Dungeons and Daddies

Dungeon Master: Anthony Burch

Glenn Close​: Freddie Wong

Darryl Wilson​: Matt Arnold

Henry Oak​: Will Campos

Ron Stampler​: Beth May

Episode 40 - Rules for Dadtastic Medieval Wargames

**Glenn:** *[singing to the tune of* ScarboroughFair *by Simon and Garfunkel]*Are we going to the Oakvale?  
Henry’s anchor there we will find.  
But he must first learn his family’s tale,  
Through the hatch as a homunculi.

I would help him, but I simply can’t.  
I will not be anaesthetized.  
For modern dentistry is a sham,  
See the luxury cars they drive.

I will stay back with Arrow and Spark,  
Fear not for your beautiful sons.  
Go brave the dungeon, unknown and dark.  
They can’t stop me while I have this gun.

[cocks gun]

[intro music plays]

**Freddie:**  Welcome to Dungeons and Daddies, not a BDSM podcast. A loose Dungeons and Dragons podcast, and for once, more of a Dungeons and Dragons podcast, as you will come to see, about four dads from our world, flung into the Forgotten Realms on a quest to rescue their lost sons. My name is Freddie Wong, I play Glenn Close.

Now, here's where we are in the story. We're hanging out with a bunch of hippies, who are into vegetarianism and not eating meat. So, I thought that it'd be a good time to talk a little bit about Glenn's gustatory habits. Glenn's favorite vegetable is deep fried.

**Matt:** Nice.

**Freddie:** Deep fried vegetables!

**Will:** Freddie, I feel like you're chomping Henry's flavor with these “reversal on the favorite blank...”

[distant sound of motorcycles on recording]

**Freddie:** Oh, I'm sorry, is that a trademark of— Oh, sorry. One second, guys, I have a motorcycle gang literally pulling out to—

**Beth:** I thought that was the wind, or something.

**Will:** That was me growling in disapproval of Freddie's dad fact.

**Anthony: “**Sorry, this motorcycle gang thinks I'm so cool, they keep trying to indict me into the gang.”

**Freddie:** They keep trying to hang out with me, Beth.

**Matt:** Freddie, ask if you could join. Just roll down the window.

**Freddie:** Uh-uh [negative].Deep fried, any vegetables! So number one on the list, fries, French fries, that's a vegetable.

**Will:** That's a vegetable. You know what it is? It's like a reverse Henry fact.

**Beth:** Yeah.

**Freddie:** It goes exactly where you think it'll go.

**Will:** It goes to the opposite zag from whatever Henry's dad fact would be. I love it. I love it! I'm here for it. I want more weird Glenn facts!

**Freddie:** Deep fried vegetables. That's what Glenn's got this week.

**Will:** Deep fried? Now, does that apply to any vegetable?

**Freddie:** Yes, any vegetable. Any vegetable is made better by deep frying.

**Matt:** Anything deep fried tastes good. I haven't had anything deep fried that doesn't taste good.

**Freddie:** Even candies, even Oreos.

**Beth:** Yeah, remember when I had that deep fried Oreo at Lake Arrowhead, and it was okay?

**Will:** It was fine?

**Beth:** It was fine.

**Matt:** You know what? Oreos are already perfect. They don't taste better once they're fried.

**Will:** No, that's like putting a top hat on a top hat. Like, “what are you doing?”

**Freddie:** It's like putting a top hat on the Mona Lisa!

**Anthony:** Literally too arousing.

[laughter]

**Matt:** All right. My name is Matt Arnold, a real dad playing a fake dad called Darryl Wilson.

[Will groans]

**Anthony:** Oh god, way to flex, you piece of shit.

**Beth:** Fuck...

**Matt:** Yep, that's right. Playing a dad named Darryl Wilson, who is a stay-at-home coach dad who becomes a barbarian when he enters the Forgotten Realms. A little dad fact about Darryl… So, it's been a while since we've heard about his home brewing. The last beer Darryl made before he lost everything and got sucked into the Forgotten Realms is, he's going ambitious here. He made a barley wine.

**Will:** A barley wine? What, is he at a Renaissance Fair orgy? What is that about?

**Matt:** It's a barley wine, and it's called Access, with a picture of Grant, -ed. So it's Access Granted, and he's going to age it for 10 years so that he can have it when he's 21.

**Anthony:** That's fun.

**Will:** Oh, that's super sweet!

**Matt:** And right now, he's got 21 spots on the label, and he's been putting a picture— every birthday, he's going to add another picture to the bottle, and he's going to give it to him when he's 21.

**Will:** I can't wait for Grant to pretend that's his first time drinking, when Darryl gives him the—

[laughter]

**Matt: “**Here you go, son, your first sip of alcohol!”

**Will:** Hi, I'm Will. I play Henry Oak, Birkenstock-rockin’, granola-munchin', hippie, nature, crunchy munchy druid dad from the Forgotten Realms.

**Freddie:** Oh, hey!

**Matt:** “From!”

**Will:** Yeah, a little extra splishy splash on there for you, a little dash of Henry right there. Just adding to the rhythm of it.

**Matt:** A little WAP... No, take that out please.

[laughter]

**Will:** A little WAP? Is that what you just said?

**Matt:** You said “splishy splash.” I'm sorry.

**Will:**  Henry thinks that WAP means Welcome Accepting Peacefulness.

[laughter]

**Beth:** Damn it. I thought about doing a WAP… [laughs]

**Matt:** That's great.

**Will:** Henry's dad fact this week is... I think it's time for me to reveal something about Henry, which is why he hates horses.

**Freddie:** Oh, okay. Oh, yeah.

**Will:** As you can tell, in Oak Vale, they've got a naming convention. It's like, the name of an animal and then Ry-Oak, right? That's like Bear Ry-Oak or Hen Ry-Oak.

**Freddie:** Well, they do pronounce it “Bar”, which means I think it's all—

**Will:** I don't know what that's about. I feel like Anthony's is going to blackjack us with some weird twist with what's going on there.

**Anthony:** Oh yeah, sure. It's a part of an amazing plan I have, and not just the fact that I forgot that they were all animal names the first time we came to the fucking—

**Matt:** Henry's tormentor as a kid, his bully as a kid, was another kid in the commune named Horse. Or, rather, named Horse Sy-Oak. So Horsey Oak used to bully Henry around, and once he—

**Matt:** Wait. It's Horse Ry, right?

**Will:** No, it's Horse Sy-Oak, and I'll explain why.

**Matt:** Okay. Okay.

**Will:** Ry-Oak means you're from Oakvale, where Sy-Oak means you're from the suburbs outside of Oakvale.

**Beth:** And then BCC-Oak means that they can't tell whether or not you're in—

**Will:** His name is Horsey, his name is Horse Sy-Oak.

**Anthony:** No, no.. his name was Whore Sy-Oak.

**Freddie:** Whore Sy-Oak is what I'm hearing.

**Will:** No, Horse Sy... Damn it! No, don't take this from me! His name is Horsey Oak, he's from the... I was going to do a whole joke about how he's from the valley outside of Oakvale, it was going to be a valley reference. It was going to be a funny LA joke. But you guys ruined it now, I hate horses!

**Anthony:** By turning it into a joke for everyone.

**Will:** Now I hate horses, because you ruined my dad fact!

**Freddie:** Wait, this doesn't make sense! This does not make sense!

**Matt:** No, it makes perfect sense.

**Will:** Why does it not make sense, Freddie?

**Freddie:** Just because someone is named the name Horse doesn't mean you hate four-legged animals with long faces!

**Will:** No, it's just that when Henry came to our world and forgot his past, he had a low-key suspicion and tension around the word “horse.” It was a traumatic thing for him!

**Matt:** Freddie, if you ever have a child and you begin to name a child—

**Anthony:** Oh, god...

**Freddie:** God.

**Matt:** What you'll discover, is that you can't name your kid the name of anybody you've ever disliked in your entire life. So, you'll find you and your partner exchanging names, and then be like, "No, not that one. That one person I hated in elementary school." So, I get it.

**Will:** I kind of feel like Horse Sy-Oak, he was a teen druid and would turn into a horse.

**Freddie:** Teen Druid! That's the name— that’s it, that’s the new series. It's called Teen Druids.

**Beth:** Literally, that's Animorphs, that's literally Animorphs.

**Anthony:** It's a real shame that you came up with the best possible character, and it's not one we're playing.

**Will:** Horsey Oak was a mean teen who would turn into a horse and shit on Henry's bed, and stuff like that, and gallop away, like— [mischievous giggle]

**Anthony:** I fucking love Horsey Oak.

**Will:** Anthony, you know who's going to show up in this episode now.

**Matt:** You know what you have to do now, Anthony. I just tossed you the fucking keys to this Ferrari. So, anytime you want to drive it around—

**Anthony:** No, the problem is you tossed me a villain that's better than the current villain we have.

[laughter]

**Beth:** The reins to the horse...

**Anthony:** That's got some fucking Thanos killing Loki energy.

**Matt:** Oh, are you kidding? It would be incredible if Barry's newest fun partner that he, like— essentially, his adopted son is Horsey.

**Will:** His new son, he's adopted son.

**Beth:** Hi, my name is Beth May and I play Ron Stampler, emotionally detached stepfather and rogue. Fun fact about Ron this week, and it relates to last week's episode, or whatever week. I've lost all sense of time in 2020.

That Ron himself had a pet rock as a child, just as Ron was the pet rock to Henry, recently. But Ron's father would not let him take any pets inside the house. No pets in the house. So, Ron had to leave his rock outside among the other rocks, and he forgot which rock was his pet rock.

**Will:** Oh, no!

**Anthony:** That's really good.

**Beth:** Yeah.

**Matt:** That's very good.

**Will:** And what did he do? Did he just move on with his life?

**Matt:** Did he keep looking?

**Beth:** I think he kept looking. I think there was some sort of like, when your mom tells you, "Oh yeah, he went to go play in the hamster coop with the other hamsters. And he ran away to the garden.” or something.

**Matt:** Oh, no. Do you think your dad knew what rock it was, walked outside, and chucked the rock to make sure you never find it again?

**Freddie:** Threw it.

**Beth:** Oh my gosh, I hadn't even considered that.

**Freddie:** Dang, what a villain.

**Beth:** I'm not at liberty to say, because Ron would not have even considered that, but like, low key, yeah, bro.

**Anthony:** Hi, I'm Anthony Burch, your referee for this episode.

**Matt:** Oh, I was going to make a referee joke. Oh man.

**Will:** Sick reference. Hey, Anthony, sick ref-erence.

**Anthony:** Yes, it is.

**Beth:** Wait, reference to what?

**Matt:** Dungeon and Dragons 1, they're called referees.

**Anthony:** They're not called Dungeon Masters, they're called referees.

**Matt:** It's like they wanted to be a sport.

**Anthony:** Yeah.

**Freddie:** This is going to be the first E-sport. Gygax was like, [nerdy voice] "What if there was a way to stream this? We could make it an E-sport!"

**Anthony:** You hard cut back to a girl saying like, "I only date guys who are into sports." And then his fist tightening and anger.

