Dungeons and Daddies

Dungeon Master: Anthony Burch

Glenn Close: Freddie Wong

Darryl Wilson: Matt Arnold

Henry Oak: Will Campos

Ron Stampler: Beth May

Episode 27 - Advanced Dungeons and Dragons

**Glenn**: You're listening to another episode of *Close Encounters*, where we dig into everything the Man upstairs doesn't want you to see, from the paranormal to the conspiratorial. Stick around, traveler.

Episode 915: Time Travel. That's right, we're talking about that DeLorean-*Terminator*-*Primer* time travel. Fiction? It is not. And I can say conclusively that I have experienced the bizarre, strange effects of temporal dilation personally. Because time moves for us in this strange and fantastical land at a different pace.

Except for when we reach out and communicate with individuals in Reality Prime via cell phone, which means that signals belonging to the 4G LTE band are shared across parallel universes. Which means that we can now conclusively say that the LTE standard, based in turn on the GSM standards developed by the European Telecommunications Standards Institute, or ETSI, was a global government conspiracy to give potential time travelers the ability to communicate across parallel dimensions using existing cell phone networks. A classic case of military tech gone consumer.

ETSY, interesting. Sound familiar? It does to me. A little phone app used to sell homemade goods and crafts and bongs to strangers… or something far more sinister? Better uninstall it just in case the Man’s listening. In any case, we have some time paradoxes of our own to untangle. Odds are, if you're listening to this, your reality might be missing a Fry's Electronics somewhere in the world, and while your scientists struggle to explain that disappearance we'll be here going to Ravenloft and rescuing our kids. Stay cool fellow travelers… and watch your back.

*[intro music]*

**Freddie**: Welcome to Dungeons and Daddies, not a BDSM podcast. Only occasionally a BDSM podcast. Most of the time it's a Dungeons and Dragons podcast about four dads from our world flung into the Forgotten Realms on a quest to rescue their lost sons. My name is Freddie Wong. Hey everybody, how's it going?

**Beth**: Hi.

**Will**: Hi Freddie, how are you?

**Beth**: Hi Freddie.

**Freddie**: Good. I play Glenn Close. He's the bard rock-and-roll dad of the group. This week’s Glenn fact: as you heard from the last episode, Freddie Wong, just like Glenn Close, I guess in this case, gets the hiccups—

**Beth**: What?

[*Will laughs*]

**Freddie**: …quite constantly. Most of my friends have tapered off in their adult life but I feel, like, the rate of hiccups that I get has just been a linear function since childhood. I still get the hiccups. Glenn Close also gets the hiccups, too, and that's affected one of their gigs one Christmas. This is during the 2018 tour. They were playing in Glendale, the Americana brand and the problem was they were doing—

**Will**: Does Glenn make a joke about it being Glendale whenever he's in Glendale?

**Freddie**: Yeah. A lot of finger guns. His like, "Aye this my home turf. Ha ha." This is—

**Will**: Is there a guy in the band named Dale?

**Freddie**: No. They had to fire Dale. Dale's wanted in too many states. So they're in the middle of a *Jingle Bells* rendition, and the second verse is coming up, and Glenn steps to the mic and realizes he has hiccups, so he had no choice but to wait out the hiccups, to the confusion of the band. So they played a 30 minute *Jingle Bells* solo while he waited for his hiccups to die down.

**Beth**: Ah, man.

**Freddie**: Everyone was like, "This is some great prog rock stuff!" And it ended up being the mistake, the mistake that launched their career to the next level of Christmas music.

**Will**: Wow.

**Matt**: It’s like an avant-garde *Jingle Bells*.

**Will**: It's like *Jingle Bells* meets String Cheese Incident, or something like that.

**Freddie**: Yeah exactly. It became a jam band for—

**Will**: Jam band, fish jam band. Fish Saves Christmas.

**Freddie**: Yeah, exactly.

**Matt**: Hello! My name is Matthew Arnold and I play Darryl Wilson. I was about to change my voice like Ron Stamp… *[deep voice]* I play Darryl Wilson.

**Anthony**: Darryl just got puberty.

**Matt**: Darryl Wilson… a stay-at-home coach dad who's a barbarian once he enters the forgotten realms—

**Beth**: I still feel like you're putting on a voice.

**Matt**: Yeah, now I'm really self conscious.

**Beth**: *[low and rugged]* A barbarian who—

**Matt**: *[also low and rugged]*A barbarian. He's a big man barbarian.

**Will**: He sounds 10% more like Patrick Warburton than I do.

**Matt**: *[flawless Patrick Warburton impression]* He sounds super deep. Deep voice.

**Anthony**: Wow.

**Will**: Wow. Holy shit.

**Anthony**: I didn't know you could do that.

**Beth**: Who is that?

**Matt**: Wow. What’s happening? My name’s Darryl Wilson. This is my deep voice.

**Freddie**: Whoa! Darryl became the hottest dad.

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

**Matt**: He only puts that voice on in the bedroom, and— which, speaking of my—

**Anthony**: That's horrible. Everybody in the house can hear that.

**Freddie:** Grant’s like, “why is Patrick Warburton fucking my mom?”

**Matt**: Grant thinks there's ghosts upstairs, this low rumbling.

**Beth**: Sexy ghosts.

**Will**: Kids hear ghosts sometimes.

**Matt**: I decried fact that we no longer had any sexy stuff going on on this podcast so I thought I'd have a sexy dad fact—

**Freddie**: Nice, bringing it back.

**Matt**: …my sexy dad fact is— So, Sunday 9PM… that is their scheduled sex time.

**Will**: That's the whole fact.

**Matt**: That is Darryl and Carol's sex time. On the calendar it’s called “financing” so that— in case Grant ever looks on the calendar. And they've kept it up! That's a pretty good system—

**Freddie**: That's really Darryl's job.

**Matt**: They had to move it to 11PM during *Game Of Thrones* because they both really got into that.

**Will**: 11? When *Leno*'s on?

**Matt**: When *Leno*'s on? Yeah, that's how they keep their marriage going.

**Anthony:** That’s the only way Carol can finish.

[laughter]

Will: *[high-pitched noise]* “Did you hear about this?”

**Matt**: If you're under the age of 20 and not married, yes, someday you will do scheduled sex.

**Anthony**: Apparently, it's great. Apparently, it's the best way to do it.

**Beth:** Sex?

**Matt:** Sex. Sex is great.

**Anthony**: Scheduling— yeah, no sex in general.

**Will**: If you got to schedule something, schedule sex.

**Anthony**: Clear my schedule!

**Freddie**: When did they do their actual finances, then? And what do they call it on the calendar?

*[laughter]*

**Beth:** “Sex.”

**Freddie:** When its March 28th and they’re like, “shit, we got to get our taxes—”

**Anthony**: “We gotta go to H&R Block and fuck!”

**Beth**: Man, tax day must be such a horny event.

**Matt**: Yeah, they get really excited on tax day.

**Freddie**: He's just got a Pavlovian response to financing. Yeah—

**Will:** QuickBooks. That’s his nickname in the bedroom.

**Freddie**: At the bank, like, “hey, would you like to refinance your—”

**Matt**: “What!?”

**Anthony**: Yeah, that's the folder where all your porn is, just in the QuickBooks folder so Carol can easily access it as well.

**Beth**: The safe word is “turbo tax”.

**Will**: Hey everyone, my name is Will Campos. I play *[deep voice]* Henry Oak. What— it would be like, *[chipper voice]* Henry Oak! Let me repeat it. I play Henry Oak!

**Anthony**: That's Ash from Pokemon.

**Will**: Henry's spirit child is Ash from Pokemon. Henry is a granola-munching, birkenstock-rocking, crunchy munchy nature druid dad. And my dad fact about Henry this week… I feel like every time I do a Lark and Sparrow dad fact the punch line is always, "Henry sucks."

So I thought I’d do a fun… a little family time fun fact this week, which is about game night at the Oak household. Every game night, they put together a little game called Oaks and Ogres for Lark and Sparrow, which is kind of a home brewed tabletop RPG wherein Lark and Sparrow play two brave adventurers, The Oak Boys, and every week they have to do a different task for an Ogre. It's usually something like, he's got a sick tummy and he needs chicken noodle soup—

**Freddie**: It's all good deeds.

**Will**: Yeah, it's good deeds for the Ogres, right? But secretly it's Henry and Mercedes’ way of getting the boys to like, role play what it would be to be a nice person who obeyed authority and did good things for other people? So, to power up their healing spells, they have to complement the person they're trying to heal.

**Anthony**: Holy shit.

**Will**: If they want to forge gold, they've got to earn it by picking up their toys and putting them back in the toy chest. So it’s a little bit like gamifying chores around the house.

**Matt**: How good are they at the game?

**Will**: Inevitably, the game turns into a fight at some point. Because essentially, the vector you're trying to ride is how much productive chore energy could you get out of these boys? But at the same time you are feeding into their desire for power because you're saying, "You're going to level up and you're going to be better at fighting. And you're going to be better at this and that.” At a certain point they'll be really productive, but if you take it a little too far it's like feeding a gremlin after midnight. And then they're just amped up on the idea of being powerful, and then they just—

**Beth**: It's like a promotion from middle management. You can't go further than that. That's so much effort to put into… Okay. Here's the thing…

**Matt**: You put effort into your kids?

**Beth**: Okay. You’d think that if you're putting that much effort into your kids they would be a little better… Hi. Were you done, Will? I'm sorry.

**Will**: I'm done now!

**Beth**: I'm genuinely sorry!

**Will**: I yield the floor. This is me ripping up—

**Anthony**: He rips up his notes.

**Will**: I'm ripping up Beth’s character sheet as she gives the State of the Ronion—

**Beth**: The state of the character Ron is… Hi, I'm Beth May and I play *[squeaky voice]* Ron Stampler!

**Anthony**: That's Misty from Pokemon.

**Beth**: Now I can't even remember—

**Matt**: Ron's voice?

**Anthony**: Yeah.

**Beth**: No, now I can't even remember how to describe Ron. Oh, he's an emotionally detached stepfather, and a rogue. Today's dad fact is a continuation of last week’s dad fact, which was a melancholy dad fact in which I informed you guys that Samantha is the only person who's ever called Ron, “Ronnie”. So, to add to that… Samantha, she's also the only person who's ever called Ron, “Daddy Flapjack Google Doc Dick.”

