladder.

**Anthony:** Yeah, you can come back up, you definitely have time to climb back up.

**Will:** Yeah, okay. Right, I scooch back up the ladder a little bit.

**Henry:** Guys, I'm opening the note right now.

**Darryl:** Should we light the place on fire now?

**Glenn:** Henry, hurry up, I'm running out of moves, I'm just cycling through the old ones.

**Will:** *[bewildered]* ...What the fuck?

**Anthony:** Will is reading a note—

**Will:** What the fuck? Oh no. Oh shit. Oh, shit.

**Darryl:** Hey, Henry, should we light this place on fire?

**Will:** Henry just stares in shock, and he's just static on the ladder, and his hand starts trembling, and tears start streaming down his face.

**Glenn:** Whoa, hey, guys—

**Ron:** I'm going to climb down there and help you back up.

**Will:** Henry's not listening to any of you.

**Anthony:** Okay, if one of you wants to pull him up, you're going to have to do something to either snap him out of it or physically yank him up.

**Henry:** *[short, distressed breaths]*

**Darryl:** Henry!

**Ron:** What's a good way to make him snap out of things?

**Anthony:** The mummies down below are slowly climbing up the ladder.

**Will:** Henry goes light headed and lets go of the ladder and falls to the ground.

**Glenn:** Oh, shit.

**Anthony:** Okay, you fall into the arms of the other two mummies that are at the bottom of the ladder.

**Matt:** As he's falling, Darryl literally leaps from the coaster and leaps towards the ladd— he wants to get 10 feet down the ladder and grab on. My plan's just to get down there as quickly as possible.

**Anthony:** Okay, cool. Roll acrobatics to see if you can land without taking any damage. You're going to have to beat a 19.

**Matt:** Motherfucker, I do get a 19.

**Anthony:** Really?

**Matt:** Yeah, I just rolled an 18.

**Anthony:** Oh wow, okay. Cool. How do you land?

**Freddie:** Blade pose, Blade pose...

**Matt:** I leap off the coaster and I fireman pose it where I barely grab both sides of the ladder, I just slip down and then at the end I grab it and I backflip off of it.

**Anthony:** Fucking cool.

**Matt:** I kick it—I put my two feet, I backflip and I land right where Henry landed.

**Anthony:** Okay, so the two mummies turn to look at you... one of them turns to face you, the stocky one, roll perception.

**Will:** Holy shit, you guys. You guys.

**Matt:** I got 20. A 19 plus 1.

**Anthony:** With a 20 you can see…

**Beth:** Oh no...

**Will:** Oh, shit, oh my God, he’s getting—

**Anthony:** You can see that there is a letter tucked into her bandages. It's halfway in, halfway out and the first three letters on it are D, A, R.

**Matt:** Okay. As I landed, I think I'm going to invoke rage.

**Henry:** Don't hurt them!

**Darryl:** Okay, I'm not going to hurt them.

**Matt:** I grab the letter while like, kicking them off.. I'm trying to grab it and then push them away at the same time.

**Anthony:** Okay, so if you're trying to do two things, let's say you're doing it at disadvantage. So give me… let's do dexterity because you're kicking them and grabbing the thing at the same time.

**Matt:** I got 12.

**Anthony:** Okay, so with a 12 you manage to grab a hold of the letter, but it grabs hold of your wrist. You can kick it away and it falls to its knees, so you're almost still holding it up, but it's holding onto your wrist and it's got you.

**Glenn:** Darryl, do you need a hand?

**Anthony:** So, Ron and Glenn, do you want to do anything?

**Beth:** First, I turn to Doug and I'm like:

**Ron:** You know, not only those guys can do cool things. I'm a part of the team and I do cool things too, so if you want anybody to show you the ropes or whatever, to being on this team—

**Doug:** Yeah, love that.

**Ron:** Okay, I'm going to actually just climb down this ladder. Doug, if you could watch the phones for me, then watch for any incoming packages—

**Doug:** Yeah, I'll hold your calls.

**Ron:** Okay, thank you.

**Anthony:** So you go down and the tall, skinny one turns to look at you, now you roll perception.

**Beth:** Okay. I got a 13.

**Anthony:** She's holding, in her hand, a letter that says, "Ron."

**Beth:** *[laughs nervously]*

**Ron:** Hi, can I have that?

**Anthony:** Roll persuasion.

**Beth:** Natural 20.

**Freddie:** Fuck off.

**Matt:** I see that, that works and I go-

**Beth:** Can I read it?

**Anthony:** If you want to.

**Matt:** I see that, that works and I go:

**Darryl:** Oh, hey, can I have mine as well?

**Beth:** *[distressed gasp]*

**Will:** Right? Right, Beth?

**Freddie:** Beth is wide-mouthed right now.

**Will:** This is very, very, very good.

**Beth:** I'm going to cry.

**Anthony:** Beth is currently holding the favorite thing I've ever written.

**Beth:** I'm going to... oh, my God. Wow.

**Will:** All right, Henry—

**Glenn:** What's going on down there, guys?

**Henry:** Glenn, you need to get down here right now.

**Matt:** I ask for it as well, seeing that it works for—

**Anthony:** Yeah, you don't have disadvantage, you can go ahead and roll persuasion.

**Matt:** In that case, without the disadvantage I got 19 minus 1, that's 18. He's bringing me a letter, and it says, "Darryl."