**Freddie:** He's like, "I'll show you a sport!"

**Matt:** “We have a referee, too!” “That's not what I'm most impressed about in terms of sports…”

**Anthony:** So these last couple of weeks, we had our Patreon one-shots that we did. So basically, if you're an Elite member of our Patreon, you can choose to be in a one-shot in the Dungeons and Daddies universe that I will DM for you.

Last time we did that, I was like, "Hey, whatever, if you want to create an item, I'll give it to the daddies in the real game and then they'll use it." And I can't use that as a reward anymore, because you guys have completely forgotten about the Sword of Pocket Sand. So everyone was like, "We don't want that!" And I was like, "Okay." So, what happened with the—

**Matt:** Sorry, everybody!

**Anthony:** I ran into the same session. It was really fun because I got two completely different experiences. One, we went through it and it was really cute, and they did the puzzles, it had little fun adventures, and all that kind of stuff. It was great.

The other group, it was four people, and this is how they introduced themselves to me. They went, "Hi, I'm so, and so. I look like this, and I'm the bard of the group." Second person went, "Hi, I'm so, and so. I look like this, and I'm the bard of the group."

**Freddie:** Oh, no…

**Will:** Oh no!

**Anthony:** The third one was like, "Hi, I'm so, and so. I look like this and I'm the bard of the group."

**Will:** It's a trap!

**Anthony:** It was four bards, one of them had the ability to, he literally could not mathematically make a persuasion roll less than 21, it was impossible.

**Will:** What!?

**Freddie:** He min-maxed the shit out of it?

**Anthony:** He min-maxed so hard, they didn't do a single fucking puzzle that I put in front of them. Not a single combat.

**Freddie:** That’s so funny. That’s so funny…

**Anthony:** They saw what you guys were doing on the podcast, and went, "That's child's play.” Obviated everything.

**Matt:** I’ve gotta message this person and get those hints.

**Freddie:** Yeah...

**Anthony:** The thing is, because of the stuff that they accomplished in those, there may be a couple of moments where you see something you're like, "What the hell is that? That hasn't been set up." And I will explain in the moment, or maybe you'll just be able to figure it out, that those are going to be small references to items or things, or very weird stuff that happened. The events of those one-shots were, Walter got kidnapped and the kids hired some mercenaries to go rescue them.

**Will:** Or bards.

**Anthony:** So basically, you may see some odd Lark and Sparrow centric stuff that's going to sound like I completely ruined Lark and Sparrow's story. I promise you, it's not what it sounds like. Everything willbe fine. It'll be fine. It’ll be fine.

**Beth:** I feel like you're the person at the meeting, or whatever, who is presenting your own ideas as if they're somebody else's. Like, "Oh yeah, my boss, he came up with this great, you might think it's pretty dumb—”

**Anthony:** “My girlfriend who lives in Canada thinks that this is a really good thing we should do.”

**Beth:** “I thought it was pretty dumb at first. My boss, she's fucking smart, thought that this is what we should do.”

**Will:** To be fair, none of these references sound any more niche than the kind of dumb LA shit I've been dropping lately, so...

**Anthony:** All right. Let's jump into the real wild world of Dungeons and Dragons 1.0.

[intro music ends]

**Anthony:** So, to summarize what happened last episode, it was put to Henry that if you can go into the end of a particular dungeon that's in the town of Oakvale, he'll understand stuff about his past, and why he'll want to stay in Oakvale and all this kind of stuff.

The catch is, the dungeon itself holds time within it, so that anybody who steps into it immediately ages. And so the only way that you can get in safely, is by putting your consciousness into a homunculus, and then the homunculus can go in in your stead.

The dungeon is governed by the rules of D&D 1.0. All of you agreed that you would go in, with the exception of Glenn, who never even gets unconscious for wisdom teeth removal. And he and—

**Freddie:** By the way, that came out, I saw nary a fucking peep from anybody with DDS at the end of their name. I think they fucking know that I'm onto them! I'm onto them. Fucking liars! Wisdom teeth thieves! Steal my wisdom teeth!

**Anthony:** Somehow, it does not surprise me that dentists don't listen to this podcast. I don't know why, but it makes sense. So, the plan, I believe, was that Glenn is going to stay outside, along with the Lord of Chaos?

**Freddie:** Yes.

**Anthony:** Okay. So when we last left you, Canary had basically turned around, produced a die that was the wrong shape for the kind of characters you’re rolling.

**Will:** Already off to a good start.

**Anthony:** She produced a d20 when she should have produced three separate d6's, and said, “let's roll your characters.” So the question, first of all, is, you guys have already built your characters out before we started. What do your homunculi look like? Because Canary goes—

**Canary:** I can just make it look like you. They could just look identical if you want, or would you rather be taller? A little bit more buff? Do you want to have a fun mustache?

**Darryl:** Wait, we can be whatever we want?

**Canary:** Yeah, whenever you want. I mean, as long as it's basically the same six-foot-by-two-foot sort of humanoid shape.

**Darryl:** Dan Marino. Dan Marino.

**Canary:** I don't know what that is!

**Darryl:** Don't worry about it, but I'm— yep, perfect.

**Freddie:** Sorry, what are you— How's this working, Darryl?

**Anthony:** Do you, like *Ghost*, go behind her and move her hands over the—

[laughter]

**Will:** To sculpt Dan Marino?

**Anthony:** ...the mudman, and you sculpt Dan Marino?

**Freddie:** Yes. Yes, this is exactly what happens.

**Darryl:** Oh, you have to craft it, Canary?

**Anthony:** Yeah, she took a bunch of mud out of the ground and is basically shaping it with her hands. She's an amazing sculptor. First, she basically makes the figures of all of you, and then asks like, "Hey, do you want something special?" And I presume you go behind her and turn yourself into Dan Marino?

**Darryl:** Think about the most beautiful man that's ever lived. With the heart of an eagle, and the brain of a dolphin—

**Ron:** Hey, I'm over here, Darryl. [chuckles]

**Darryl:** Yeah, well, not— Pretty much the opposite of Ron.

**Henry:** Whoa! Hey Darryl, that's not okay...

**Canary:** Wow, that's negative!

**Henry:** That’s a mean thing to say!

**Darryl:** Oh, sorry, Ron. I mean, you're beautiful in your own way, but I would say in most ways, Dan Marino is actually pretty close to the opposite of you. You got a mustache, he doesn't. You're pretty short, he's pretty tall. He's very beautiful. You're... great. You're a great guy.

**Ron:** Keep talking, Darryl my homunculus is going to kick your homunculus's ass.

**Darryl:** Not possible, Ron.

**Ron:** We'll see about that.

**Anthony:** Okay. So—

**Ron:** Canary, can I go next?

**Canary:** Yes, please.

**Ron:** Okay. I would like to be six feet tall, or even taller. Very, very tall.

**Canary:** Not a problem!

**Ron:** And then I would also like to be a dog.

[laughter]

**Ron:** A big dog, but not a too-big dog, because I want to be a big dog, but a big dog that could still go and sit on people's laps.

**Canary:** Okay, so I can make you six foot tall when you pop up onto your hind legs?

**Ron:** Yes, okay.

**Canary:** What kind of dog are we talking about?

**Ron:** Oh, I don't know. There's so many that are... I really like sort of poodle-y things, or maybe a shepherd-y thing. Some sort of gentle, soft dog with kind eyes, and my name will be Sparky. And I will love giving kisses, and going for car rides… So, that.

**Anthony:** Perfect. So for the first time in history, somebody ethically managed to create a combination of the different dog traits that you mentioned, and the exact dog you just described now sits before you and it's like—

**Will:** And it's Dan Marino!

**Anthony:** Yeah, it looks just like Dan Marino, it's weird. She just makes Dan Marino, again.

[laughter]

**Matt:** With a dog?

**Anthony:** No, she makes an adorable dog. She doesn’t make a second Dan Marino.

**Henry:** I would like to ... I feel like I kind of just want to be myself in there, but could you give me cool elf ears? I've always wanted to see what I would look like with cool elf ears, you know? And maybe give me a look without glasses, because I like how I look with my glasses on, but maybe on the other side, I can not have glasses.

**Matt:** The moment you say elf ears, Darryl flashes back to Ron, licking the elf ears. And he just kind of shivers a little bit, and steps just a little bit farther away from Ron.

**Anthony:** Well, wait a second. When did Ron lick elf ears?

**Beth:** Yeah, when did I lick—

**Will:** In the BDSM podcast!

**Matt:** In the BDSM episode.

**Beth and Anthony:** Oh.

**Anthony:** Thank you, Beth. Thank you for being with me, Beth.

**Matt:** That's what sex was!

**Anthony:** She makes a version of Henry. She pulls on the frames of the glasses made of mud that she's done, and morphs them into ears, basically.

**Henry:** Wow,Canary, you're really talented at this! Did you study pottery—?

**Freddie:** The conservation of matter, dude. Fuck.

**Canary:** No, I just— if you do what you love, you'll never work a day in your life [chuckles]. We don't work here, anyway. It's a double joke. It's a joke on a joke!

**Henry:** Oh, it's like a post-job society.

**Darryl:** Hey, Paeden, buddy, who are you going to be?

**Paeden:** Well, I think you literally can't be more intimidating than this—

**Anthony:** He says, pointing at himself.

**Paeden:** So, I think just make me again.

**Anthony:** And so, as she's beginning to do that, she goes—

**Canary:** Hmm, I'm getting a weird old energy from you.

**Will:** That’s right…

**Anthony:** And she goes over, and she touches him, and she pokes him in a very particular way. And you've seen him get bruised before, you've seen him get cuts and all that kind of stuff, but when she pokes into him, his skin depresses just like it's mud. It's like, [squishing noise] and her finger goes—

**Henry:** Whoa, what the hell is that? What are you doing?

**Anthony:** And she goes—

**Canary:** Oh, you're already one of— Okay. So, Barry Oak probably already made you, I guess. You look like you're a Barry Oak original.

**Anthony:** And he goes—

**Beth:** Whoa…

[gasps from players]

**Paeden:** I don't know what you're talking about baby.

**Canary:** No, I can see his maker's mark kind of thing right there above your left eyebrow. There's a little tiny dot there, that's a Barry special.

**Darryl:** Barry made this?

**Glenn:** What?

**Henry:** Barry made Paeden?

**Beth:** What?

**Henry:** All right, hold on, so—

**Canary:** He even taught me how to do homunculi.

**Henry:** Okay, so now Paeden is Darryl's dad, my brother, Ron's brother...

**Darryl:** He’s not Ron's brother!

**Ron:** He is my brother.

**Darryl:** No, Ron.

**Henry:** So Ron and I are brothers...

**Ron:** Yeah.

**Henry:** And that means we're also Darryl's uncle?

**Darryl:** No, I'm your dad.

[Freddie laughs]

**Henry:** You’re my… no—

**Paeden:** I’m your dad!

**Darryl:** No, Paeden. My dad's in you.

**Paeden:** I'm everyone's dad. Everyone is my child.

**Darryl:** You're in my dad. I'm not quite sure how it works.

**Paeden:** Everyone say daddy!

**Ron:** I'm the uncle of your dad. And, uh… [singing] we are family.

**Darryl:** All I know is that Barry's got some explaining to do, when we're done with this.

**Henry:** Man. Okay. But what does that mean Canary? Can he come with us?

**Canary:** Yeah.

**Henry:** But it seems like it's real dangerous in there. You only get one shot with this kind of thing.

**Glenn:** Do not miss your opportunity!

**Henry:** It'd be one thing if we were sending in an avatar of Paeden, going with everyone else's avatars. But, if none of us are really risking our lives, I don't know if Paeden should risk his life.