**Anthony**: Google doc dick?

**Beth**:Yeah.

**Will**: Go on…

**Anthony**: Okay.

**Beth**: That's it.

**Will**: That's it?

**Beth**: Yeah. She's the only one.

**Matt:** When does she call him that?

**Freddie**: During “finances”, Matt.

**Beth**: Oh, all the time. When they're putting their expenses on that Google doc dick, you know?

**Anthony**: Hi, I'm Anthony. I'm your Dad.

**Freddie**: Hi, Dad!

**Beth**: Hi.

**Will:** I'm not talking to Dad today.

**Matt:** I'm pissed at Dad.

**Anthony**: So my dad fact is… I don't think I mentioned this in the Talking Dads about the second-to-last episode, where all the moms kind of died. But, there's only one edit I made.

Basically, all the letters that the dads got were first drafts, except for Henry's, which had one edit that I made where… she had a line where she said, “I can live knowing that I have no regrets.” And for a long time, I had a parenthetical where she said, “except for that time we had unprotected sex with those two hitchhikers in Madrid” or something.

[laughter]

**Will**: You should have left that in!

**Anthony**: I was like, “that's a lot to put on Will’s shoulders, to tear up and then also say that mid way through,” so I deleted it.

**Will**: Hey, I had to get choked up saying, "Universal Studios Hollywood!"

**Anthony**: It was great! It was great. But no, that's still canon as far as I'm concerned.

*[laughter]*

*[intro music ends]*

**Anthony**: So when we last left you, you and the Bad Dog mercenary guild were on your way to Castle Ravenloft. You in your van, them on horseback. So, something I didn't ask last time is… what about Doug? Did you bring him—

**Will**: Ah, shit! We forgot Doug!

**Matt**:No, a good intern doesn't have to be asked where to go, he probably got in the car.

**Anthony:** Yeah, I have the feeling he would have gone with you.

**Beth**: He's trained to anticipate our needs.

**Anthony**: Yeah, he was holding the door open before you and he had a bunch of coffees in his other hands.

**Freddie**: The other option is that we forgot about him and then the moment that we haven't seen him we were like, "What was his name again? The intern. What's-his-face?” Is he with us?

**Anthony**: Yeah, I think he's with you.

**Matt**: Yeah, I think he's in the back with Paeden. It’s a dangerous duo.

**Anthony**: Yeah, he’s definitely hanging out with Paeden. They have nothing to relate about.

**Matt**: Until you reveal— But if Paeden ever finds out he murdered a man, Paeden's going to want talk—

**Will**: He didn't murder a guy, it didn't happen! He found a guy with the top of his head cut off.

**Anthony**: I don't know if Doug would have the confidence to do it. But Doug definitely saw Paeden slash at Glenn’s Achilles tendon and was like, "There are more subtle ways to handle it." Like, “you got caught, the problem is you won't get caught. They were looking at you.”

**Beth**: I feel like, in true intern form, they're just really sizing each other up and setting each other as their enemies.

**Anthony**: Yeah, no, they should be teaming up, but they absolutely—

**Beth**: “So, how long you been here? Oh okay.”

**Will**: Paedens like, "Yeah let me show you the ropes."

**Beth**: All right.

**Anthony**: [*switches between Doug and Paeden voice*] “No, I’ll show you the ropes.” “I'll show *you* the… I'll show you the ropes.” “I'll show *you* the ropes.” So, as you drive northward toward Castle Ravenloft, toward the kingdom of Barovia, the weather gets colder and colder around you.

**Will**: Can we put on them seat warmers?

**Anthony**: Are there seat warmers in the Honda Odyssey?

**Matt**: Only in the front two seats, so who is sitting in the front two seats?

**Freddie:** Just the front two. Whose buns are toasty?

**Henry:** Shotgun!

**Will:** Henry's getting them buns warm.

**Ron**: Hey, scoot over Henry!

**Henry**: Oh yeah sure, shove on in. You want to share one of these bun warmers?

**Ron**: Yeah sure.

**Henry**: It's normally not as safe as I'd like to ride in a minivan, but considering that there's no other cars on the road, I think we can risk it.

**Darryl**: Lets get that seat belt around both of you guys.

**Ron**: All right.

**Henry:** Okay. All right.

**Will:** And I reached the seat belt around and we both—

**Ron**: Wait, I got to suck in a little bit.

**Henry**: Okay.

**Anthony**: I will remind you that you have an unidentified shield that you got from *Revenge of the Mummy: The Ride*, which is now, currently, I believe, a Fry's Electronics.

**Will**: Oh shoot! You know what? I need some more tiny screws for my CPU back home. My computer case. I need an ethernet port.

**Freddie**: I need a spare graphics card from eight years ago.

**Will**: I need an ATI Radeon 9800 HD for a laptop.

**Freddie**: I need some astronaut ice cream.

**Will**: You guys liking these Fry’s jokes? Anyone?

*[laughter]*

**Matt**: Keep at it, keep going.

**Freddie**: I need an old dishwasher and three weird batteries.

**Matt**: What's that shield do, again?

**Anthony**: You don't know, because you had to basically pass a DC20 Arcana check, and since all of you failed, your only option is finding essentially an NPC who can try for you.

**Freddie**: And Doug didn't know, despite his college education.

**Will**: Or we could put the shield on, right?

**Anthony**: Or you can put the shield on.

**Matt**: I roll down the window and I'm assuming Benedict Cumberpatch—

**Anthony**: Cabbagepatch.

**Matt**: Cabbagepatch… is riding nearby—

**Darryl:** Benedict! Buddy! Yeah, we got a crazy shield over here. We don't know what it is, but you guys know your armory and stuff...

**Glenn**: You know weapons, right?

**Benedict**: We know Marshall Armements. Yes, yes, yes… At least, if I— *[sniffs]*

**Anthony**: His mustache goes out like two antennae and starts *[beeping]* triangulating.

**Matt**: With the diamonds on it.

**Anthony**: With the diamonds on, and they sort of reach out toward the shield and he goes—

**Benedict**: I'm getting a tang of magic, mayhaps, but we are non-magical here in the Bad Dogs, so I'm afraid we won't be of any use to you.

**Henry**: So, you would say you're heroes of might. Do you know any heroes of might *and magic* who can help us identify this?

**Matt**: Oh, are there still trees?

**Anthony**: There are trees near you, yeah.

**Darryl**: Hey guys, one second…

**Matt**: And I stop the van—

**Freddie**: Bathroom break!

**Matt**: …and I go up to one of the trees, I go—

**Darryl**: Erin!... O’Neil!

**Will**: Ooh, clever!

**Anthony**: So as you call out Erin O’Neil’s name, the leaves on the trees begin to shuffle off of the branches, and then they float down onto the trunk and arrange themselves in the familiar, slightly surly but generally likable visage of Erin O’Neil. And she goes—

**Erin O’Neil**: Yeah. What's up?

**Darryl**: Hey, how's it going?

**Erin O’Neil**: It’s actually going pretty good! We’ve got a society in its nascent state, we just came up with currency…

**Matt**: Darryl's not listening. He's trying to gesture to the army around him like—

**Darryl:** Notice anything new about us?

**Erin O’Neil**: Uhh… Did you lose weight?

**Matt:** Darryl, for the first time, looks down at himself , he’s like—

**Darryl:** Holy shit. Yeah, all this walking around— I think I'm… I'm looking pretty good!

**Glenn**: You’re getting your steps in! Hey Darryl, how many steps you got?

**Darryl**: I don't know, but it’s a lot! You know what it is? If you don't think about exercise—

**Glenn:** And you have to kill a lot of people—

**Henry**: And you gotta do it everyday!

**Darryl**: Yeah! Wow…

**Henry**: Whether you want to or not. That's kind of the situation we're in.

**Anthony:** And Erin’s like—

**Erin O’Neil**: I kind of liked you better the other way. You’ve kinda got Chris Pratt vibes…

*[laughter]*

**Beth**: Oh my God! Yes! Oh my God! Yes! Yes!

**Erin O’Neil**: Yeah, so what's up?

**Ron:** Okay—

**Darryl**: Yeah, go ahead, Ron.

**Ron**: You know how you died?

**Erin O’Neil**: Thank you for reminding me. I have some ongoing trauma from that, but yeah. Thank you for reminding me. Yeah.

**Ron**: Well speaking from ongoing trauma… Our wives died, sort of… Not yet, but they will! And so, we're just trying to make it so that they don't die, just like you didn't die. But you did… because they did.

**Erin O’Neil**: I did… Are you asking for my birds, or what are you… what's going on?

**Beth**: Can I just hand her the shield?

**Matt**: Yeah.

**Beth**: Okay. Here.

**Anthony:** Do you shove the shield towards a bunch of leaves?

**Beth**: Yes.

**Anthony:** Okay, so the leaves encircle the shield and it sort of floats up on the bed of leaves and she goes—

**Erin O’Neil**: Okay, so this is… I can tell through the trees, the trees are telling me right now.

**Anthony:** This was an item submitted by Jake Nolan. Thank you Jake.

It is called the Shield of Protection. “It is a cursed shield that,” as I told you, “acts as a +1 shield.” But the DC20 Arcana check that Erin O’Neil just got you, lets you know that it’s actually “a shield that, when you wear it, it adheres itself permanently to your arm.

“Whenever the creature wearing the shield is attacked, the shield forces the creature to interpose itself between the shield and the attacker, shielding the shield from damage with its body.”

So it gives you -2 to your AC if you're holding it, and it can only be removed and released with a Remove Curse spell. So, it’s literally the exact opposite of a shield.

**Matt** So it’s terrible.

**Will:** It's a reverse shield.

**Anthony:** It’s a reverse shield.

**Matt:** So the shield uses you as a shield?

**Anthony:** Exactly, it turns you into a shield.

**Will:** You're as if you're an agent of the shield.

**Beth**: Yes.

**Freddie:** Fuck.

**Anthony:** Exactly. For the first couple times you use it, it's not that good, but around season three or four of using it, it actually gets kind of weird and kind of interesting on its own merits.

**Beth**: Could you explain that one more time? Not the Agent of Shield—

**Anthony:** *Agents of Shield*? Yeah, so for a while they had to be connected to the MCU—

*[laughter]*

**Beth**: Oh, I get it.

**Anthony:** …and it wasn't very good.

**Matt:** Yeah, you know like in a good Jackie Chan fight scene, like, he's got that big vase or something, and he's making sure nobody breaks it? You're doing that, but with a shield. You make sure that nothing hits the shield, so it's a terrible shield.

**Will:** You know what ,though? This sounds like a sort of item maybe we could try to trick someone into holding onto, and then that could be a fun thing to do.