**Glenn:** Hey guys, are we good?

**Henry:** Glenn?

**Glenn:** Huh?

**Henry:** Glenn?

**Glenn:** What?

**Henry:** Come here.

**Glenn:** Oh, yeah. Okay.

**Matt:** Darryl drops to the floor, and he's just crying.

**Glenn:** What the fuck is going on, man?

**Will:** I put a hand on Darryl's shoulder, and with the note trembling in my hands, I read.

**Henry:***[voice breaking]* My lion, I am so sorry. If you're reading this, we're beyond saving. 10 years after your disappearance, my witch sewing feminist theory book lover circle located a massive amount of energy coming from this theme park ride. I intended to investigate alone, but Carol and Samantha insisted on joining me.

We stuffed our suitcases full of things that might help us find you, and we headed to Universal Studios, Hollywood. While in line for the ride, we fell through a portal of the most brilliant violet color. My heart swelled knowing I might see you again, after all this time, might see our two beautiful boys. But we kept falling, for years.

**Glenn:** *What?*

**Henry:** This pyramid and everything in it has been falling for the past 10 years, this vortex swimming with magic. None of us have ever needed to sleep or eat since we fell through, but we are losing ourselves. This vortex feels as if it's siphoning away something integral to us. Our essence, our minds? My crystals seem to have protected me from the worst effects of it…

*[editorializing]* I knew fucking crystals worked, by the way.

But I still feel something is changing, something I cannot stop. There is nothing I can tell you that you don't already know. If I do not get to see you again while I am still myself, I can at least draw comfort from the fact that I have left nothing unsaid between us. You know my heart as completely as I know yours.

I wish I could be with you to see this through to the end. Tell the boys I love them. *Te amo, mi leon. Hasta la proxima vida,* Mercedes Oak-Garcia. April 20th, 2040.

**Matt:** I crawl over to the mummy and through my tears I try to unravel the bandage on the head.

**Freddie:** I'm going to hold him back from that.

**Henry:** Whoa, whoa, whoa, whoa, whoa...

**Anthony:** Are you sure you want to do that?

**Freddie:** I’m holding him back.

**Matt:** That's what I'm trying to do.

**Henry:** Darryl, Darryl, Darryl, just, no.

**Darryl:** That's Carol, though.

**Henry:** Yeah, I know but you don't want to look at her like that, man.

**Darryl:** That's Carol.

**Henry:** It's Carol, it's Carol.

**Darryl:** But if it's her we've got to do something.

**Glenn:** It's okay, we'll do something. We— we’re going to do something, we're going to figure this out, we're going to figure this out, man.

**Matt:** I fold the letter and I just put it in my pocket.

**Henry:** Ron? How are you doing, champ?

**Ron:** I—

**Beth:** I sit down, criss cross, apple sauce. With the letter in my hand, I just keep reading it silently to myself and you guys can only see my lips moving, then I stare at one of the mummies as tears move down my face. Then you catch what I'm repeating:

**Ron:** Ronnie, you are enough just as you are. Samantha.

**Anthony:** The mummies sort of...

**Matt:** They were mommies.

**Anthony:** They were mommies. They see you reading the letters and there is an exhalation of relief that exits their bodies. And with one big sigh of utter contentment, they collapse to the ground and they stop moving.

**Freddie:** Glenn goes:

**Glenn:** Now y'all know why I fucking stick to Disney rides.

*[laughter, theme music]*

**Freddie:** Dungeons and Daddies is Matt Arnold as Darryl Wilson, Anthony Burch as our DM, Will Campos as Henry Oak. Beth May as Ron Stampler, and myself, Freddie Wong, as Glenn Close. Additional recording this week by Chad Ellis, theme song and outro is a little ditty called Alright by Maxton Waller. Thank you this week to Jake Nolan for submitting an item we used in this episode. He gets to submit names and items because he's a Patreon supporter.

**Freddie:** You know who else gets to do that? Just some folks by the name of Freya Matthison, Charlie, Spencer Lonefight, Kyle Janke, Andrew Alewine, Reyneux Cherali, Rachel, Andrew, Duck and Dylan, thank you so much, folks. For just $5 a month you can get in on item and character name submissions, an entire post-recording podcast we do called Talking Dad, and a whole lot more. Will and I are currently working on the next stretch goal, which will be available to patrons at all levels, which is going to be the long-awaited Henry Oak rap album. We've been talking about some truly ridiculous ideas for this, so please check out our Patreon at patreon.com/dungeonsanddads, and see if anything tickles your fancy. You know what? Maybe nothing does tickle your fancy, maybe you want to be a freeloader, don't let me tell you how to live your life. Gosh.

**Freddie:** Our website where you can get merch is dungeonsanddaddies.com, we are @dungeonsanddads on Twitter, bit.ly/dungeondads for that private Facebook group, and r/dungeonsanddaddies for that subreddit. Next episode coming at you February 4th. We will see you then.

*[music plays out]*

**Will:** Hey folks, this is Will Campos from Dungeons and Daddies. We've had a lot of fun today, but you know what's not fun? Snake bites. If you get bitten by a snake, make sure to know how to deal with that. In case that happens.

**Freddie:** You know what you do? You Google that shit—

**Anthony:** With your non-bitten arm.

**Will:** Or your phone that's not turned into stone.