**Darryl:** Yeah, is he going to get hurt down there?

**Henry:** Jeepers, is he gonna get hurt?

**Canary:** I mean, if he does go down there, and he gets hurt, and his soul gets ejected from his homunculus... yeah, it can't go back into one. But he's a kid, right? He's got a body somewhere that his soul could just go back to, right?

**Darryl:** We don't know that.

**Canary:** Oh, that's dark!

**Henry:** We thought he was just created as a vessel to hold other stuff.

**Canary:** Oh. That doesn't sound like something Barry would do. That sounds kind of cruel, but I assumed that he was going to be a kid’s... Like this—

**Anthony:** She points at Dan Marino, and then she points at Darryl.

**Paeden:** I assumed there was just an uglier version of this man running around somewhere.

**Darryl:** I mean, you're not lying. You're not lying.

**Matt:** I'm just staring at Dan Marino. I’m just like—

**Darryl:** Not lying...

**Canary:** But no, I suppose if something bad happens to Paeden in there then, yeah, I guess his soul will just sort of... dissipate into the ether?

**Glenn**Whoa.

**Paeden:** I mean, I've always been living like I only have one life to live, anyway. This ain't no different for P-Dawg. So, I don't know what to tell you.

**Henry:** Hmm...dad huddle. Excuse us, Paeden.

**Paeden:** [exasperated] Oh my god.

**Henry:** Guys, I don't think Paeden should go in there.

**Darryl:** Yeah, it's a little dangerous.

**Henry:** That's a little rowdy.

**Darryl:** It does seem like— Paeden, buddy, I think you might have to sit this one out. I think it's a little—

**Paeden:** Oh my God. You never let me do anything—

**Darryl:** None of us will get hurt if we're in there.

**Paeden:** Fine. I'll guard the children *again.*

**Darryl:** Yes, guard the children.

**Anthony:** He says, gesturing at Glenn and the Lord of Chaos.

[laughter]

**Darryl:** Okay. I guess it'll just be the three of us.

**Henry:** All right.Jeez, Louise.

**Anthony:** So Canary goes—

**Canary:** All right, are you ready to change clothes, as it were?

**Henry:** *[sighs]* We've gone through a lot of crazy stuff, gang. And I just want to say, this is going to be a trippy one, and I really appreciate my fellow dads helping me out with this. And I know this is going to be really scary, so...

**Darryl:** We're here for you, man.

**Henry:** All right.

**Darryl:** Paeden, do you mind? Can I just get like— Yo, just be safe out here and watch out for Glenn— Can I get a hug?

**Paeden:** Yup. Yup. Come here, hug your daddy. Hug to daddy.

**Darryl:** Okay. All right.

**Matt:** I give him a big bear hug.

**Anthony:** Yeah. He goes—

**Paeden:** Big bear hug!

**Anthony:** And he tries to squeeze you as hard as he possibly can, but you're squeezing him far harder, and he goes like—

**Paeden:** [strained]Yeah, you can't breathe!

**Darryl:** And quick secret for Lark and Sparrow, just threaten them with boredom.

**Paeden:** I like it.

**Darryl:** And Glenn, just... don't do anything he says.

**Paeden:** Not a problem.

**Darryl:** Okay.

**Paeden:** Why start now?

[laughter]

**Darryl:** Good. Okay.

**Will:** Henry tearfully turns to his beautiful boys and says—

**Henry:** Lord of Chaos,

**Lord of Chaos:** Yes?

**Henry:** I'll see you on the other side of this. And, be a very good Lord of Chaos until I get back.

**Lark:** We are both going to spend the next 10 seconds pretending that we're not hoping you're going to get into a terrible danger from which we have to save you.

**Henry:** Well—

**Lark:** So, in that 10 seconds, we can say all manner of very sweet things about how much you mean to us as a father, but know that we are secretly wishing for you to get into peril!

**Henry:** Wll, that hurts my feelings, but we'll talk about that when I get back.

**Sparrow:** The 10 seconds are up! We hope you die!

[laughter]

**Henry:** Come on! That's not fair. You don't mean that, I'm your old man!

**Sparrow:** Of course not, we don't want you to die! We want you to get very close, and then we, the Lord of Chaos, will run in as the true hero that we always knew we could be, and we will save you.

**Henry:** We got to talk about how you guys are still watching action movies. I thought we banned those. I don't know, I'm still seeing those…

**Sparrow:** [singson] They’re good! John Wick! Wick John!

**Beth:** They're like all of the Grey's Anatomy audience, "Ooh, we don't want them to die. We want them to get really close, though."

[laughter]

**Henry:** That's it. No more Grey's Anatomy.

**Will:** And then Henry—

**Lark:** No, we love Grey's Anatomy! Patrick Dempsey!

**Anthony:** So Canary goes—

**Canary:** All right, who'd like to be first?

**Henry:** I'll go first.

**Will:** Henry steps forward.

**Anthony:** So, she walks over to you and she goes, "Boop!" And puts a hand on your nose, and then puts another hand on the nose of the Henry Oak homunculus, of the homunculus Oak. And she goes—

**Canary:** And a one, and a two, and a…! [soft explosion noise]

**Will:** A very mystical spell!

**Anthony:** Yeah, does a little explosion with her hands. And the last thing you see, before everything goes dark for a second, is her hand on your nose. And then beyond her, a version of you with no glasses and elf ears.

Everything goes dark, and when everything comes back, you're looking at sort of a mirror image of the same thing, but this version of you has glasses and no elf ears. And you can just feel that you are different, that you are inside a different body.

**Will:** Yes. May I tell you about that beautiful body that I am now in?

**Anthony:** If you phrase it differently!

[laughter]

**Will:** As Henry comes online, he feels in his bones that he is Yrneh, which is Henry backwards.

**Anthony:** Sounds a lot like urine…

**Will:** And he is a level 1 magic user elf! And if you are an elf, you gain the following benefits in Dungeons and Dragons 1.0, that's why I asked for those elf ears. Elves are more able to note secret and hidden doors, able to locate secret passages on a roll of 1 to 4. At the referees option, elves may be allowed the chance to sense any secret door they pass, a 1 or a 2 indicating that they may become aware that something is there. Also, elves have the ability of moving silently, and are nearly invisible in their gray-green cloaks.

**Anthony:** Delightful.

**Darryl:** Cool. I want to go.

**Anthony:** Canary puts her hands on your nose, and then on Dan Marino's nose. And she goes—

**Canary:** A one, and a two, and—

**Matt:** I put my hand on Dan Marino's nose, also.

**Anthony:** And she goes—

**Canary:** That won't make it work. It means you'll just go back into yourself.

**Darryl:** Okay, sorry.

[laughter]

**Will:** Very good.

**Anthony:** She goes—

**Canary:** One, two, boop!

**Anthony:** And all of a sudden, you're no longer looking at Dan Marino. You are looking at Darryl, who is kind of just— I probably should have mentioned this with Henry, too, but he's just sort of standing there with a blank look on his face, like he's kind of sleepwalking. His eyes are still open, but there's nobody home.

**Matt:** Oh. As Darryl appears in Dan Marino's body, he looks around. He can not believe it. He goes—

**Darryl:** Hey buddy, I'm Dan Marino. Nice to meet you.

**Matt:** And he put his hands out to Darryl. He goes—

**Darryl:** Ha, just kidding! Okay...

**Anthony:** If you put your hand out to Darryl, the Darryl falls over.

[laughter]

**Anthony:** She goes—

**Canary:** Oh, no! I was gonna— well, don’t touch yourself!

**Darryl:** Oh, god. That's going to hurt my back.

**Beth:** You can't touch yourself in D&D 1!

**Matt:** So, I did a random character generator, and one of the things that randomly generated was I have a missing limb, so I kind of want to stick with that.

**Anthony:** Okay!

**Freddie:** One way he could lose his arm is that he can go for the handshake, and then Darryl, even though nothing's home, the muscle memory is still there, and he goes for the handshake and just rips his arm off.

**Anthony:** Yeah, he squeezes super hard and falls back and arm rips off your arm.

**Beth:** That's good. I like that.

**Matt:** That's cool. And then when that happens, yes, Darryl just comes up with this dope backstory where it's just like, Furiosa meets *Rookie of the Year.* He's just been working on this one arm, he's so strong, he's the farthest thrower.

**Anthony:** So, just, the second he gets his arm ripped off, you turn to the others and go, "Okay, the backstory of why I lost my arm..." When everyone watched it happen?

**Matt:** Yeah. Darryl's getting really into this.

**Darryl:** My character has been training his entire life with this super arm, rookie of the year style, to become the best thrower of magical daggers, but they're like footballs, pretty much. I'm throwing footballs, but they're daggers, magic daggers. Cool.

**Anthony:** And now it’s just Ron's turn, right?

**Darryl:** Ron, come on in here. The water's warm. Or, fine. I forget what the saying is.

**Freddie:** [laughing] The water’s warm!

**Will:** The water's warm means you peed in it.

**Anthony:** Yeah.

**Matt:** That, too.

**Ron:** Okay. I'm ready.

**Anthony:** All right. Canary puts her hands on your nose, then hands on the doggy's nose—

**Beth:** Aww...

**Anthony:** And goes—

**Canary:** One, two, poof!

**Anthony:** And suddenly, you're looking at Ron's crotch.

**Ron:** Oh my gosh. What a handsome boy. I'm going to sniff it.

**Anthony:** It smells trustworthy.

**Darryl:** Ron, stop.

**Beth:** Oh, I'm sorry. Hey guys, I'm really happy to see everybody. I've never been this happy to see anybody in my life. I'm so happy to see you all.

**Anthony:** Lark and Sparrow immediately come over and they go—

**Lark and Sparrow:** Can we pet you?

**Ron:** Please do. I love that.

**Anthony:** And they're like—

**Lark and Sparrow:** Yay!

**Anthony:** And four hands are just running up and down to you, and scratching you, and having a grand old time. And Paeden's like—

**Paeden:** That's a good boy.

**Ron:** While we're here, and while I'm being such a good boy, I should tell you that I am a fighter. And—

**Lark:** [to the dog] Yes, you are!

[laughter]

**Beth:** Let's see, yes I am. I have a lot of equipment, but none of it really makes sense for a dog to have. But I will say that I have plate armor, but it moves so that I only use it on my little doggie chest, because otherwise people couldn't pet me.

**Will:** If a dog had plate armor would it—

**Freddie:** Would it wear it like, this or like this?

**Anthony:** Honestly, the idea of a terrier-poodle mix with plate armor is very fucking cute.

**Will:** It’s like *Wargroove*.

**Beth:** Yeah, like a little vest!

**Anthony:** Yes, it's like *Wargroove*. Yeah, the vest thing. Oh, it's so good.

**Beth:** Oh my gosh.

**Anthony:** Okay,You can walk into the dungeon, if you so wish.

**Matt:** How strong are the homunculuses?

**Anthony:** Oh yeah. How many HP does each homunculus have?

**Will:** Oh, so this is what I was going to say. Dungeons and Dragons 1.0, for all of you don't know, is very scary. And almost certainly we're all going to die immediately. So, I was thinking it would be fun to not reveal how much HP we all have until we are about to get hit.