**Matt:** Yeah.

**Darryl:** Well, I'm glad you told us. Man, if we put this on—

**Henry:** Hey, Erin! That would have been real bad if we had put that shield on. You know, that seems like the sort of reckless thing that *someone* would have done impulsively at some point!

**Will:** I say, pointing my eyes directly in Darryl's direction.

**Matt:** I didn’t hear, because Darryl is lifting up his whole shirt, and he's looking at his tummy. He's checking himself out.

**Freddie:** He's like, "Is there less here?"

**Ron:** If we had put too much stock in season one, we might have gotten really disappointed. But now, knowing this? This is great information, we'll keep our expectations managed.

**Erin:** Great. You were talking about— your wives are going to…? Is there anything else you want to talk about before you— whatever you guys are doing with all your... What are those?

**Ron:** I got a lot I want to talk about, actually. Recently, I've been thinking a lot about—

**Anthony:** So, Erin turns over her shoulder and goes—

**Erin:** This is going to be a second, Vince. Sorry.

**Anthony:** And you see behind her, the two-dimensional man that she pulled out the Bull E. Wug’s is lying down in bed, he's like—

**Vince:** Take your time, baby.

*[all laugh]*

**Beth**: Oh my God, that's so sexy!

**Anthony:** When I say lying in bed, he's completely— He's perpendicular to you, so you basically see a shard of a person and then just the head pops up, he goes, “it’s okay baby." And then goes back down, and is basically invisible again.

**Will:** I'm so glad we called Erin O’Neil.

**Matt:** Darryl turns away. He's like—

**Darryl:** Oh, sorry! I didn't mean to interrupt you.

**Erin:** No, I don't have shame about it, it’s all good.

**Ron:** Hi, stick person. Anyway, I was thinking—

**Vince:** Name's Vince!

**Ron:** Hi, Vince. Great body. So, I've been thinking a lot about what it means to be a father, not only just a father, but a step father. I actually… I've been thinking a lot, and then feeling a lot, and I'm not used to… Actually, do you have time? Maybe an hour next week so I could talk more about this stuff?

**Erin:** Um…

**Ron:** And by “this stuff” I mean my thoughts and my feelings and thinking about taking responsibility for myself and my family and… stepping up, you know what I'm saying?

**Erin:** Yeah, no, I've got a… I know somebody who— I can't talk to you, because we have a pre-existing relationship, so that would be a weird breach of etiquette. But I have somebody I could send you to.

**Anthony:** And the leaf… one of the leaves starts scratching on another leaf, and then that leaf wafts into your hands, and it just says “Not Me” on it.

*[laughter]*

**Will:** Oh my god! I thought she was going to recommend an elf therapist!

**Matt:** That ain't how Erin rolls.

**Ron**: Okay, do you know what Dr. Me's address is?

**Erin**: Yeah, he's in Neverwinter.

**Ron**: Okay, fabulous! I will put this in my wallet next to my very sharp business cards and— Yeah, this has been really cleansing and I'm really sad, but I'm going to save that conversation for me and Dr. Me.

**Erin**: All right, well, if that's it, I'm going to get back to doing stuff with my boyfriend.

**Henry**: Hey, if you want to come— Hi, it’s Henry here. Hello!

**Erin**: Hey, Henry.

**Henry**: Hey, do you want to come to Castle Ravenloft and help us fight the bad guys and save our sons? We got a whole army with us, now. I know before it seemed like kind of an iffy proposition, but we've got 200 guys—

**Glenn:** We got rich!

**Henry:** We're still pretty rich. I know you're rich too, so— that's because we came up with that fair and equitable business proposal. But, if you want to come and be part of a great epic adventure… you know, maybe that’d be something that’d be cool for you.

**Erin:** Yeah, no, I’ll definitely for sure think about that. That sounds like a lot of fun.

**Henry:** *[quietly]* Guys, I don’t think she’s gonna think about it…

**Erin:** I just want to re-iterate... just get your kids and run, though. Really, just get your kids and run.

**Henry:** So you can't…? All right, okay—

**Erin:** Okay. You want me to explain why I can't tell you? If I'm right about the kind of magic that those people have over you, it makes the magic more powerful. So you would be even weaker if I'm correct and you have that knowledge, because the control they have over you would be even worse.

**Ron:** So it’s like the more we know, the less powerful we are?

**Erin:** I don't know if I would say that as an overall rule about life...

**Ron:** Because if that's the case, then I'm golden! I got nothing to worry about! So, it’s like us having to tell our wives that they couldn't go to Universal Studios, then?

**Erin:** You know what? It's exactly like that. You should tell all this to Dr. Me.

**Henry:** Interesting. So, okay, we can't talk about it. That's going to be tough for me. I got to talk about everything, guys.

**Anthony**: Vince in the back is like—

**Vince:** You guys talking about time travel stuff?

**Anthony:** And then Erin's like—

**Erin:** I guess. I don't know. They're talking about the future and the past.

**Anthony:** And Vince is like—

**Vince:** I mean, I know a dimensional witch. I don't know if she goes all the way up to four but that might be a thing. I don't know. Maybe we can talk about it later. I don't know.

**Henry:** A dimensional witch?

**Vince:** Yeah that's why I am the way I am, remember? That was that—

**Henry:** That's right! Yeah, I’m recalling that now.

**Glenn:** She downgraded you down to two.

**Vince:** Yeah, I don't know how far up she can go and how— if its a both-directions kind of street, or if its just—

**Henry:** Can we get her information or something?

**Vince:** It's in my other pants right now. I don't want to—

**Darryl:** Well, how about— We'll hit you up after we save our kids.

**Henry:** We'll shout into a tree if we need to.

**Erin:** Yeah, hit me up. Catch me on my mobile.

**Henry:** Okay. What's your mobile? Your mobile what?

**Erin:** My mobile leaf I'm always carrying around with me.

**Anthony:** And she holds up the leaf.

**Ron:** Okay.

**Glenn:** All right.

**Henry:** Alright. We're going to hang up the leaves now, I guess.

**Erin:** Okay, cool.

**Anthony:** And she continues to stare at you.

**Glenn:** How— do we just…?

**Will:** I just kind of shoo at the—

**Darryl:** Go away, Erin!

*[laughter]*

**Anthony**: She goes—

**Erin:** No, you go away.

**Anthony:** So, yeah, the leaves all fall back to the ground, and they crawl back up the tree and take their places back on the branches.

**Will:** Next time, I feel like we need to enter a 20-digit leaf meeting code.

**Anthony:** That's good.

**Will:** Or we’ll get connected to a different witch.

**Beth:** Can I roll an Investigation on the leaf with Not Me on it?

**Anthony:** Yeah.

**Beth:** Okay. That is an 18.

**Anthony:** With your 18, you can tell that Dr. Not Me is a real doctor. She was not being sarcastic. That person exists.

**Beth:** Wow.

**Will:** Wow, Dr. Not Me…

**Freddie:** Must get a lot of referrals.

**Matt:** Darryl's grumbling at how rude Erin was. “Fucking should not have given her half the money.” As we get in the car, right before we peel off—

**Darryl:** You guys want to go?

**Glenn:** Yeah, let’s go.

**Henry:** Yeah, I think we should keep trucking.

**Matt:** All right. I go—

**Darryl:** Erin!

**Matt:** And then I just peel out.

**Anthony:** Behind you, you can see all the leaves coalesce into the shape of Erin, she's like—

**Erin:** What? *[sighs]* …Vince, start it back up. We're going from the top. Vince!

**Anthony:** Then the leaves go back to where they were.

**Will:** From one!

**Anthony:** “Let's do some taxes.” Okay, so, you are going to just, I presume, drive straight to Castle Ravenloft?

**Matt:** We’re driving to Ravenloft.

**Will:** Yeah, what now Anthony? No more goofy stuff for us to do.

**Matt:** Yeah, driving straight to the objective!

**Will:** We cleared all our sub quests, nothing left for us to do but storm the castle!

**Anthony:** Okay, so I'm going to roll. See if you get any random encounters.

**Matt:** Whoa, is that a thing that happens?

**Anthony:** In D&D, it’s supposed to. It’s generally bad for storytelling and especially bad for podcasts… but no, you didn't, so you're fine.

**Matt:** Aw, man. Come on, I wanted a little pre-game.

**Beth:** Hasn’t stopped us before…

**Freddie:** We have 200 people surrounding us.

**Matt:** Yeah, Darryl's down for a pre-game, that'd be—

**Anthony:** It wouldn't be anything. It would just be you annihilating— it’s like, “oh, three wolves attack!”. Yeah, you know what? Three wolves attack—

**Matt:** We don’t even notice.

**Will:** We have wolves for dinner.

**Matt:** They attacked the right flank, and four guards killed it. Okay.

**Anthony:** Before we get to Castle Ravenloft, I would like to explain how you can control your soldiers. So you have—

**Freddie:** Ooh. Are these some mechanics, bro?

**Anthony:** Yeah, I made up some mechanics. So—

**Freddie:** Fuck yeah!

**Matt:** Yes!

**Anthony:** If you recall, you have 200 mercenaries—

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

**Anthony:** So, I've decided that there are, arbitrarily, three classes of mercenaries that you have. You have archers, shieldbearers and pikemen. They all have different stats. Archers basically have not much HP and are kind of easy to hit, but they do ranged damage, and their damage is piercing and it’s pretty good.

You have shieldbearers that are pretty hard to hit and have a lot of HP, and are fairly strong, but they do very little damage. But, they can also do a thing where they raise their shields and anyone behind them gets half-cover, which means they get a +2 bonus to AC. They're a little bit harder to hit if you're behind them and they have their shields up.

Then there are pikemen, which are sort of in the middle, they do a fair amount of damage and they have medium health and hit-ability, essentially.

**Matt:** Like *Fire Emblem*.

**Anthony:** Kind of, yeah.

**Beth:** It’s a really rock, paper, scissors situation.

**Anthony:** A little bit yeah. So you basically get to decide how many of your soldiers are each of those classes. So, divvy up 200 amongst archers, shieldbearers and pikemen.

**Freddie:** Real quick— Shouldn't we just make each one a mobile unit of three? So it’s like a shield guy, blocking an archer, with a dude with a big old pike next to him, so that they're the best of all worlds? Like walking tanks.

**Matt:** Only if— I mean… no, that'd be terrible.

**Freddie:** Oh, okay.

**Matt:** All throughout all of history that's never been the case.

**Freddie:** Well, I'm just saying that maybe I solved Napoleon’s problem. Hey, Napoleon why don't you just put all of them— clown! You idiot!