**Anthony:** Okay!

**Darryl:** Hey Glenn.

**Glenn:** Yeah?

**Darryl:** Get our bodies and put them somewhere.

**Glenn:** Um, yeah. Do you guys have a dolly or something? Canary?

**Canary:** We have a dolly in the form of the helping hands of the community, but we have a Bodytorium that we can put you in, to rest your bodies until we can put yourselves back inside.

**Will:** We call them the helpful Honda people!

[laughter]

**Glenn:** Hey, don't worry, fellas. I got your meat bags right here. I'm going to take care of them.

**Anthony:** Canary calls over some folks, and some of the Ry-Oak gang firemen carry your bodies away to a small hut that looks to be relatively comfortable. There's a fair few other just unconscious people here.

**Darryl:** Hey, Henry, sorry. what was your name again? Ry? Re-nuh…?

**Henry:** Call me Yrneh.

**Darryl:** Yrneh. Hey, Yrneh—

**Henry:** Sounds like urine, maybe just call me Henry.

**Darryl:** All right, Henry, I'm kind of the de facto QB of this group, and now I'm like the literal QB, but this is your time. So, I'm just saying that you're the QB. So I'm more like the running back. I'm like Ward Marino. I'm like this running back doppelganger. It's all cool. Anyways, I'm just saying, whatever you want, I'm here for you. You're our captain.

**Henry:** Hey man, I appreciate that. Thank you. Yeah, I'm a little freaked out. I'm still pretty nervous about what we're going to find in this mystery hatch, but I'm glad you're having fun with it, Darryl.

It's important to find joy and awareness and bliss, even in dark scary moments. So I think your embracing of this Dan Marino persona, it reminds me that even though I'm about to descend into a psychological nightmare, so to speak, and we find out horrors and things about myself maybe I'm not ready to know, maybe I could still have fun with it! So, you know—

**Matt:** I realize I've been taking this maybe not so seriously for you. I go—

**Darryl:** Oh yeah, no man. I'm sorry, whatever you need to do.

**Henry:** No, I'm not saying, that wasn't a ... I'm just saying—

**Darryl:** No, I know. But, it's just hard to be that sad when you got [starts baby talking to the dog] such a good boy here with us!

**Matt:** I start shaking Ron's ears.

**Ron:** I can shake just like Darryl can. See?

**Beth:** I hold out my paw.

**Darryl:** Can you?

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

**Freddie:** We're never going in this dungeon, are we?

**Matt:** All right, let's go.

*[ad break]*

**Anthony:** So, before we go in, I just want to make one quick correction. So, the three possible character classes in D&D 1.0 are, in descending order of how good they are named: A) cleric, B) magic user, and C)— it's not fighter, although the website that you guys used to make your character calls it a fighter, the official name for this character class is... Fighting Man!

[laughter]

**Freddie:** Fighting man!

**Beth:** I am the fighting man. I'm a fighting dog.

**Anthony:** So, you are a fighting dog.

**Beth:** Aww. We have to donate to the ASPCA…

**Freddie:** Oh, no...

**Anthony:** It's your dog who's a fighting man. That's less weird, right?

**Beth:** Yeah, I'm a dog who fights men.

**Will:** This summer, DreamWorks presents...

**Anthony:** Glenn, from your perspective, you see a very large dog, a slightly more attractive Henry, and Daniel Marino, descending a hatch into a dungeon, beyond the door of which, you know not what lies.

**Freddie:** And as I see them walk down, I pull out a doobie and I light up that spliff.

**Will:** Oh my god...

**Freddie:** I spark my lighter, I light up that spliff. I take a deep drag and I go—

**Glenn:** It's time to rock and roll, baby.

**Will:** What does that mean? I was so relieved you didn't pull out your gun, and then— now I'm even more scared.

**Matt:** I was also so relieved with the idea that Freddie was just going to sit out this episode…

[laughter]

**Beth:** What? That is so mean!

**Will:** Mega-burn!

**Matt:** No, I'm kidding.

**Anthony:** Darryl's been mean this episode.

**Will:** Mean Darryl.

**Matt:** That's why I thought for a second, the way Anthony was just going on, I was like, "Oh, I guess Freddie's just back there."

**Anthony:** Also, I feel like Canary would be like—

**Canary:** Yo, give me a hit of that. Are we going to—

**Glenn:** Oh, you want some of this?

**Beth:** Oh my God. Actually, this is the love story that I'm here for.

**Canary:** Did you bring enough to share with the class? [chuckles]

**Glenn:** Oh, word, Canary? Word?

**Canary:** Mm-hmm.

**Glenn:** Okay. All right, you got to be careful. This is some dank.

**Canary:** I think I know. I think I know what dank is, I live in a forest, okay?

[laughter]

**Freddie:** I pass the doobie over to her, but as she holds her hand out, I drop it, accidentally, into her palm.

**Anthony:** Into her palm? Okay, so she goes—

**Canary:** [exclaims in surprise]

**Anthony:** And she reaches out to catch it. Her reflexes are pretty good.

**Glenn:** Oh, sorry! Shoot— sorry.

**Canary:** You almost dropped it, there. Don't drop the doob!

**Glenn:** Sorry, did I get you? Are you okay? It was lit.

**Canary:** I mean, it hurt a little bit, but like—

**Glenn:** I'm sorry. Shoot, my bad, my bad. That's hella harshing the vibe. My bad, my bad, my bad.

**Canary:** Yeah, it's cool. It’s cool.

**Freddie:** Does she take this righteous drag?

**Anthony:** Yes. She takes a righteous drag—

**Freddie:** Earned that explicit tag on iTunes, baby!

**Matt:** What are the kids doing?

**Will:** I like that it's taken Glenn four seconds to start smoking weed in front of my children. Thanks, Glenn.

**Anthony:** Canary takes a big old hit off of the joint and is like—

**Canary:** [takes hit]Oh, that's good.

**Anthony:** And then the Lord of Chaos puts out its hand and goes—

**Lord of Chaos:** Me next, please! Me next! It's my turn!

**Anthony:** And she goes—

**Canary:** Yeah, no problem.

**Anthony:** And begins to, like, hand them—

**Freddie:** Glenn's going to intercept!

**Anthony:** Roll Dexterity.

**Matt:** This is the best Dexterity roll...

**Beth:** Yeah, never come back to us.

**Matt:** Yeah, this is great.

**Anthony:** Yeah, we'll just cut to you guys having done the dungeon already.

**Freddie:** 9, +3. 12.

**Will:** Are you fucking kidding me?

**Anthony:** Oh, 12? Okay, I got to give her a roll now. Okay. So she goes—

**Canary:** Ooh, no bogarting!

**Anthony:** And she dodges your hand out of the air like a fucking Kung Fu move, and then hands it to the Lord of Chaos. And the Lord of Chaos grabs it and goes—

**Lord of Chaos:** Yay!

**Anthony:** And is just holding in his hand going—

**Lord of Chaos:** Woo-woo-woo! I'm an adult! I'm an adult!

**Glenn:** Hey, Lord of Chaos, here's how you do it. You blow out on it, to get the smoke to go.

**Lord of Chaos:** Blow out, sounds about right!

**Anthony:** And the Lord of Chaos puts the weed up to its hood, and then some smoke just goes in the wrong direction. They go—

**Lord of Chaos:** Oh yeah, that's some good stuff! That's some good ... Oh wait, just a second. Wait a second. Just a second.

**Anthony:** And then the Lord of Chaos puts it down to their crotch, and then the same thing happens again.

**Beth:** Oh, no...

**Glenn:** Yeah, that's right. Why don't you pass that back?

**Lord of Chaos:** No problem. I loved it. Oh, that was so good.

**Anthony:** And he gives it back to you, and is like—

**Lord of Chaos:** Oh, it's like I'm flying. It's like I'm flying with my brother.

**Glenn:** Nice...

**Beth:** If somebody in the circle put the joint to their crotch, and then they handed it— I’d be like, "No, are you okay? I don't want that.”

**Anthony:** Canary is like—

**Canary:** Wow, that's a whole thing.

**Beth:** Yeah.

**Matt:** Well, Glenn, you tried.

[water dripping, atmospheric dungeon sounds]

**Anthony:** So, you descend down into the hatch, and there is a stairwell that slowly gets darker the further down you get. And there's a door at the end of the stairwell that is closed.

**Matt:** I open it.

**Anthony:** Okay. So—

**Matt:** Oh, I am about to open, and I stop, and I go—

**Darryl:** Wait, Henry, I forgot. Your time to shine, baby.

**Matt:** And I take a step back.

**Darryl:** QB.

**Henry:** Okay. Thanks Darryl.

**Darryl:** You got two options. You can either open it, or close it, or keep it closed.

**Henry:** Thanks for letting me know the play Darryl, I appreciate that.

**Will:** Henry looks at the door. What does he... Tell me about this door.

**Anthony:** It is definitely not a Forgotten Realms door. It's not your typical tavern, wooden thing with a little adorable gold filigree and [fades into gibberish]. No, this is an Earth door.

**Beth:** It's a Dharma Initiative door.

**Anthony:** I mean, it is closer to a Dharma Initiative door than it is to a like, Welcome to the Magic Tavern-ass door. It looks old. It looks like it's been overgrown a little bit. It looks like, when you open it, it's probably going to squeak a little bit, because of the elements sort of hitting it over the course of many years.

**Darryl:** Can you hear anything behind it, Henry?

**Will:** I put my ear up to the door.

**Anthony:** There we go. That's what I was hoping you would do. I believe, when you listen— so, I'm basically trying to speed find the different rules for D&D 1.0 in this 80-page document, and they're not that well written, but my understanding is that when you listen, you just hear whatever is on the other side if you're being careful enough to do so.

**Matt:** That’s good. Usually, your hearing doesn't fluctuate over time, it’s kind of, you hear it or you don’t.

**Anthony:** Roll to see if your ears are good.

**Beth:** What about my dog ears? What if I put my dog ears up against it? And I scratch at the door a little bit and I go [inquisitive whimper]?

**Anthony:** Oh, that's very cute.

**Freddie:** It's going to be bad when you fucking die.

[laughter]

**Anthony:** Yeah. So, Henry hears some shuffling on the other end of the door. It sounds like the shuffling of one creature. And then you don't hear anything else because you hear the sound of Ron's adorable claws clawing on the door.

**Will:** I hold up a finger and I go—

**Henry:** [hushed] I think there's one guy in there. Let's just be real careful. Okay, everyone?

**Darryl:** [whispering] Okay.

**Henry:** Oh wait, actually, I have something for this.

**Will:** And then Henry reaches into his bag. So, I rolled 110 gold points, and then I bought pretty much one of everything. So, Henry takes a step back, and pulls from his bag a 10-foot pole. And he says—

**Henry:** Everyone get behind me.

**Will:** And then I use the pole to push the door open.

**Matt:** While he's doing that, I'm preparing my cool Death Ray daggers, or whatever they're called.

**Will:** Death Ray ... What?

**Matt:** Well, I have Death Ray or Poison.

**Anthony:** Death Ray? What the fuck?

**Will:** How do you have Death Ray? That's on level ... That is not a Level 1 magic user spell, excuse me.

**Anthony:** I see what you're saying. No, the thing on your character sheet that says Death Ray or Poison 11, is that what you're referring to, right next to your HP?