**Will:** You mush them together!

**Matt:** Just one archer, hiding behind a shield, and another guy with a stick, and the three of them are just moving together.

**Freddie:** Yeah, what’s known as The Unstoppable Soldier!

**Anthony:** That's like my friend who never took martial arts, but was absolutely certain that if you just punched and kicked at the same time, no one would be able to stop you.

**Freddie:** To be fair, that is basically the idea behind Krav Maga.

**Matt:** Okay, so it’s a castle, right?

**Anthony:** Yes.

**Freddie:** Yeah, we need engines. Siege engines.

**Anthony:** Actually, you know what? Do you want to see Castle Ravenloft before you make this decision? Or, you would have done it before you left?

**Matt:** Nah, it feels like we wouldn’t—

**Freddie:** Well, to be fair, Benedict Cabbagepatch, who we should be consulting with, would know a little bit about the theater of battle we're about to go into. So—

**Glenn:** Benedict!

**Benedict:** *[attentive coughing noises]*

**Glenn:** What would be—

**Freddie:** This is now a flashback conversation that's playing in the montage of us traveling over there.

**Glenn:** What's the best… you know… makeup of folks?

*[laughter]*

**Henry:** How do you do war good, and stuff?

**Matt:** I feel we want defense-heavy.

**Beth:** I want a smokey eye!

**Will:** I want to throw this out there… I'm okay giving a lot of creative control here to Benedict Cumberbatch, because it does—

**Freddie:** Cabbagepatch.

**Will:** Cabbagepatch, or Benedict Cumberbatch—

**Freddie:** Him, too.

**Will:** …Just, I don't know, it feels like we're the IP-holder EPs of this mercenary adventure, and he can be the showrunner. You know what I mean? Like, he's in charge of the day-to-day.

**Anthony:** You're Kathleen Kennedy circa the new trilogy. You go, "I dunno, just do what you want!"

**Matt:** Darryl's really into *Gladiator*, so he's definitely picking his brain and trying to involve himself in this discussion, for sure.

**Will:** What is Benedict Cabbagepatch—?

**Freddie:** Is it the same way you're trying to be the coach of the soccer team?

**Will:** “I have some plays I came up with for the shieldbearers…”

**Matt:** Yeah, he's like—

**Darryl:** Remember the chariot scene in *Gladiator*? We need some shields. Right, Benedict?

**Benedict:** Oh, absolutely, absolutely. The shieldbearers— I would recommend you do shieldbearers, and then behind them you do the archers, because then it provides cover for the archers from ranged damage from afar—

**Darryl:** We're going to be invading the castle.

**Benedict:** Yes. We're going to be sieging a castle.

**Darryl:** So we're— not probably too many archers.

**Benedict:** Well, it depends on what is waiting for you on the outside of the castle. So, I'm not sure what we're going to walk up against—

**Glenn:** They know we're coming.

**Benedict:** They do know we are coming, which is a problem. Which means that there are certainly going to be either traps, or something extremely deadly waiting for us. Now my understanding of Castle Ravenloft is that it is sort of a one-way trip, if you will.

There's one land bridge leading to the castle, and on all sides of the castle is a precipitous drop, a drop that makes it so that, if you wish to invade, you are essentially going at one means of entry which is… some would consider suicidal. Others would consider it adventure. I'm of the latter.

**Henry:** Except, we have two means of entrance, because we have the Dimmadome Sword, which can extend to… I think a football field length, right?

**Anthony:** Correct. Yeah, 100 yards.

**Henry:** We can use that as a miniature land bridge to sneak a second party in to ambush the castle.

**Freddie:** Oh, that's good!

**Benedict:** How wide is this sword?

**Anthony:** …He says, and he looks at it. And it is the width of a sword, so it's 5 inches..

**Henry:** We will need your most daring acrobatic soldiers. Or we could lay planks out on it, or something like that, right?

**Anthony:** Oh, that’s interesting!

**Freddie:** You could use it as the baseline of a bridge you could build.

**Ron:** Which looks the coolest? Which has the coolest outfits of the three? Of the archers, the shieldbearers and the pikemen?

**Benedict:** I would say the shieldbearers look pretty cool. They've color coordinated with their armor.

**Ron:** Okay guys, so, we have everybody dress up as shieldbearers. And then we have the one entrance through the front, and the one backdoor entrance with the Dimmadome Sword, and then the big daddy entrance, so to speak, you use the transportation orbs. While everybody's distracted by the cool fighters in the shieldbearers outfits, we just sneak in, right there, and grab our kids and run.

**Will:** Ooh!

**Darryl:** Because we can all transport at the same time, correct?

**Glenn:** The only thing, though, is we don't know where that orb ends up. They may have thrown it into a garbage compactor… Now I will say this, we should throw the orb away here. Safely out of the range of the castle.

**Henry:** Oh, it's like a getaway orb.

**Glenn:** So that's our getaway. Worst case scenario, we are out!

**Henry:** We get to the orb, put it in the minivan, and then we can zap out.

**Darryl:** Put it in the minivan, pedal to the medal. Have the engine in the car ready to go. Fucking—

**Henry:** That's not bad, I like that!

**Glenn:** So, we'll keep the minivan at a safe distance and we'll continue the rest on foot, but that'll be our escape.

**Darryl:** Okay, how about this? I like the—

**Glenn:** The minivan has the thing that makes it so that it’s hard to find from magical… folks.

**Darryl:** And it's fast.

**Glenn:** And it's fast.

**Darryl:** Faster than anything else around here.

**Ron:** And it's got heated seats!

**Darryl:** It's got heated seats! Yeah, our butts are toasty... If we do a secondary entrance, maybe we have all the shield guys make a big show of the big entrance. And we have archers... because we're going to be going up over a wall, have those archers shoot and defend our entrance as we're climbing up over the wall with that big long sword.

**Freddie:** The other option with the sword is this… According to Ryan Peterson's description—

**Matt:** Cut the castle in half!

**Freddie:** Yeah, it’s a sword of adjustable length. Did you just stipulate a length for it?

**Anthony:** It maxes out at 100 yards.

**Freddie:** Okay, because if you just shot it a hundred yards in the air and tipped it straight down, that would probably have caused a lot of force, right? Because it'd be a big long, heavy, sharp thing.

**Will:** What you're proposing is that we have a whole bunch of men on one side of the sword, and then we just whack the castle over and over again from a hundred yards away to break down the wall? A siege weapon!

**Anthony:** You broke Dungeons and Daddies!

*[laughter]*

**Anthony: “**What if we beat a castle to death with a sword,” they said...

**Will:** Wait a second, Anthony… What is the HP of a wall of a castle?

**Anthony:** [*defeated*] Let me Google…

**Matt:** I mean, I feel like the sword would probably snap, I'm assuming…

**Freddie:** Well, it doesn't say— it says weight and length are proportional, not that it gets more brittle. It just becomes bigger and denser.

**Will:** We have 200 strong-backed men!

**Anthony:** If you smacked a stone wall with a sword—

**Matt:** Over and over again—

**Anthony:** Yeah, over and over. Eventually, it would break. So it has the same brittleness, but you might get one or two wacks in.

**Darryl:** I know what to do, gentlemen. We put the sword on the front of the van. Make it go a hundred yards, and then we drift and that sword does a slash… a 100 yard slash cutting everybody in half who comes towards us!

*[laughter]*

**Matt:** Also, just in case you wanted to know, a 100 yard sword would be about 480 lbs, which is not shit compared to a minivan. Just saying, just so you guys all know, in case you want to do it. 480 lbs.

**Anthony:** So, here's what I'm going to do. I am not going to make any comments on the feasibility of any idea, as the DM. I will only be able to do it in character. So, do whatever you're going to do, and then tell me when you want to keep moving.

**Will:** Okay, let me ask you a question.

**Anthony:** Yes.

**Henry:** Benedict Cabbagepatch, how big is this precipitous drop? What is the… is it a valley? Basically, what is the geography?

**Benedict:** Imagine a mountain range, and within this mountain range imagine a canyon that basically goes down 1000 feet. And amidst this canyon, there is but one tiny tendril of land that extends from one of these mountain ranges to a little island of cold rock in this sea of nothingness and mountains... that is Castle Ravenloft. It sits on that rock in that ocean of cold and gravity.

**Glenn:** Where does their poop go?

**Benedict:** Off of the side of the thousand-foot drop, I would assume.

**Ron:** Oh, that’s cool.

**Freddie:** Oh, wait. Hold on, I have an idea guys. I want to pull one of the mercenaries—

**Glenn:** Hey, Benedict, can you just give me a fast rider? Just— anyone of your guys, fast rider?

**Benedict:** Absolutely, absolutely.

**Anthony:** He pulls out a random dude, and the random dude goes—

**Bad Dog:** Yes sir! What can I do for you?

**Glenn:** All right, I got a 5 gold tip, here. I need you to ride back to that pyramid and just pick up...

**Freddie:** I write down the description of the DJI Phantom Drone. I'm going to tell him to go bring us a bunch of drones and technology.

**Anthony:** *[whispers]* Oh my god…

**Freddie:** From Fry's electronics!

*[laughter]*

**Will:** Yes!

**Anthony:** Oh my god…

**Freddie:** So I write a big list of things, so, like two way radios—

**Anthony:** Oh no…

**Freddie:** The DJI— like, multiple drones…

**Ron:** Hey, could you get a Walkman?

**Bad Dog:** I would absolutely get anything on this list to the best of my ability. Pip pip!

**Anthony:** He rides off in a puff of cartoony smoke. He'll be back in four hours.

**Henry:** Okay, so, you have to scale a thousand-foot wall to get to the castle from the other side?

**Benedict:** Correct.

**Henry:** If we wanted to come in on the side of the sword, how far is it from the nearest other side? Because this is all useless, if it’s more than—

**Darryl:** 102 yards.

**Henry:** 102 yards, then we're fucked.

**Benedict:** I do not know for certain. But I would suspect the land bridge connecting it to the next mountain rage is approximately 75 yards.

**Henry:** Are there any mountains above it?

**Benedict:** Mountains above it? …Yes.

**Glenn:** Surrounding it.

**Henry:** Zip line, baby.

**Anthony:** Oh, wow.

**Glenn:** Zip lines, baby!

**Henry:** We could zipline the whole fucking army in on that bad boy.

**Anthony:** Oh my God.

**Freddie:** Shit, dog! Yes! Yes!

**Benedict:** It would be a difficult climb up the mountain, but yes, I believe that once we get to the top of the mountain — as I have said, it is roughly 75 yards away and is a higher elevation — we could indeed line a zip down to the castle.

**Glenn:** We need a distractionary group in the front, so that all their attention is up there, so that the other people can go in and we can fucking zipline in.

**Darryl:** Yeah, get a bunch of shield people and archers at the main entrance, and then have a crew of 50 people—

**Henry:** Well then, they'll know the van. So if we send the van out as a vanguard force, if you will, to be the distraction, they'll see the van, think we're in the van - especially with our pitiful army of 50 guys or whatever out the front door - they'll think that that's the main army, but then we're zipping in over the line. See what I mean?

**Ron:** So, we don't know what they don't know about us yet, right?

**Glenn:** Yeah, Ron.

**Ron:** What if we send spies up ahead? Spies that they won't suspect. Spies... that fly.

**Henry:** Are you thinking what I'm— that... rats?

*[laughter]*

**Glenn:** Rats on drones! And then we can talk to them via two-way radio!

**Beth:** I was thinking bats, because those are kind of what— Rats on drones are bats.

**Freddie:** Oh, wait…

*[laughter]*

**Beth:** So, the next time I’m—

**Anthony:** Sort of a reverse-reverse Ratatouille.

**Glenn:** But we can give them two-way radios so that you can talk to them, Henry!

**Henry:** Oh, that's true!

**Anthony:** Okay, so, while you guys are talking—

**Matt:** Four hours later...

**Anthony:** Four hours later— You talk about this for four hours, the Bad Dog comes back carrying two large bags full of stuff. You will get to have any 10 items you can imagine from a Fry's Electronics, but when you have to use it, you're going to have to roll something. You're going to tell me what you're going to roll in order to see if it has been broken or not. Because its been going through the fucking void for 20 years.

**Freddie:** I can see that. That's fair.

**Anthony:** Ten is too many, five.

**Freddie:** It's also future technology. I mean, hell, we're dads, we can barely figure out our own phones.

**Anthony:** That's true.

**Freddie:** Imagine trying to make electronics from 20 years in the future work!

**Anthony:** And you can't read the instructions.

**Freddie:** Yeah, because everything got turned to Esperanto in America ten years after we—

**Anthony:** Political correctness gone mad.

**Will:** “Damn it! It’s all in Esperanto!”

*[laughter]*

**Beth:** I tell the bad dog, “good dog.”

**Bad Dog:** *[bashful giggle]*

**Will:** All right, so what's on the table? We've got a reconnaissance mission—

**Freddie:** It definitely feels like a stealth thing, for sure. Reconnaissance first and foremost. We're going to approach Castle Ravenloft, but not to where we're within eyesight yet.

**Matt:** Within DJI drone distance.

**Anthony:** Okay.

*[suspenseful music]*

*[ad break]*

**Anthony:** You start moving your way through the mountains on this very... So, are you leaving the van or are you taking the van with you?

**Freddie:** Taking the van with us for now, yeah.

**Anthony:** Okay. So you're driving the van up. It’s just barely big enough and just barely not-steep enough that you can manage to get the Odyssey up there, and you come across this rise, and you can see in the distance, Castle Ravenloft.

And just like it was described by Benedict Cabbagepatch, Castle Ravenloft sits on a snowy plateau, an island of cold rock in a sea of mountains. Only a single thin land bridge connects the castle to the mountain range surrounding it. Only one way in. And, unless you can survive a thousand-foot fall, only one way out. So, what would you like to do with the drone?

**Will:** Oh, I haven't said it yet! “We don't go to Ravenloft.” Huh? Anyone? *Half Life 2*?

**Anthony:** *Half Life 2.*

**Freddie:** I want to fire up one of these future drones, which probably has thermal imaging capacity and GPS and HD video streaming?

**Anthony:** ...Sure.

**Freddie:** It’s the future!

**Anthony:** Yeah, why not?

**Freddie:** It’s probably built in the controller.

**Anthony:** So it’s from 2030—

**Will:** Oh, but here's the bummer, it’s controlled by your phone and it only works on an iPhone 20. Sorry.

**Freddie:** Aw, damn, my iOS is too old for this shit!

**Will:** But wait! What's that in the box? An iPhone 20!

**Anthony:** Yeah, that can be two of your five items.

**Freddie:** Definitely a new phone.

**Beth:** Definitely a Walkman.

**Freddie:** *[laughing]* What is with the Walkman?

**Anthony:** Just give me a straight D20 roll. I don't know why I was looking at a D&D character sheet as if there is going to be something that I go, "Aha! Yes, that's the stat to see how an iPhone works."

**Freddie:** I roll it, I unpackage it, and I roll a 6.

**Anthony:** Okay so the iPhone... the first iPhone, I'm assuming you want to have multiple of them, unfortunately it does not work. It doesn't have a battery charger that is compatible with anything you have in the Odyssey.

**Glenn:** Whoa, guys. It turns out that the US adopts the UK standard of plugs in the future...

**Beth:** Oh, no!

**Will:** What crazy future do we live in?

**Glenn:** Huh, it’s all in Esperanto.

**Will:** Weirdly, after Brexit, the UK became a state in the United States.

**Beth:** We were going to adopt their health system, but no—

**Will:** No, we just got the plugs.

**Beth:** Yeah. All right, can I see if the Walkman works?

**Anthony:** Are you going to make that one of the items?

**Beth:** Yeah.

**Will:** I think it is now, I think we have a Walkman.

**Freddie:** It is now!

**Anthony:** Alright, go ahead and make a roll.

**Beth:** That’s a 19!

**Anthony:** It has the best audio quality of any—

**Will:** If only we’d got any tapes to put in it.

*[laughter]*

**Beth:** No, it's got to be one of those preloaded—

**Anthony:** It comes with a demo tape that's all the, like, *Now That's What I Call Music! 789*.

**Freddie:** It comes with the U2 album.

**Anthony:** Yeah, and there's no way to remove it.

**Matt:** It's a new one, though. It's the one they did in 2030.

**Anthony:** It’s really bad.

**Beth:** I'm looking up *Now That's What I Call Music! 4*.

**Freddie:** I assume the difficulty will be based on how OP this item is, right? One of the other items is a golf rangefinder, so it's a scope. So, I'm going to put it to my eye and be able to tell the distance from here to the pin.

**Anthony:** Just get higher than a 5, and you’ll be fine.

**Freddie:** 7!

**Anthony:** Great, so that works.

**Freddie:** So, I'm going to do an Investigation on the castle, if we're looking for any kind of weaknesses, anything that stands out for ways to get in, and then more specifically, on the green, where the pin placement is and where the bunkers are...So that would be a 13.

**Anthony:** So through the scope, you can see that there’s basically two main spires in Castle Ravenloft. There's one in the center that is very tall and has a pointy top. There's another next to it that's not so tall and has a flat top, and for a second you're wondering, “why does that one have a flat top?” And then you see the biggest fucking Dragon you have ever seen in your entire life.

Also the smallest, technically— no, Gartok was a Dragon. So definitely the biggest Dragon you've ever seen in your entire life. The size of a Kaiju, essentially. Flaps its way up to the flat-topped spire and just sorta sits there, looks around, and continues to idle animation. Just sort of starting down at the land bridge that leads to Castle Ravenloft. It is bright gold.

**Glenn:** Hey, guys? Hey, guys? There's a Dragon or something? There's some Smaug-ass shit happening here. And...there's, like, a Dragon.

**Ron:** Benedict Cabbagepatch, do the Smaug thing.

**Benedict:** ...The what?

**Darryl:** Smaug.

**Ron:** The Smaug thing!

**Anthony:** Oh, Smaug. I had forgot that he was “Smog”. Or, Smaug.

**Freddie:** Smaug...

**Will:** The Desolation of “Smowwg”!

**Beth:** Smoog!

**Freddie:** Smaig!

**Benedict:** Let me see that, if you would—

**Anthony:** And he takes the rangefinder from you, and his mustache droops, and the diamonds fall out—

**Freddie:** And he's like, “that's definitely a three-iron…”

**Anthony:** And he goes—

**Benedict:** My god! An Ancient Gold Dragon! This will be glorious! We are almost certain to die, but this will be quite a way to go out, even if I say so myself!

**Darryl:** How do you kill them?

**Glenn:** What's the deal with the Gold Dragon?

**Benedict:** Gold Dragons are... this particular one is an Ancient Gold Dragon, so it's one of the most dangerous possible creatures that exist in all the Forgotten Realms. You just sort of kill it by hitting it many, many, many times.

**Glenn:** Are there any weaknesses?

**Benedict:** Oh, gosh, no.

**Darryl:** What happens if you had a hundred yard sword?

**Benedict:** If you had a hundred-yard sword, I suppose you would get one good swack at it. They're not exactly slow, they can fly.

**Henry:** What if we tape the gun to the end of the sword, and we zip this gun up and we shoot the dragon?

**Benedict:** It is very large, you would probably piss it off a little bit.

**Darryl:** I say we use the sword as a big javelin.

**Glenn:** Wait, wait. Question, question. Is there anything gold that dragons like? Do they like gold? Do they like—

**Henry:** Yeah is this a smart Dragon? Tell us about Ancient Dragons. Are they intelligent? Are they cunning? Do they have— like, what are they—

**Darryl:** Are they easily charmed?

**Ron:** Are they artistic?

**Benedict:** As far as I know from the legends - because it's not often you see a Dragon - Dragons tend to be fairly intelligent and can be reasoned with unless they are under the thrall of somebody else.

There are certain very rare, very magical items that allow one to have control over a Dragon, and I can't think of too many good reasons that a strong, intelligent Dragon would be defending someone else's lair. So, my fear might be that that Dragon is under their control, perhaps with an Orb of Dragonkind?

**Darryl:** So, if we got rid of that orb, we got a pet dragon.

**Henry:** You know who might be able to help us with this, is our old friend, Scam Likely, who owes us a scam!

**Anthony:** Wow. Okay. Okay

**Darryl:** He does owe us a scam...

**Henry:** We could maybe use Scam Likely to flim flam this Dragon, maybe into tricking them into thinking we've got the Orb of Dragonkind, and then it will have to obey us!