**Matt:** Yeah.

**Will:** That's your saving throw, bro.

**Anthony:** That's your saving throw for somebody who Death Ray or Poisons you.

**Matt:** Oh, okay. But instead of daggers, can I have spiky footballs, like blood—

**Will:** I don't know, Matt. How'd you fucking spend your gold?

[Anthony laughs]

**Matt:** Well, I have a dagger. So I'm saying, instead of a dagger, I got that.

**Anthony:** Yes, not a problem.

**Matt:** Okay, cool.

**Beth:** I have a quiver of 20 arrows.

[laughter]

**Freddie:** As a dog?

**Anthony:** Again, very cute!

**Freddie:** That’s so cute!

**Matt:** Me and Beth did random. This is why. I have one week of rations also.

**Freddie:** You'll be all set.

**Matt:** I'm nervously eating, and I'm holding my spiky football.

**Anthony:** You're eating your way through two days of rations while looking at this door.

**Beth:** I have one week of iron rations. Is that like a vitamin, or actual—

**Will:** They got more fiber in them.

**Beth:** Okay.

**Will:** It's special K.

**Anthony:** Okay, so—

**Will:** That's the cereal, right? Or is that the drug?

**Anthony:** Special K—

**Beth:** It's both.

**Freddie:** It’s both, baby!

**Anthony:** They named the drug after the cereal, not the other way around.

**Freddie:** They named the cereal after the drug.

**Matt:** You chase one with the other, for a complete breakfast.

**Beth:** I had my ketamine pops this morning, and they were great.

**Freddie:** I got to have my pops!

**Anthony:** Once you pop you can't stop.

**Freddie:** Face down in a cereal bowl.

**Anthony:** Oh, dark. So, with your 10 foot pole, you push open the door, and you can see the shadow of a figure walking around in there. It seems to be humanoid. Again, there only seems to be one of them, and it seems to be moving relatively slowly, kind of ambling about.

**Will:** I say—

**Henry:** Hail and well met, fellow traveler. Be thee friend, or foe?

**Anthony:** So the figure stops, and then it turns toward the stairwell and then starts walking.

**Matt:** As it's walking, we still can't see it until it gets closer, right? So as it's going, I toss— I have six torches, for some reason, because it's random. I toss all my torches in through the door slot. So it's hopefully illuminating him.

**Freddie:** Use that Dan Marino throw to light them up!

**Anthony:** So you throw a torch in. So, that means as it gets close to the door, you can see that it appears to be a normal human being, except it's clothes are torn, flesh is rotting off of its face—

**Will:** Mmm, zombie.

**Freddie:** Zombie.

**Anthony:** It's wearing a Newsies hat.

**Beth:** You hate to see it.

**Matt:** It looks like Christian Bale.

**Beth:** It's Bill Pullman.

**Anthony:** Yeah, it looks like Christian Bale. It raises its finger at you, and it goes, [menacing zombie hiss], and it starts walking up the stairs at you. It's a fairly narrow stairway, so there's not really space to move around it. You can either attack it, try to push through it, or move back up the stairwell. What do you want to do?

**Will:** I poke it with the 10-foot pole, to kind of scoot it to the side. I'm trying to shuffle it away from us. I'm just poking it to try to hold it back. I'm like—

**Henry:** Uh, there's a zombie coming towards us. What should we do? What should we do?

**Anthony:** If you want to pin it up against the side with the pole, you could do that. But this is a very temporary solution.

**Darryl:** Yo, push it up, and I’ll hold my spike ball, and I'll just smash its head in a bunch.

**Henry:** Okay, that's a great idea.

**Will:** I try to pin the zombie to the wall with a 10-foot pole so Darryl can get a clean hit on it with a football.

**Anthony:** All right, give me an attack roll. So I can just tell you, the zombie’s AC is 7. So, you have to roll a 12 or above.

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

**Anthony:** The zombie is pinned. Darryl, go ahead and give me an attack as well.

**Matt:** Do I get some sort of like, not advantage, but is there any benefit for him pinning him?

**Anthony:** No, it just means he's not going to be able to counter attack.

**Beth:** He's not going to be able to deliver the paper. [snickers]

**Freddie:** Nice.

**Matt:** I rolled an 8.

**Anthony:** So, with an 8, you miss. Your Dan Marino throwing arm betrays you, or maybe it doesn't, maybe the zombie just gets lucky and dodges out of the way at the last moment, but it's still pinned and presumably it's going to stay there. Actually, why don't we get a Strength roll from Henry?

**Will:** Uh-oh. Well, how do I do that?

**Anthony:** Boy, I wish I knew! Roll 1d6 for every level or hit dice that you have.

**Will:** Okay. So I have one hit dice. Because we're level one, right?

**Anthony:** Yeah, correct.

**Will:** Okay. I got a 4.

**Anthony:** All right. So, it's going to roll one hit dice, and then we're going to see if it's higher or lower. 1, okay. So it's still pinned.

**Will:** All right.

**Anthony:** So Ron, it is your turn now.

**Beth:** [unenthusiastically] Okay. I mean— [more enthusiastically] Okay! That's happy dog Ron.

[laughter]

**Henry:** Ron, do something!

**Beth:** I roll over. And then I look at the zombie, and I would like to rip its throat out with my muzzle.

**Matt:** Nice.

**Anthony:** So, is that going to be an unarmed attack? Are you attacking it with a doggy weapon, or... do you have a weapon?

**Beth:** I mean, my teeth are kind of a doggy weapon.

**Matt:** I feel like that's like a dagger, or something.

**Anthony:** Yeah, it feels like a dagger, originally. So, go ahead and roll a d20 and try to get a 12 or higher.

**Beth:** Okay.

**Matt:** Try real hard, Beth.

**Beth:** I'm going to try. Ooh, I got a 17!

**Anthony:** Okay, great. You lunge at this thing and bite into its zombie neck. Now, roll a d6 of damage.

**Beth:** I growl really quick though. [growls]

**Anthony:** Fantastic.

**Beth:** And then I'm going to roll… 1.

**Matt:** Took a little nibble.

**Anthony:** I get to roll a hit dice to see how much health it has, at all. So, let's see. Okay, so you've done half of its total life damage to it.

[laughter]

**Darryl:** Good boy, Ron!

**Ron:** Bark, bark!

**Anthony:** Once again, it's back up to Henry.

**Will:** Henry is going to— I'm 10 feet away from it, so I'm just going to keep pinning it to the wall so my friends can keep going. So, is it an attack roll or a Strength roll?

**Anthony:** No, I think you just do it, because on its turn it's going to try to resist and get away from you.

**Will:** Okay, cool.

**Anthony:** So I think you're just good. And now it's Darryl, again.

**Darryl:** All right. I'm not going to miss this time!

**Matt:** And I raise the spiked football, and I bring it down on its head.

**Anthony:** Okay, cool. Go ahead and roll a d20.

**Matt:** [laughs]I got a 3.

**Anthony:** Okay.

**Matt:** I feel like what's happening is, the tip of the football doesn't have spikes on it, so I'm just like, booping it on the head with the soft part of the football.

**Anthony:** Yes, so it's - boink! - and just bounces off the top of its head. So, it's going to go ahead and roll a d6 for its hit dice. And now, Henry, you're going to do the same.

**Will:** Okay. I got a 3.

**Anthony:** All right. He got a 2, so it's still held.

**Will:** [triumphantly]Ha, ha!

**Anthony:** Now it's Ron's turn.

**Beth:** You know what? Let's just go for the old bark-bark-throat-rip again. Why not?

**Anthony:** Why not?

**Beth:** Let's just do it. All right. So I'm going to roll this, I got 16.

**Anthony:** Okay. You bite it again, and this time you just manage to chew through the rest of its neck, and you decapitate the zombie, and it is done for. Its head is still lolling around, and its tongue is still like [blabbering noise], but it is effectively no threat to you at all anymore.

**Beth:** I shake it in my mouth like a tennis ball on a rope, and I wag my tail.

**Anthony:** Adorable.

**Henry:** Good boy, Ron!

**Darryl:** Good job, team!

**Ron:** Thanks, guys.

**Darryl:** We all helped equally out. Good job.

**Henry:** Yeah, we all tried.

**Ron:** Thank you. Yup.

**Matt:** Henry searches the body. And I want to look at this Newsie cap, too.

**Anthony:** On the body, you find a hole inside of its chest, a little entry wound of some sort. It doesn't have any items on it. So, the hat looks to be a classic 1930s, 20s, 40s, kind of just the cool hat that they wore back in those old days.

**Matt:** Tell me more about the clothes that this monster is wearing.

**Anthony:** It is hard to tell, because it appears that they have been torn up and decayed over time. There are white scraps on top of gray scraps on its torso. It was wearing at least two layers of clothing, the outermost layer was white. And then the layer within that was gray.

**Matt:** And there's a bullet wound, you said?

**Anthony:** There's a hole in its chest.

**Will:** Does this Newsies cap look like it's from our world?

**Anthony:** Yes it does.

**Will:** Okay. All right. So Henry looks at the hat and inspects it. And he says—

**Henry:** Guys, this is from our world, right? This isn't a fantasy hat, right?

**Darryl:** Yeah. This is definitely... This feels like the Fry’s all over again. There's definitely some of our stuff in here.

**Will:** We're getting into some heavy shit, gang.

**Beth:** It feels like every bad dude I dated in high school.

[laughter]

**Anthony:** As the zombie reaches down, and tips its own hat at you.

**Beth:** No!

**Freddie:** M’lady!

**Beth:** M’lady!

**Will:**  [zombie impression] Muh… lay… dee...

**Will:** Henry puts the Newsie cap on, and steps into the room.

**Anthony:** Okay, cool.

**Will:** Before I go in, I cut a foot off of my 50-foot rope, which I also have, and I use it to tie my lantern to the end of my 10-foot pole. And now I'm walking into the room with the lantern on the end of the 10-foot pole to cast light about the room.

**Anthony:** That’s fun. Okay, so that means you can stand in the doorway and still sort of see what's going on inside the room.

**Will:** Okay.

**Anthony:** So you are coming in from, let's say, the West entrance of this room.

**Freddie:** Oh boy, get the pen and paper out everybody.

**Anthony:** I'm going to be relatively simple with it, we're going full fucking sword text adventure shit. So, in this room, you can tell that there is the door to the West, which you are currently standing in the doorway of. There's a door to the North, to the East, and to the South. And in this particular room, there is a couch against one wall, and a chair with a desk and what seems to be an old rotary phone next to it, an old classic water cooler that's made of glass, some very dead plants, some framed pictures that have shattered and the pictures inside have rotted away.

**Will:** I motion everyone forward—

**Henry:** Guys, get a load of this.

**Will:** And I very cautiously enter the room.

**Matt:** I follow.

**Anthony:** To the North, there is a closed door, and in front of the closed door are about four or five dead goblins. Their eyes are all bugged out. The veins on their necks are bulging out. They looked like they were in incredible agony.