**Darryl:** Or maybe scamming the people in the castle to get the orb for us.

**Henry:** That could work, too!

**Glenn:** Yeah, like it’s an orb cleaning service or something. Like he’s a bowling ball polisher—

**Henry:** He could come in as an orb maid!

**Beth:** Orb calling!

**Darryl:** Yeah, he's there to check the sewerage or something, and then he steals the orb for us.

**Anthony:** Okay, so your phone rings—

**Will:** Whose phone—? Oh, Darryl's phone.

**Anthony:** Darryl’s the only phone left.

**Matt:** And I answer it—

**Darryl:** Hello?

**Scam Likely:** *[over the phone]*Is it my ears that currently burn, or do you wish to use a scam that you once earned?

**Freddie:** Nice.

**Darryl:** Scam, how did you hear us?

**Scam:** I'm always listening!

**Darryl:** Are you…?

**Matt:** Darryl’s looking around—

**Glenn:** Darryl, turn off location tracking!

**Darryl:** This is a Nokia, this doesn't have no GPS. Are you nearby?

**Scam:** Wherever there are japes to be found, I'm not far behind!

*[laughter]*

**Henry:** Scam! It’s Henry and Darryl and the other dads.

**Ron:** Hi, Scam.

**Henry:** Do you think you'd be up to scamming an Orb of Dragonkind out of Castle Ravenloft for us?

**Scam:** Oh dear, dear me. An Orb of Dragonkind.

**Darryl:** I mean, if that's too hard of a scam for you…

**Ron:** Oh, yeah...

**Scam:** Oh, I see what's going on. I see what this is.

**Anthony:** Go ahead and roll persuasion.

**Matt:** Whatever I add to that, 8 is probably not going to do it...

**Anthony:** No.

**Scam:** How many times have I told you good boys? You cannot scam a scammer. I like where your head’s at, though, I do.

**Ron:** Darryl, how many times does he have to tell you, you can't scam a scammer? Now... Actually, hey, Scam. What about a favor?

**Scam:** A favor. What kind of favor?

**Ron:** Oh, you know, one scammer to another, how about—

**Scam:** You're not a scammer! You’ve never scammed anyone!

**Ron:** How do you know that?

**Scam:** Because I would know about it. That's sort of my thing.

**Ron:** What if you don't, though, because I'm scamming you?

**Scam:** Okay, so your scam would be to hide the scam?

**Ron:** Yeah.

**Scam:** What's the point of the scam hidden? If a scam falls in the forest, does anyone like it?

**Ron:** No, we're all scammed by it!

**Scam:** ...Go on. You have my attention.

*[all laugh]*

**Henry:** We’ve got to bring it back around to the Orb of Dragonkind!

**Scam:** Yes!

**Henry:** You said we could call you for a free scam.

**Scam:** I did.

**Henry:** This is the scam we'd like you to pull. We'd like you to scam the Orb of Dragonkind out of that castle and into our hot little hands.

**Scam:** Okay, okay.

**Darryl:** And just so you know, we're not just throwing you out in the wind here. We got a 200-person army nearby. We got us. A we got some electronics, so we got stuff to help out if you... Just to let you know the tools you got at your disposal for a scam.

**Scam:** Wonderful. Well— so, what do you know about what's inside this castle? Because it helps to know whatever I can about my mark before I go in. Mark is an industry term for who you're going to scam... It's also the name of my brother.

**Glenn:** Our kids are in there. There's three purple-robed figures who are guarding this castle, and they probably—

**Scam:** Are they your wives?

**Glenn:** No. Probably not.

**Will:** A lot of people seem to think that!

**Scam:** I have a lot of theories!

*[laughter]*

**Henry:** So these are the bozos that stole our kids, and we've been able to kind of connect with them in a liminal dream space. We were warned that the more we learn about their power, the more powerful they'll become. You might know something about that, but if you do, don't tell us, because we don't want to make them more powerful.

**Darryl:** So Scam, you know Castle Ravenloft. Or, no?

**Scam:** I know of it.

**Darryl:** So it’s a big castle, with a thousand-foot gorge around it and one bridge. And there's a big dragon on top of it.

**Scam:** Oh.

**Darryl:** That’s what we know.

**Henry:** There's a big Ancient Gold Dragon.

**Darryl:** And we’re pretty sure it's got an orb, or some magical item that somebody's using to control it. And we would like that item on this side of the gorge—

**Henry:** So that we can control it.

**Darryl:** So that we can control the Dragon, and help us out in this whole battle.

**Henry:** Or maybe we will set it free, like in *Free Willy*.

**Ron:** Or a scam item. A scam item that looks like the dragon item, but is a scam!

**Darryl:** Trick the Dragon.

**Scam:** Okay, so it sounds like you have essentially no information on what awaits me inside the castle. It's to get an item that's extremely likely to be well-guarded, and there's no guarantee that my means of egress will be protected. I have only one thing to say to that...

**Anthony:** And then— the entire time he's been talking, you've been noticing that Benedict Cabbagepatch has his back to you, and then Benedict turns around and rips his mustache off, and he goes—

**Benedict/Scam:** I'm in!

*[laughter, excitement from the players]*

**Freddie:** He's been with us the whole time!

**Will:** What!?

**Anthony:** Scam Likely removes his Benedict Cabbagepatch costume—

**Will:** I knew it! That mustache! I said something’s weird about that mustache!

**Anthony:** And he goes—

**Scam:** See you in a bit!

**Anthony:** And he starts walking towards—

**Darryl:** Wait, wait, wait! He got all the gems. He got the rest of our gems.

**Glenn:** He’s still got the gems after all? Holy shit!

**Scam:** Tee hee! Tee hee!

**Glenn:** After all was said and done, he got our gems! You got to be fucking kidding me!

**Scam:** Who, me?

*[laughter]*

**Freddie:** I will give him a drone to take with him.

**Matt:** Well, he knows everything we have.

**Freddie:** Yes, I'm going to give him a drone to take with him.

**Glenn:** Hey, if things get hairy, just attach the orb to this thing, okay?

**Scam:** Okay. Yeah, I can do that.

**Glenn:** Okay, alright.

**Scam:** Okay. So, I guess, here I go. Are you guys going to wait here until I'm done with my sort of little side quest adventure?

**Will:** See, now we're the Dungeon Masters, and you're the player going through your—

**Scam:** This is the real scam!

**Will:** Going through your own dungeon for us, Anthony!

*[laughter]*

**Matt:** We can just ellipses, and rest...

**Ron:** We need you to act as our sort of candid scam-mera.

**Will:** Oh my god, that's very good.

**Anthony:** In the words of DJ Khaled, I played myself.

*[laughter]*

**Will:** Literally!

**Anthony:** Alright, so you see... Fuck. So, you currently don't have a means of controlling the drone, right? Because you don't have the phone.

**Freddie:** No, no, you can have drones that are not phone-based.

**Anthony:** Okay, okay.

**Matt:** Lots of drones will have a remote with them.

**Anthony:** Okay, so you got a normie drone?

**Matt:** How many items have we got?

**Anthony:** We didn't roll for it. You got to roll for it, right?

**Freddie:** Yeah I'll roll for it. I’ll roll for it.

**Matt:** How many items did we pull out?

**Freddie:** Two, and then the Walkman, right?

**Beth:** *[affirmative]* Mm-hmm.

**Anthony:** Yeah, the rangefinder, the phone that didn't work, the Walkman that did. So, this is your fourth?

**Matt:** Would this count as an electronic— which is that Fry’s does indeed sell 36-packs of Charleston Chews. I was just double checking.

*[Freddie laughs]*

**Anthony:** Did you have the foresight to tell that guy before he left?

**Matt:** I was checking, but I didn’t find the time to interrupt it. So I would've taken him aside and been like, "Hey, can you grab some Charleston Chews?"

**Freddie:** I'd have been like, "What the fuck? Who asked for Charleston Chews?"

**Anthony:** Alright, let me— *[rolls]* They were out.

*[dismay from the players]*

**Will:** Devastating!

**Matt:** Darryl looks at his new bod and sees the 10 pounds he’s dropped, and he's like, "It’s all right, I'll save it for later."

**Will:** No, it’s— all those Charleston Chews you've ever eaten are still in there.

**Matt:** *[chuckling]* Yep.

**Freddie:** What do I have to beat?

**Anthony:** You have to beat an 11.

**Freddie:** I got a 11 on the dot.

**Anthony:** Whoa. Alright. Alright, sexy boy. You have a drone, you have a functional drone.

**Freddie:** Nice!

**Glenn:** Hey, guys—

**Will:** Freddie, you're such a fucking nerd, I can't stand it sometimes...

**Freddie:** Well, this is great!

**Will:** It’s just watching a man chase down his very specific kink in the context of tabletop roleplay. It's like, "I get a DJI Phantom with all the trimmings!”

**Freddie:** Well, the drone weight ratio in the future has got to be fucking excellent. Batteries have gotten better, too...

**Anthony:** So, Scam Likely is walking away with the drone tucked in his waistband, because in the future they’re kind of small and then they unfold and are slightly bigger.

**Will:** Wait, what does Scam Likely look like?

**Anthony:** So, right now he looks exactly like Benedict Cabbagepatch, but with no mustache. So when he ripped off the costume ,you just saw the same guy but with no mustache, essentially.

**Freddie and Will:** Oh.

**Beth:** Can I put his mustache on?

**Anthony:** Uh...roll Constitution.

**Matt:** Oh no…

**Freddie:** Do it.

**Beth:** Uh oh! Baby may have made a mistake... 13.

**Anthony:** The mustache latches into your upper lip and fucking-razor sharp barbs embed themselves in your flesh. The mustache— you can feel, like, suddenly it’s like you've grown a new limb. You can feel the cold air hitting every individual hair follicle on your mustache. It is a symbiote, so it is now one with you.

**Will:** It’s like *Venom*, but a handlebar mustache?

**Anthony:** You have a parasite on your face that is inextricable from you without some serious surgery or magic.

**Matt:** So it's like Davy Jones's tentacles on his face, they’re moving around?

**Anthony:** Yes, it’s independent of you. It can be maneuvered if you can convince it to do certain things, but it very much has its own agency and it is now embedded in your face... Wait, actually this is important. Did Ron always have a mustache?