**Beth:** Damn…

**Anthony:** They're dead in a little pile in front of the door. The doors to the East and South are just closed.

**Henry:** Guys, what the heck is going on in here? There was a zombie guy with a newsboy cap. This room looks like it was from... Yo, the one time I went to New York City, we saw this experimental play called *Sleep No More*, and it looked a lot like this. There was a lot of ... It was more Mercedes’ thing than mine. I didn't really get it, but there was a lot of this stuff going on.

**Freddie:** A lot of environmental storytelling, you could open up the drawers, look at that stuff.

**Darryl:** That one had the nudity, right?

**Freddie:** Yes, if you did it right.

**Matt:** That was Darryl asking.

**Anthony:** Oh sure. I realized after you asked.

**Beth:** Ron goes over to the rotary phone.

**Anthony:** Okay.

**Beth:** Maybe like—

**Freddie:** As a dog.

**Beth:** Yeah, as a dog. And then sort of muzzles the receiver off of the... thingy thing.

**Darryl:** Oh, good idea, Ron.

**Henry:** Good, call for help, boy!

[laughter]

**Matt:** I pick up the receiver to see if I can hear anything.

**Anthony:** No dial tone. No dial tone, unfortunately.

**Darryl:** I guess this is weird, but considering I just found out you're from here originally, I mean... I guess there's just some whole crossover stuff going on. It's like *Sliders*. It's a good show.

**Henry:** This is freaking me out.

**Anthony:** [bursts out laughing] Of course Darryl likes Sliders!

**Freddie:** Of course Darryl’s a fucking Sliders fan!

**Anthony:** Darryl has an argument with Carol about like, "I don't know why you like stuff like Primer when there's perfect sci-fi like Sliders there waiting for you!”

**Matt: “**They go to a dinosaur planet and then they got to save a raptor. It's easy. What else do you need?}

**Will:** Henry is going to inspect these shattered picture frames.

**Anthony:** The pictures inside have yellowed and decayed to the point where you can't really tell what you're looking at, but you can generally get the sense that they were from the neck-up, portraits of people.

**Will:** But we can't— they're all faded?

**Anthony:** Yeah. They're really faded. I mean, you can tell from the neck area that they're wearing colored suits, and one of them is wearing a white coat, but you can't make out the faces with any degree of specificity.

**Henry:** What on earth happened here?

**Anthony: “**What happened here?” It's the ultimate immersive experience—

**Will:** “What happened?” Spooky space station, “What happened here!?”

**Matt:** Darryl takes a torch and he goes over to the goblins. He's making sure they're actually dead. He's trying to figure out if there's something— Can he speak to them? Can he see that they’re alive?

**Freddie:** Can he poke at them with a 10-foot pole?

**Will:** As you approach the goblins, I go—

**Henry:** Darryl, Darryl, poke with the pole! We don't know— This guy was dead, and he came out. Those guys could come back to life.

**Matt:** I'm taking the pole, and I'm holding my torch, and I'm slowly heading towards the dead bodies.

**Anthony:** Okay, so you're going to do what with the dead bodies?

**Matt:** And then I'm going to... poke.

[Freddie laughs]

**Anthony:** Okay. So you poke the dead bodies.

**Freddie:** Pulse-pounding D&D action!

**Will:** We've immediately zeroed in on the D&D 1.0 strategy.

**Anthony:** Exactly. Which is just, act like a big baby.

**Matt:** I poke an eye.

**Anthony:** Okay.

**Matt:** Because you can't fake that. You can accept getting poked, but if you get poked in the eye, they're moving.

**Anthony:** I like that.

**Freddie:** Darryl's right.

**Anthony:** So you poke the eye, and you meet some resistance. And the eye-meat yields, and the pole just goes into its eyes, and just goes inside of it. And the goblin to which the eye is attached does not react in any way. It is dead.

**Darryl:** He's definitely dead.

**Beth: “**The Eye-Meat Yields” is my band, and you guys are more than welcome to join.

[laughter]

**Will:** I thought that was the last Tool album.

**Matt:** Darryl obviously turns his eyes away from that disgusting sight. And he's going to gently lean over the goblins and inspect the door behind them.

**Anthony:** There's a door with a handle and a keyhole.

**Matt:** I peek through the keyhole.

**Anthony:** You cannot see anything, it's dark.

**Matt:** I whisper through the keyhole.

**Ron:** Maybe there's a key around here.

**Darryl:** Hey, is there a key on the other side?

**Matt:** I'm whispering through the keyhole.

**Darryl:** Does anyone have a key over there?

**Anthony:** Silence.

**Darryl:** Guys, I think we need a key, and there's nobody over there. Or if there is, they're probably scary and they don't trust us.

**Beth:** I use my muzzle to root around in the pockets of the goblins. And I'm like, [disappointed whimper].

**Anthony:** You find five gold pieces, but otherwise, nothing else.

**Beth:** I pocket them in my dog pockets.

[laughter]

**Will:** [singing]Dog pockets.

**Matt:** I check if the door’s actually locked.

**Anthony:** You wrench down on the handle—

**Matt:** Slowly, I didn't wrench down, Anthony. I'm checking slowly.

[laughter]

**Will:** We'll see you in 10 episodes for when we get through to the next room, guys!

**Anthony:** Yeah, we’re not— no. You put your hand on the handle, you hold it, and then you rotate your wrist. And, with a loud hiss, a green gas comes out of the keyhole. And so now, you have to roll—

**Will:** Oh, geez…

**Anthony:**  ...for a saving throw for poison.

**Matt:** I close my mouth.

**Beth:** Yeah, that'll work.

**Anthony:** So roll a d20.

**Matt:** Well, guys, it was nice knowing you, don't worry... I rolled a 4. I'm having really bad rolls. Am I saving? It says Death Ray or Poison, like those are the same fucking things, stupid ass game. Death Ray or Poison is a 13.

**Anthony:** So, the original rules of D&D 1.0, it mentions poison 23 separate times. Not once of the 23 separate times when poison is mentioned, does it say what poison does. So it is generally agreed upon that failure of a poison saving through just insta-kills you.

**Will:** What?

**Anthony:** So, unfortunately, with that in mind, Dan Marino, his eyes begin to bug out, the veins on his neck begin to pulse out, he—

**Freddie:** That was the clue wasn't it?

**Anthony:** Yeah, it was.

**Will:** That was the clue!

**Anthony:** He grabs at his neck—

**Darryl:** Guys, I— [choking sounds] Oh, no...

**Henry:** Darryl! Darryl, no!... Oh, wait. He's not really dying. Oh, man. Aw, geez.

**Beth:** Ron starts nudging him with his muzzle and whining, and then looking around for somebody to help his master.

**Darryl:** [strained]Don't open any doors, just ... Oh, god…

**Henry:** Oh, geez!

**Beth:** And then he lays down next to the body.

**Henry:** Oh, it's okay, Ron...

**Matt:** I hold onto Ron, and... I fall to sleep forever.

[birds chirping]

**Anthony:** So, the next thing that you see when you open your eyes, Darryl, is Canary, Glenn, the Lord of Chaos, and Paeden, who notices that you're awake and comes over. And he's like—

**Paeden:** Whoa, you're up? What happened?

**Anthony:** And the Lord of Chaos is like—

**Loc:** Yes, yes. Tell us. Did you die? What happened? Are you dead?

**Darryl:** Oh man. It was... kids— I mean, first of all, your dad's going to be fine, because nothing can happen to him down there. But, I mean, Dan Marino didn't survive for more than five minutes. I mean, there was a poisoned door, there was dead goblin bodies everywhere. I mean, honestly, I'm pretty bummed out. I feel I could have done more in there, but it was fast—

**Glenn:** It's important that you tried your best, Darryl.

**Anthony:** The Lord of Chaos says—

**Loc:** Dead goblins?

**Anthony:** And you hear the sound of pupils getting larger.

[laughter]

**Freddie:** The sound of pupils dilating?

**Loc:** You died in five minutes, huh? That sounds... [with barely-contained glee] awful.

**Darryl:** No, no, no. Just to clarify, your dad had it totally under control, he was doing totally fine there. I was just being an idiot.

**loc:** No, we know Papa H has it under control. I'm just thinking about the incredible danger that you were in, that you died immediately, five minutes in. What a tragedy.

**Freddie:** Meanwhile, Glenn and Canary are having a little conversation, like—

**Glenn:** Hey Canary, do you guys have fried zucchini or anything like that? Or fried potatoes? Because, if you're just going to do vegetables, you're eating them kind of gross. Do you guys do that? Do you fry stuff up?

**co:** Why remove the delicious taste of a vegetable by making it all taste like oil?

**Freddie:** Glenn kind of crosses his arms, and like—

**Glenn:** It just feels like you're not being very good hosts if you're not going to accommodate my dietary needs, that’s all.

[Beth laughs]

**Darryl:** Hey guys, I died. I lost right away. How is it going, Glenn?

**Glenn:** Well, I'm just trying to get our diet situation all set up, and they got vegetables here—

**co:** Your friend died. Did you not want to deal with—

**Glenn:** I mean, he's right here. You good, Darryl?

**Darryl:** [sniffs]What's that smell, Glenn?

**Glenn:** I'll tell you what the smell isn't, it's not the smell of french fries! I'm supposed to perform, and I'm accustomed to certain things in the backstage area.

**Darryl:** Actually, I'm down with that. If you got fries or something, that'd be great. I'm pretty hungry.

**Glenn:** People are hungry, Canary!

**Freddie:** 24, Glenn persuades.

**Anthony:** 24, okay.

**Darryl:** Hey kids, you want fries?

**loc:** Obviously, of course. I'm so hungry. I have the munchies! Aah!

**Freddie:** I look at Darryl, I'm like—

**Glenn:** They're fine. They didn't smoke weed.

**Anthony:** So, Canary goes to get some, but she's like—

**Co:** I guess I'll go get some potatoes and some oil, I guess? And a pot? I don't know why you would do this, but fine.

**Anthony:** And she walks off.

**Freddie:** I go with her to explain how to deep-fry vegetables.

**Anthony:** Great. So, we're back in the dungeon.

**Henry:** It's okay, Ron. He's in a better place, because he's back over there. He's fine.

[Ron whimpers sadly]

**Anthony:** So I forgot to mention, the door does open, though. Sorry, we were so busy... And, it opens into a broom closet, and inside the broom closet, there is a file cabinet.

**Henry:** Okay. Let's just keep cool. Here's what I'd like to do.

**Will:** And Henry takes his dagger, and he cuts the hand off of Dan Marino. And he sticks it on to the end of Ron's 10-foot pole.

**Beth:** Yeah.

**Freddie:** Oh my god!

**Will:** And then I cut another 10 feet of rope, and tie... Basically, I want to rig this up like a claw grabber. So that we can tug the hand to operate stuff.

**Anthony:** That's funny as hell.

**Will:** Do you know what I mean?

**Freddie:** Holy shit!

**Anthony:** Yes. You're tightening his fist.

**Will:** Yes. Basically what I'm thinking is, there's a string tied around each of Ron's fingers. Well, not Ron's fingers, I guess they'd have to be my fingers, because Ron's a dog. And then each of those strings—

**Beth:** Wait, a string tied around my tail, so that when I pull my tail back, it extends the hand?

**Will:** Yes. So Ron has basically a claw grabber sticked on the end of his dog head, that's rigged up 10 feet away, and he can use his tail to manipulate it.