**Beth:** I think, actually, yeah.

**Anthony:** Okay, so he has two. He has a mustache on top of another mustache, now.

**Beth:** Just a really thick mustache.

**Anthony:** Very thick, brown and black mustache.

**Will:** Wow. This is a wild episode, guys.

**Matt:** What’s Ron’s reaction?

**Beth:** He just strokes the mustache and says—

**Ron:** *[affirmative]* Mmm.

**Anthony:** The mustache— one just tendrils just whips at your finger. You can hear there's a voice in your head going—

**Mustache:** *[modified, pitched up]* No! You haven't earned that yet. No!

**Ron:** Um...

**Darryl:** Ron, did that mustache just move?

**Henry:** Whoa, Ron! What happened to your mustache? Did you—

**Ron:** Guys, sorry, sorry. Be quiet, please. Mr. Mustache, am I allowed to answer them?

**Mr. Mustache:** No.

**Ron:** ...Guys, everything’s fine.

**Darryl:** Can you take off the mustache?

**Ron:** Why would I? It looks so good. It looks so good, right Mr. Mustache?

**Mr. Mustache:** I like that. I like that.

**Ron:** *[whispering]*Okay, yeah, I like that too. Okay. Hey—

**Freddie:** What the fuck?

**Ron:** Hey, how are you?

**Mr. Mustache:** I'm doing okay.

**Ron:** Okay, yeah, me too. I'm really nervous about a lot of things, but— I'm really scared.

**Mr. Mustache:** I’m nervous too, but that’s modern life, y’know?

**Ron:** That's so weird, because they were always telling me that I needed to go talk to somebody, but maybe that somebody was in me all along. We're here together, and we’re in this—

**Mr. Mustache:** I wasn't in you all along. I was in you as of about 30 seconds ago.

**Ron:** Okay— that's what she said— But, then…

*[laughter]*

**Anthony:** Your mustache begins to vibrate and then you hear—

**Mr. Mustache:** *[giggling]* That's good. I like that. I think this is the beginning of a beautiful friendship...

**Ron:** Me too, but for now I've got this Walkman, and I've got *Now That’s What I Call Music! 4*, which features *Blue (Da Ba Dee)* by Eiffel 65.

**Mr. Mustache:** Put one of the ear pods in me.

**Ron:** Yeah, okay.

**Beth:** I actually put one of the earbuds in my mouth.

*[laughter]*

**Glenn:** Does Ron know how to listen to music…?

**Anthony:** You can see that the mustache is sort of bobbing to the beat of *Blue*. Okay, so...

**Will:** *[laughing]* So, anyway…

**Anthony:** To get to the other stupid thing that we're doing. Scam Likely vanishes into a tiny little dot on the horizon, and eventually... So, do you have— you probably do have a camera? Describe the remote.

**Freddie:** So, the remote would probably have a built-in screen to it so we can see—

**Matt:** It’s like a Wii U.

**Freddie:** It’s like a Wii U. It’s got, probably, Gimbal controls, it’s got stabilize—

**Anthony:** So, it’s got one good game...

*[laughter]*

**Matt:** How dare you?

**Freddie:** How dare you? Its 4K streaming video...

**Anthony:** Okay, great. So you can see, because he is holding it behind himself... You can't see what he is looking at - because, again, he's holding it at his back - and eventually, you start seeing the land bridge that he’s on as he starts moving across it, presumably towards Ravenloft. And, at a certain point, you hear the knock of a fleshy fist on stone. He goes— Okay, I need to think of a scam that's actually relatively convincing.

**Beth:** “Avon calling!”

*[laughter]*

*[thunder in background]*

**Scam:** *[grainy through the camera]* Representative of the Doodlers here! Knock knock knock!

**Anthony:** You hear the doors open.

*[doors creak]*

**Scam:** So, I step in, or I don't? I do? I do, okay, cool.

*[Dragon breathing sfx]*

**Anthony:** You see him walk into a courtyard, and you hear the breathing of the Dragon, hot and heavy and very close and as he moves past the Dragon, you can see that this thing is fucking massive. This thing is the size you imagine Clifford the Big Red Dog to be, in relationship to you.

*[impressed noises from the players]*

**Beth:** Wow...

**Will:** Is Clifford the Big Red Dog a Kaiju? Is that canon?

**Matt:** By definition, yeah.

**Beth:** What's a Kaiju?

**Will:** A big Japanese monster, like Godzilla.

**Anthony:** Like in *Pacific Rim*.

**Beth:** It's just a big dog, Will. Why's it always have to be super geeky?

**Will:** Hey, I'm just over here dropping my skewed takes on pop culture.

**Beth:** Yeah, no.

**Will:** That's just the kind of comedy you can expect from my Twitter, @willbcampos on Twitter. I do all sorts of wacky observational stuff. You know, I like—

**Beth:** Okay, listen. At @heybethmay on Twitter, you'll find something rational like just talking about how hot Clifford the Big Red Dog is.

*[laughter]*

**Anthony:** ...This was supposed to be the big climax...

**Beth:** Sorry, okay, alright. I am a *Marmaduke* girl, and… please, go on.

**Anthony:** There’s so many things, so many dreams I had...You hear two very large doors open, and he—

**Glenn:** Taking notes, someone’s taking notes, right? Darryl, you taking notes?

**Darryl:** I'm watching right over your shoulder and looking at the screen.

**Glenn:** No, hey, hey, hey—

**Darryl:** We should be ready to fly this drone, by the way, if something goes down. Like, maybe distract the Dragon?

**Glenn:** I got the arm switch here, right? Ready to go.

**Anthony:** You can see the light suddenly go dark as he moves indoors, somewhere. He seems to be in some sort of foyer that is lit primarily by candles. And— oh, this is lucky, because the drone is pointing behind him. You can see, mounted on the wall, what looks to be a sort of digital projector. And it flicks on, and you can't see what it’s pointing at because it's in front of him, but you hear the familiar voices of the purple robes, and they go—

**Purple Robes:** Speak your piece.

**Scam:** Hi, nice to meet you. So, you're seeking Doodlers, yes?

**Medium Purple Robe:** Yes, we seek the Doodlers. We’ve invited them here, and... kind of just waiting on them, kind of been waiting for a little while.

*[laughter]*

**Short Purple Robe:** We were considering hitting them up again, but I didn't want to rush. You know, like when you send a text? You don't want to immediately be like, "hey, did you get it?" Because that's desperate, so we're just kind of waiting on it.

**Scam:** The reason that you're waiting is because I tricked them. I captured them. And I thought we could perhaps have a little ransom, a little exchange of currency in exchange for these Doodlers you want so bad.

**Anthony:** So he's going to roll Persuasion—

**Matt:** I love watching Anthony play Dungeons and Dragons against himself.

**Will:** This is the best thing I've ever seen in my life.

**Anthony:** This is the worst, this is role playing masturbation. This is horrible.

**Will:** No, it's literally just like we’re all watching our own adventure on TV while we make Anthony do it for us!

*[laughter]*

**Matt:** Anthony is about to roll against himself.

**Anthony:** Four adults like, “what if we listened to our podcast while being on our podcast?”

**Freddie:** Dude, this is great! We're the only people in the world who can't listen to our podcast, but now we can!

**Beth:** Yeah!

**Matt:** I’m not even playing, I'm just leaning on the edge of my seat watching Anthony, so excited about what's about to happen!

**Beth:** His eyelines are perfect, everything’s perfect! I love this!

**Anthony:** I'm literally getting lightheaded, I'm so upset.

**Beth:** If I could only bottle this up and repeat this experience…

*[Will laughing]*

**Anthony:** Alright, so he’s gonna roll Deception with advantage...

**Matt:** Yo, this podcast is funny! Now that I'm just listening to it, it's pretty good!

**Freddie:** I mean, Anthony is a really good DM.

**Matt:** Yeah.

**Will:** Hey, you’re doing great, Anthony!

**Anthony:** *[mildly annoyed]*Alright, so they’re gonna roll Insight…

*[players giggle]*

**Beth:** Oh, guys, shh, he's rolling Insight!

**Anthony:** Okay, so Scam Likely—

**Will:** Hey, Anthony, can you say your rolls more into the microphone?

*[everyone laughs]*

**Anthony:** Fuck. Fuck my ass. Oh, god. Oh, god.

*[laughter continues]*

**Anthony:** So, Scam Likely got a 17, and he gets a +6 to Scams. So he got a 23 Scam, and they rolled Insight, and they only got about a 12. So he succeeded at that Scam check.

**Medium Purple Robe:** You've captured the Daddies. Hmm, interesting. Not— actually, not entirely surprising. They seem very easily capturable, so that kind of tracks.

**Glenn:** Hey!

**Darryl:** That guy doesn't know what the fuck he's talking about.

**Glenn:** Yeah, that's right, high five!

**Darryl:** High five!

**Glenn:** I Predator high five—

*[high five sound, eagle cry]*

**Tall Purple Robe:** Name your price. What do you wish for the Doodlers?

**Scam:** Oh, I thought, shall we say 30-40,000 gold? And then… hmm, gosh. I think that’s it!

**Tall Purple Robe:** 40,000 gold? That's obscene, that ridiculous! That's more gold than anyone has in this area of the— *[cuts off, sputtering]*

**Freddie:** “That number’s too high!”

**Tall Purple Robe:** That is a very large number, and that's a ridiculous negotiation tactic!

**Scam:** Okay, well I guess you sort of convinced me to lower my negotiation, because I'm very good at it, so—

**Glenn:** Ooh guys! This is called “anchoring”! It's great, he's doing anchoring!

**Scam:** Well, why don't you give me something that makes me happy? What’s something you could offer me that's really impressive?

**Tall Purple Robe:** *[quietly]* Well, we’ve got the children, we’ve got the army of the undead, we've got the Dragon-

**Henry:** Oh shit, we should've asked him to scam our kids out of there! Damn it! Aww…

*[Freddie laughs]*

**Darryl:** Can we talk into the drone? Does he remember the Dragon?

**Henry:** Wait, just let him do his work! Let him work!

**Darryl:** Okay, sorry, I’m getting nervous. I’m getting nervous.

**Glenn:** Just let the man scam!

**Anthony:** God forbid you interact with the scene in any way!

**Matt:** That's what I was trying to do.

**Short Purple Robe:** We have the Orb of Dragonkind—

**Tall Purple Robe:** We are not giving up the Orb of Dragonkind.

**Medium Purple Robe:** We’re probably fine without it, right? It's not a big—

**Scam:** An Orb of Dragonkind? I guess that’s the lowest I can probably go, is an Orb of Dragonkind

**Glenn:** This is a master at work, guys!

**Scam:** I have one at home…

*[laughter]*

**Glenn:** Holy shit!

**Scam:** So, I'm not super impressed by it, but I would consider, maybe—

**Freddie:** Hundreds of yards away, Glenn’s going around just doing explosion hands around his head like—

**Glenn:** This guy's so good! He's so good!

**Anthony:** Alright, so he's going to try to deceive them again and they... okay, they rolled badly again.

**Tall Purple Robe:** Okay, I feel I am going to regret this but... Yeah, okay, you can have the Orb of Dragonkind. But just, please can we have some sort of— actually, no, I don't need to give you a gentleman's agreement. We've done enough emotional scarring to this thing that it's not going to attack us, but don't be a dick about it, okay?