**Anthony:** Fantastic.

**Matt:** The way it's strapped to Ron sounds like a Dr. Seuss book where they have a creature and there's a carrot hanging out in front of them. It's that, but it's Dan Marino’s arm.

**Will:** It's Dan Marino's arm, it's got a Super Bowl ring on it.

**Freddie:** It's Dan Marino's super buff arm with a Super Bowl ring on it.

**Anthony:** Ronnie doggy is not from this land! Ronnie doggy finds a severed hand!

[laughter]

**Matt:** Nice.

**Glenn:** What do you call it, Henry? Do you call it Mage Hand?

[laughter]

**Will:** It is a Mage Hand! Yeah!

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

**Will:** So, we've got Mage Hand, now.

**Henry:** Okay, Ron, I think we should proceed with caution into this room. Do you smell any more poison? Ron, do you think the poison is gone?

**Beth:** Do I roll smell?

**Anthony:** When the door opens, you can see that on the reverse side of the door, there is a big old vial of green liquid hooked up to a mechanism that connected to the lock.

**Will:** Oh, I see. So it's like a little chambered—

**Beth:** And it's gone?

**Anthony:** No, the poison is still there in a vial, but it's like, whatever latch or whatever catch triggered it, it was triggered by the opening of the door, not the room itself.

**Beth:** Okay.

**Henry:** Well, I guess by the fact that we're not dead, we know there's no more poison in the air. So let's proceed with caution into this room. What do you say Ron?

**Ron:** Bark! I mean, yes.

**Henry:** Okay. Let's do it.

**Freddie:** The longer Ron spends as a homunculus dog, the closer he becomes a dog, like, over time—

**Beth:** Yeah, I don't think he'll ever recover.

**Will:** We go into the room.

**Anthony:** The only thing in this room is the file cabinet. It's a very small room.

**Henry:** Ron, I'm going to stand 10 feet back. What do you say you open that filing cabinet with your dog hand?

**Ron:** I'm going to try to do it. Okay...

**Beth:** What do I have to roll?

**Anthony:** I don't think you have to roll for that.

**Beth:** Yay! Oh my god, that's so great! I was like, "Oh, damn." But now it's like, "Yeah, I can just do it." Okay, I do it with the old Mage Hand.

**Anthony:** All right. So what's going to happen is, generally the way D&D 1.0 works is, anytime you do something that would require any amount of time, I have to roll on the wandering monster table to see if a monster hears you, or comes in, or whatever the heck.

**Beth:** Oh, it hasn't been that long.

**Anthony:** ...And, no monsters show up. You open the filing cabinet, and inside is a ring.

**Beth:** Oh, man.

**Will:** I inspect the ring.

**Anthony:** You can't tell necessarily what it does on its own. You'd have to put it on. Actually, no. I don't know if this is how it works, but whatever. I feel like you could probably roll your Intelligence or your Wisdom or something to get a vibe.

**Freddie:** Vibe check.

**Will:** I'm going to do a vibe check.

**Freddie:** Vibe check's been around since D&D 1.0.

**Beth:** Yeah.

**Anthony:** It’s true.

**Will:** I'm going to do an Intelligence vibe check on the dice. So what do I roll for that? A d20?

**Anthony:** Yeah. Why not?

**Beth:** I think it's an engagement ring.

**Will:** I got a 7.

**Anthony:** You could at least tell that it's not cursed. It's not going to be a bad thing if you put it on, and it's not going to be inextricable from your—

**Will:** Okay.What does it look like?

**Anthony:** It looks like an engagement ring.

**Will:** It looks like an engagement ring?

**Anthony:** So, on the inside lip of the ring, you can see the letters carved, SW.

**Will:** This is like Benedict Cumberbatch saying he's Khan. This means nothing to Henry.

**Henry:** All right. There's an engagement ring. SW, I wonder what that's about. Well, let's pocket this, this might come in handy later. Do you want to try one of these other rooms?

**Beth:** Uh, sure. Yeah.

**Henry:** Hey Ron, we're having a good vibe on this adventure. I'm having fun. I'm not having fun, it's scary, but—

**Freddie:** It turns out the secret for the Ron-Henry duo team up, is for Ron to be a dog.

**Ron:** Yeah, we should look for another door or something. How are you?

**Henry:** All right. You know, it was pretty traumatizing seeing Dan Marino kind of just die in front of us. Anyway, we should just be careful.

**Ron:** Yeah.

**Henry:** All right, so let's go to another door.

**Anthony:** Do you want to try the door to the East or the door to the South?

**Will:** Let's try the door to the East.

**Anthony:** Okay. So, the door to the East is locked. There is a keyhole.

**Matt:** You try the handle, poison comes out, and you die!

[laughter]

**Anthony:** Yeah.

**Beth:** Well, I'm going to go South.

**Anthony:** So, in the Southern room, the entire floor is covered in loose papers with typed-up typewriter ink on them, and stuff like that. The entire floor is covered with papers, with the exception of one band that bisects the room from West to East, you're facing South. And on the other side of this band, on the Southeast corner of the room, there is a door.

**Henry:** Ron, I got a real feeling that we should shove a 10-foot pole towards that band before we go through it.

[Freddie laughs]

**Ron:** That's what I was thinking.

**Henry:** I got a real bad feeling about that invisible line, that's all I'm going to say. But, before we do that, though, I want to check out these papers. What is this all about?

**Will:** So, I look down and I read one of the papers.

**Anthony:** So, on the papers you see what seems to be a lot of very technical and military speak. You see things about tests failing, you see things about experiments not quite resulting in the juul output that you wanted— just give me a straight d20 roll, just for luck's sake.

**Will:** I got a 14.

**Anthony:** Okay. So, 14 is not quite going to get you to the special thing that I've got hidden in there. But if you want to roll again, you can, and I'll just roll a wandering monster.

**Freddie:** What about the dog roll?

**Will:** Wait, Ron gets to roll, right?

**Beth:** I did, and I got a 5. [sad dog whimper]

**Anthony:** You got a 5. Okay, also did not help.

**Will:** I can roll again, but that means a monster might show up?

**Anthony:** It means I'll roll, and if I get a 6, a monster will show up.

**Henry:** Okay, I'm going to... I feel like there's something special hidden in these papers, something important. I'm going to keep looking.

**Will:** I got a 10.

**Anthony:** Ron, you want to go again?

**Beth:** Sure. I got a 2.

**Anthony:** So yeah I rolled a 1 before, I rolled a 1 again, so no wandering monsters show up. You can, again, continue to do this for as long as you want. So basically, you only have to beat a 12 now, if you want to find what the thing is.

**Henry:** I feel like we're getting close!

**Beth:** I'm going again, bro.

**Will:** I'm going again too. I got a 6.

**Beth:** I got a 17! Woo!

**Will:** Yay, there we go!

**Freddie:** Good boy! Good boy!

**Anthony:** Okay, so with a 17, your little adorable wet doggy nose finds a scrap of paper that, unlike the rest of them, isn't completely covered in text. Only a couple of words are visible on it in the dead center of the page, and it's in quotation marks, and it says, "*Heart's Greatest Desire*."

**Henry:** Is this like a screenplay? Does this look like a screenplay to you? What on earth is going on here? All right, well, let's file that away with the rest of our mysterious clues, and I think we should press on.

**Ron:** You should know that I also have... let's see... two small sacks.

**Freddie:** And a backpack! Hey!

**Henry:** That's good to know. It's good to—

**Ron:** I could toss one of the sacks.

**Anthony:** So you want to throw a sack, or hit the band with a stick, or something?

**Henry:** I think Ron, my feeling is, let's get way back, and then let's chuck one of your sacks at it.

**Ron:** Okay.

**Freddie:** Oh, you should put some goblin parts in it so it has some weight.

**Henry:** Yeah!... I got the idea to do that all on my own.

[laughter]

**Ron:** Okay. But when you throw it, you got to hold on to my collar so I don't retrieve it.

[laughter]

**Henry:** Ooh, good point, Ron. Stay.

**Will:** And I hold Ron's collar, and I throw the bag at the line on the ground.

**Anthony:** You throw it at the area of the ground that has no papers on it, and for a second, nothing happens. And then you hear a click, and the entire band in the center of the room, it turns out to be a trap door. It opens up, the bag falls down, and you hear a [slicing noise] as it's stabbed through by a bunch of spikes.

**Will:** Okay. I do want to point out that as an elf, I am supposed to be able to sense doors. So, I don't know if this trap counts as a door, but—

**Anthony:** I wouldn't count it as one.

**Will:** I guess not, it's really more of a trap.

**Beth:** Go fuck yourself.

**Matt:** It’s a trap pit…

**Will:** Shoot, is there anything... There's a door on the other side, you were saying?

**Anthony:** Yes, on the other side of the band, there is another door.

**Freddie:** Which you sense, by the way!

**Anthony:** Yeah. You could feel it, the second— Before you see it, you smell it.

**Will:** All right, fuck you.

[laughter]

**Ron:** What if you hold onto my collar, and I'll go just sort of one foot at a time across, and we'll just do a little hop over the center line, together?

**Henry:** Yeah, I guess let's go with that. You go first, Ron.

**Ron:** Okay. I'm going to go first.

**Beth:** And then I put my little paws - or my big boy paws - on all of the papers, and stuff like that. Maybe I look around, see if I notice anything cool that I could take with me, back into the—

**Anthony:** No, you don't see anything cool.

**Freddie:** Ron's a plunderer!

**Anthony:** You step over, I'm not going to make you roll for anything. You just manage to step over the band and nothing happens. The trap door does not open.

**Will:** All right. I follow Ron, and then we—

**Anthony:** But this time it kills you! Weird.

[laughter]

**Anthony:** No, it works fine.

**Will:** Okay. I inspect the door.

**Anthony:** So you can tell that the door is not trapped, and my wandering monster roll, nothing came up. But you also hear two voices inside. They're going like—

**Voice 1:** We got to get back to the boss.

**Anthony:** And they go—

**Voice 2:** No, there's got to be something else in this room. It can't just be a key, that there's nothing else in the fucking room but a key! What a pain in the ding dong. I told you, we shouldn't have come in here. The hell, who knows how long we've been in here, man. [grumbles]

**Henry:** Ron, what do you think of these guys in there?

**Ron:** I don't know. I don't know how long they've been in there, either, but I'm kind of starting to wonder how long we've been in here. Like, how old is my dog in dog years, but how old am I in human years?

**Henry:** Oh my God, what if it's an *Interstellar* thing, and we come out and everyone else is way older? Oh, we got to— there's no time to lose. We got to hurry up!

**Will:** Henry opens the door.

[door creaking open]

**Anthony:** So, inside you see two goblins, and they turn to face you, and— I'm going to make a Morale roll for them, because there's a chance that they'll just go like, [shrieks], and run.

**Will:** I have a pretty high Charisma score. Can I do anything with that?

**Anthony:** Unfortunately in this mode, Charisma only matters about hiring, like, hirelings and stuff.

**Will:** Oh, other fighting men?

**Anthony:** Yes, other fighting men.

**Matt:** Dan Marino had really high Charisma, too…

[laughter]

**Anthony:** Okay. So I'm going to roll 2d6 for their Morale. And they got an 8, which means that they have an uncertain reaction. So, the two goblins turn and they go—

**Goblins:** [startled yelp] What? Who are you? Hmm... You're not from here. Those clothes are not... Hmm, what's going on?