Yes, we'll give you some control over the Dragon outside, but don't make me regret this, okay? I will leave you a bad Yelp review, and if you've seen the acoustics of this cave, you know they will go very far.

*[laughter]*

**Anthony:** You hear somebody rummaging around, and then you hear the clack of bones getting louder and louder, and Scam Likely goes—

*[rattling bones sfx]*

**Scam:** Ooh, stairs, cool! And a skeleton coming down the stairs, holding an orb! Delightful. Absolutely delightful.

**Freddie:** Guys, this is like some theater of the mind shit.

**Anthony:** He takes the orb from him and the robes go—

**Tall Purple Robe:** Okay, now where are the Daddies?

**Scam:** They are on their way forthwith!

**Tall Purple Robe:** Oh, no. We're going to need something considerably more concrete than that. Do you have any proof that you have them with you?

**Scam:** I have... I can tell you something that only the Daddies might know, perchance. Would that be sufficient?

**Tall Purple Robe:** Yeah, I suppose. Why don't you tell us something that only they would know?

**Scam:** Let me just think about it. Let me see if anything is *called* to mind, that only they would know. If I could just *dial* into a particular thought or a particular sentence...

**Darryl:** Guys, I think he wants us to call him!

**Glenn:** Yeah, yeah, yeah. Call him.

**Ron:** Yeah.

**Matt:** I open my phone and I call Scam Likely. I need to roll, right?

**Anthony:** Yeah.

**Matt:** Natural 20. Good.

**Anthony:** Natural 20? Okay.

**Matt:** I mean, for my phone not dying. Great.

**Henry:** What was— something only we would know. That, um—

**Glenn:** Hey, get us out of here, Scam! Hey, who is this? He's got us trapped! We're trapped!

**Anthony:** So, you hear him go—

**Scam:** *[as if retching]*Blah!

**Anthony:** And you hear the noise that— whatever you're saying is sort of coming from a tinny speaker, like an echo chamber that sounds like it’s coming out his mouth.

**Glenn:** Where are we? It's all dark in here!

**Henry:** Gosh darn it! Scam, you rogue! I can't believe you scammed us so bad!

**Darryl:** Oh, I'm dying! Oh, god, please let us out! Oh no...

**Henry:** I hope you don't hurt my sons Lark and Sparrow!

**Anthony:** You hear one of them, and you recognize the voice as the shorter one, being like—

**Short Purple Robe:** I don’t want them to die. Like, don't be killing them.

**Scam:** If everything goes according to plan, I won't! Let me leave this room. Let me leave this particular canyon with this Orb of Dragonkind in tow, and they will be on their way forthwith. What say you? One final Deception check, mayhaps?

**Short Purple Robe:** What?

**Scam:** Nothing!

*[laughter]*

**Anthony:** Alright, so that's 21... *[sucks in a breath]* They critted. They got a natural 20 on their Insight check. So, the... you hear a voice go—

**Tall Purple Robe:** Wait a minute.

**Anthony:** And it's the voice of the tallest one.

**Tall Purple Robe:** You wanted the Orb of Dragonkind, didn't you?

**Scam:** Yeah, that's why I negotiated for it, that's how negotiation works. You pretend you don't want a thing and then you get that thing. I negotiated you down to it, I'm very good at that.

**Tall Purple Robe:** No, no, no. This is all bullshit, isn't it?

**Henry:** Uh-oh, Scam's cover is blown!

**Darryl:** Turn on the drone, distract him!

*[drone whirring]*

**Freddie:** I flip on the drone and fly it upwards and point the camera towards this visage in front of us.

**Anthony:** Okay, so in front of you, you can see that the projector is projecting an image of the three purple robes sort of standing next to each other, and behind them, you see your kids. So you see the tall one go—

**Tall Purple Robe:** Get him! Get him!

**Anthony:** You can see all around you, the stone walls that you assumed were just normal stone and had cute little decorative skulls and stuff in them. Bodies begin to pull themselves out of the walls. Skeletons sort of making themselves manifest, crawling out of what seems to be sort of their hive in the walls of this fucking castle, and they start running towards Scam, and he goes—

**Scam:** Scam Likely away! Scam Likely away!

**Anthony:** And he starts running, and runs presumably out of sight of the drone, unless you're going to follow him around.

**Freddie:** I'm going to follow him with my drone piloting skills.

**Will:** He still has the Orb of Dragonkind, right?

**Anthony:** He does.

**Henry:** Darryl, give me the phone! Scam, use the Orb of Dragonkind, press the action button to bring the Dragon to your side, to help you escape the castle!

**Freddie:** It’s like a video game, because I’m piloting the drone around him, behind him, so it’s like a third-person video game!

**Anthony:** You’re like waist height, to get most of the left half of your screen...

**Matt:** Do we have to roll? Do we have to roll for the drone?

**Anthony:** You have to roll to handle the drone properly and not crash it into something.

**Will:** Oh, it’s like, you have to do that, and you have to call out obstacles to Scam Likely and then he has to duck around them like quicktime events!

**Darryl:** Yeah! Me and Grant used to fly remote airplanes!

**Freddie:** Okay, I toss Darryl the remote. I’m like—

**Glenn:** Pilot that thing!

**Matt:** That's 17 plus 4, so 21.

**Anthony:** So you can see that some of the skeletons have spears made out of their own ribs that they're just taking them out, and chewing on the ends, and just throwing them like darts. And you're managing to evade these ribcage darts with the drone pretty dexterously.

Scam is running as fast as he can, and he looks into the orbs' depth and you can see him making a Charisma check... so, it worked. So, he attunes to the orb. He controls the orb for along as he remains attuned to it, because he is controlling the orb. The orb has seven charges— imagine how fun this would be if you had this.

*[laughter]*

**Matt:** Well, we're trying to get it to us.

**Will:** Yeah, that's what we're trying to do.

**Freddie:** It will in a second if everything goes to plan, baby.

**Anthony:** When you control the orb, you can use an action to cause the artifact to issue a telepathic call that extends in all directions for 40 miles... It doesn't say here, but I'm deciding it means you can give Dragons a one-word command.

**Freddie:** I feel like Scam’s move is going to be to just hitch a ride on the Dragon and just peace the fuck out.

**Anthony:** That was my thought, yeah. Okay, so, Scam is going to think the word, "Rescue!" And so you hear a beating of wings and a shadow passes over Scam Likely and lands directly in front of him like a cool scripted event. He's too far away so you can't mess up the cut scene, kind of thing.

Then Scam runs up and sort of scampers up the Dragon

**Will:** Aw, Scam-pers.

**Beth:** Scam-pers, yeah.

**Anthony:** Scampers onto its back, and he goes—

**Scam:** Haha! Scam Likely away, boys! Scam Likely awa—

**Anthony:** As he is saying that, from the tallest tower in the castle, you see a beam of purple energy shoot out. And it goes straight through Scam Likely's fucking skull.

**Will:** What!?

**Anthony:** And, his face frozen in a rictus grin, he falls off of the Dragon and down, down, down, into the thousand-foot chasm surrounding Castle Ravenloft. He is still holding the Orb of Dragonkind, and it falls with him. The Dragon is looking around in confusion and sees its master falling down into nothingness. And, now free, it just sort of hovers in place, not quite sure what to do. But you can feel, deep in your heart, that Scam Likely is dead.

*[gasps from players]*

**Darryl:** Scam!

**Henry:** Scam!

**Ron:** *[laughing nervously]* This is a great scam. This is great.

**Henry:** Yeah, he’s gonna come back. He’s playing us, right?

**Ron:** It’s so funny. Oh, Scam, this is your best scam yet, Scam. *[chuckles nervously]*...Scam?

**Darryl:** Scam?

**Matt:** I try to call Scam Likely.

**Freddie:** Scam? Scam?..... Scam! *[hums Metal Gear music]*

**Anthony:** The phone rings... and it goes to voicemail.

**Freddie:** Woah, he has voice mail?

**Matt:** What does his voicemail say? I'll put it on speaker.

**Scam:** *[on recording]* Don't trust anything you hear or see, you’ve received a call from Scam Likely! Please leave a message after the beep... Beep!

**Matt:** I go—

**Darryl:** Thanks, Scam. Thanks for everything.

**Scam:** *[on recording]*...Just kidding! That was me, I was pretending! This is the real beep.

**Glenn:** He got you.

**Darryl:** Oh, he got me!

**Anthony:** Then the actual beep happens.

**Ron:** Scam, is your refrigerator running? Because I miss you.

*[laughter]*

*[outro music starts]*

**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. Theme song and outro is Alright by Maxtom Waller.

Thanks this week to Jake Nolan for his item submission, and thank you this week to all of our Patreon supporters but especially Kevin G Host, Kevin Ghost, is he a ghost? Nobody knows. Rebecca Beevers, Erin Murphy, Jonathan Trombino, Marcus Howel, Will Maynard, Chris Smith, Gary Fitzpatrick, Spencer and Madison Ryan.

These are the kinds of people we should all aspire to be.

More merch, by the way, is coming soon. Unfortunately, the COVID-19 outbreak has really slowed down a lot of the manufacturing overseas, and there's obviously way more important things for those factories to start churning out than niche podcast merch. But, we do have stickers, shirts and more pins in the works.

Additionally, there are now merch tiers on the Patreon so we’ve enabled this feature called Merch by Patreon for tiers 10 bucks and up. Which means if you join now and stick around for three months, you will get merch sent to you through Patreon. We got stickers, our first ever Dad mug designed by artist extraordinaire Kat Curwin, which if you follow us on social, you've definitely seen her work. So, head on over to Patreon.com/dungeonsanddads for all the juicy deets, and remember, Patreon supporters at any level get first crack at any new merch.

Our website is dungeonsanddaddies.com, where this week, we put together a handy convenient page with links to all the bonus content if you're a Patron. If you're not a Patron, you can just gaze longingly at all the bonus content Patrons get access to, I guess. We are @DungeonsAndDads on Twitter, bit.ly/DugeonDads for our private Facebook group, and r/DugeonsandDaddies for the subreddit.

Next episode is coming out March 3rd, so we will see you then!

*[outro music ends]*

**Scam:** Hi! Nice to meet you... I'm going to burp. *[burps]* Sorry!

**Beth:** Aw, that was a cute little one!

**Scam:** Oh, I'm so sorry! I ate somebody's innocence a couple of days, and it's doing... it's repeating on me.