**Beth:** I step forward and do a good boy sit and wag my tail and stick out my tongue like a friendly dog.

**Goblin 1:** I think that's a good boy. It seems to be a good boy. Yes, isn't it?

**Goblin 2:** Yes, it appears to be a good boy. Hmm, what of this other one?

**Will:** I say—

**Henry:** Hail and well met, friends. We are wanders, searching this dungeon for clues about my past.

**Will:** Honesty is the best policy, I feel like. You go in, you shoot straight.

**Anthony:** Sure.

**Freddie:** Learned that from Darryl!

**Anthony:** The goblins go like—

**Goblins:** By answers, do you mean treasure? Ducats?

**Henry:** No, we're not here for treasure! Whatever treasure you guys are looking for, that's up to you. I'm looking for the treasure of knowledge, you see, about my own past.

**Goblin 1:** Oh, okay. Then, in that case—

**Anthony:** And they both take out daggers, and they just go—

**Goblins:** Back off, back off!

**Anthony:** And they just start walking slowly toward the door, toward you. And they're just like—

**Goblins:** We need to get back up to the second floor, just fuck off.

**Henry:** Hey, you do you, man. You do you. Just watch out, there's a trap in that room. Don't step on the middle part.

**Goblin 1:** We know, we came over the trap in the first place.

**Henry:** All right.

**Goblin 2:** We're smart, see? Smart, smart.

**Henry:** You're very smart.

**Ron:** Then why are you going back in the other way then?

**Goblin 1:** Because we have to go back up to our boss to report what we've found down here. Obviously, obvie!

**Ron:** Well, can we come with you?

**Goblin 2:** You know what? Yes, why not.

**Henry:** Do you guys know how to get through this dungeon? It seems really dangerous.

**Goblin 1:** We vaguely remember how to get up to the third floor. Yes, vaguely, but specifically not so much that you won't have to do the puzzles.

[laughter]

**Ron:** Sounds good to me!

**Henry:** Sounds good. Do you guys want to team up to get up to the third floor together?

**Goblin 2:** Yes, but we reserve the right to stab you in the face if we think you're not being toward with us.

**Henry:** Okay. Well, we will be fully toward with you, if you are toward with us. You guys were talking about a key in here, though. Is there a key we should pick up?

**Anthony:** One of them goes—

**Goblin 1:** Yes, this key!

**Anthony:** And the other one goes—

**Goblin 2:** Don't fucking show them the key! What if they're going to kill us to take the key?

**Anthony:** And then the other one goes—

**Goblin 1:** Well, it's this key.

**Henry:** Okay. Well, you hold onto the key. I just wanted to make sure there wasn't anything in here we were leaving behind. Hey, Henry Oak, nice to meet you fellas.

**Goblin 2:** [hums thoughtfully]I cannot give you my name, because that will give you power over me. So instead, follow me, while my friend looks at you with a knife in his hand and hatred in his eye. And keep your distance.

**Henry:** Okay.

**Anthony:** So, he leads you back to the locked door. They put the key in, they open the door, and you see a stairway leading upward, which doesn't make any sense, seemingly, because this is underground. This hatch is underground. Why is it doing that?

[tripped out sounds from the players]

**Matt:** Whoa, it's like a TARDIS!

**Will:** Ron and I are going to follow the goblins up the stairs to the second floor.

[scene cut, birds chirping]

**Anthony:** Let's go back outside with Glenn, and see what he's up to.

**Freddie:** So, I'm with Canary and we're in the cooking area, I guess? Because I'm looking at the kitchen that they have. What does that look like?

**Anthony:** It's basically just a bunch of raw vegetables, placed very neatly next to each other. A very, very large spice rack, no meats that you can see, really. Communal bowls, communal plates.

**Freddie:** Do they have an old-timey cooking pot in the middle, with a bubbling stew going at all times, like old times?

**Anthony:** Yes, they have exactly that.

**Glenn:** You need to fill that pot up with some hot oil. You know what I'm saying? And we put some veggies in it.

**Anthony:** Canary, wanting to be a good host, is like—

**Co:** I guess so. Okay, fine.

**Anthony:** And she just starts pouring out—

**Glenn:** Thank you. Is it too much to ask? Just let me know if I'm being imposing. I just have very few requests, that's all...

**Anthony:** Okay. So you're doing that. Darryl, what are you doing?

**Matt:** Darryl's supposed to be watching Glenn. And then, I go up to Glen and I go—

**Darryl:** Hey, I'm all down for getting us some food, but don't you think we could be doing a little, I don't know, checking in on Barry, or just—?

**Glenn:** [quietly]Barry knows our faces. We got to keep a low profile. And I just think that it would be smart if we laid the seeds for a potential escape, if things get a little bit spicy here. So that's what I'm doing. [loudly] I'm hungry!

**Darryl:** Oh, how are you doing that?

**Glenn:** Check this out.

**Freddie:** And I hold my finger out.

**Darryl:** I know this prank.

[Will chuckles]

**Glenn:** No, no, no. This is a magical forest, right?

**Darryl:** Yeah.

**Freddie:** I'm looking at Anthony, because, when— last time someone held their finger out, a bird alighted upon it.

**Anthony:** Oh yeah. So a bird comes down and goes—

**Little Caesar's:** Little Caesar's here, what's going on?

[laughter]

**Darryl:** Oh God, I'm so hungry.

**Glenn:** Hey Little C, when we came in here—

**Freddie:** And I kind of go a little bit out of the way, so that Canary and the Henry-folk can't hear me.

**Glenn:** When we first got over here, we met some wolves. There were some other animals who didn't seem to like this place so much.

**Little Caesar's:** Yes, it's kind of unpopular amongst a lot of animals. Not me though, not the birds!

**Glenn:** That's so unfair! Has anyone tried just talking to them, and trying to convince them that this place is pretty cool?

**Little Caesar's:** The talking to them is usually what makes them sick of this place.

**Glenn:** Could you do me a favor? Could you just go find some of these animals and bring them over here? I want to have a word with them, because I think they got everything wrong about this place.

**Matt:** Darryl leans over to Paeden and he whispers, like—

**Darryl:** Hey, Paeden, how much did Glenn smoke?

**Paeden:** A pretty big spliff? But for him, definitely not enough to make it ... I think this is peak Glenn we're dealing with, I don't think this is weird, high Glenn. I think this is normal.

**Darryl:** Okay. Just curious. Yeah.

**Paeden:** Good question though, son. Keep your head in the game.

**Glenn:** Can you get some of these other animals here?

**Little Caesar's:** Yeah, absolutely. I could go get a deer, and maybe a bear, and maybe a beaver. And maybe a muskrat, and maybe—

**Glenn:** You know what? As many as you—

**Freddie:** I'm going to look around for a meeting place that I can kind of have a communion with the animals when they show up, eventually. And I'm going to point that out to Little Caesar's and be like—

**Glenn:** Tell them to meet me over in that clearing over there, or whatever.

**Little Caesar's:** Oh, absolutely. I would love to!

**Glenn:** Okay. All right.

**Little Caesar's:** Little Caesar away!

**Anthony:** And she flies away. And everybody roll, give me a Perception with disadvantage.

**Matt:** Oh man. Back to— let me pull my other character sheet.

**Anthony:** Back to 5e, yeah, feel the whiplash!

**Matt:** Seriously, I have seven dice. I've not gotten double digits on this. So I got a 1 and a 7.

**Freddie:** I got a 21 and a 16.

**Anthony:** No, fuck you, double disadvantage! Roll again.

[Freddie laughs]

**Freddie:** Double disadvantage! Double disadvantage?

**Matt:** Double secret probation! What is this shit?

**Freddie:** 21, 16, 17! Go fuck yourself!

**Anthony:** Goddamn it...

**Freddie:** I'm in the zone right now, bitch! I got fucking locked in on this, motherfucker!

**Anthony:** All right, so—

**Matt:** I feel like Freddie is in a different world right now.

**Beth:** Tune in next week!

**Anthony:** Yeah, Freddie is playing a weird single-play RPG that the rest of us are not privy to the rules of. Glenn notices this half a second too late, which is that everybody's sitting there looking at Canary, trying to pour oil into a large cauldron.

**Freddie:** To make tempura?

**Anthony:** To make tempura, essentially.

**Freddie:** Hell yeah.

**Anthony:** Paeden's there, Darryl's there, you're there. But the Lord of Chaos is not. And Glenn, you turn just in time to see the Lord of Chaos running at full sprint toward the hatch. And the Lord of Chaos leaps into the air toward the open entrance of the hatch, which will, if they land, immediately age them like 50 years. And they leap into the air and they go—

**Lord of Chaos:** Power!

[outro music]

**Freddie:** Dungeons and Daddies is Matt Arnold as Darryl Wilson, Anthony Burch as our DM/referee, Will Campos as Henry Oak, Beth May as Ron Stampler, and myself, Freddie Wong, as Glenn close. Theme song and outro is Alright by Maxton Waller.

Word to the Patrons, people like Zach Wotruba, Rita Willard, Lee Morgan, Fiat Lux, that's the name of a car. David Brian, Scott Joe D, Eric Ambrost, Kat Curwin, Sean McKee, Emily Martin, Kelly McHugh, Blake David, Erik, with a K, all you Erics with a C, I'm sorry. Heidi Ofour, and Benjamin Bait.

If you haven't yet, now would be a good time to check out At the Mountains of Dadness, which is a three-part miniseries we played in the Call of Cthulhu system about our grandparents. Anthony assures me, by the way, that you don't need to have heard Mountains of Dadness to sort of know what's going on in this campaign.It's more that you'll just feel extra special because you'll recognize some of the Easter eggs we've peppered in here and there. Again, it's not necessary for the enjoyment of the main storyline, but episode one is on this feed. We released it last year. So, give it a shot. And if you like it, check out the whole series, by either becoming a patron because all the patrons got Mountains of Dadness for free at patrion.com/dungeonsanddads, or heading to our website, dungeonsanddaddies.com.

If you're going to poke around on our website, by the way, we're in the middle of tweaking our merch so that we'll be able to offer more items and have reasonable international shipping rates for once. So, we'll keep you posted on that, but right now you still can get the digital downloads for At the Mountains of Dadness and the Rocks Rock! EP by Henry Oak.

You can follow us on Twitter at Dungeons and Dads, reddit.com/r/dungeonsanddaddies. Thank you so much for listening. Our next episode is coming at you September 1st. So we will see you then!

[outro music ends]

**Beth:** No, actually, it was good that there was so much going on in Will's segment, because I did honestly mispronounce hors d'oeuvres in a way that I was like, "Oh, this is why people do that." Because when—

**Matt:** Flashback, and let's hear it.

**Freddie:** I'm going to flashback right now to that and isolate ... Computer, isolate Beth's audio from the previous segment! [beeping sounds]

**Beth:** Enhance, enhance!

**Beth, in recording:** [horrifically mispronounces hors d’oeuvres]

**Freddie:** Wow, you really did, Beth!