Dungeons and Daddies   
Dungeon Master: Anthony Burch   
Glenn Close​: Freddie Wong   
Darryl Wilson​: Matt Arnold   
Henry Oak​: Will Campos   
Ron Stampler​: Beth May  
Jodie Foster: Jimmy Wong

Episode 50 - Panic Room/Inside Man

**Freddie:** Hey everyone, this is Ira. Dungeons and Daddies is a rowdy, horny, violent podcast for grownups. Content warnings can be found in the episode description.

**Will:** Support for this Faerünian life comes from Mailchain.

**Matt:** From Mailchain.

**Beth:** Mail...

[*off-mic whisper*]

**Beth:** King?

**Freddie:** [*off-mic*] Chain.

**Beth:** Chain?

**Freddie:** [*heavily edited to sound like a woman*] More than seven million warriors around Faerün...

**Will:** Use a Mail chain.

**Freddie:** To send chain mail, plate mail and deliver high fives.

**Anthony:** Mailchain. Send better chain mail.

**Freddie:** [*off-mic*] Very nice.

[*speaker volume starts to fade*]

**Anthony:** I use Mailchain.

**Freddie:** [*off-mic*]You do?

**Anthony:** No, this is bullshit.

[*Serial podcast theme music starts playing*]

**Glenn:** [*audio is distorted like it’s been re-recorded at least twice*]I believe that it's pretty clear that from the very beginning I've been judged by a different standard.

**Darryl:** I think your kid is, uh, smoking...

**Glenn:** Hey man, where did you get that?

**Nick:** [*voice is gruff*]From you, Dad.

**Glenn:** Ah...

**Nick:** Sorry. [*coughs*] [*voice is much higher*] From you, Dad!

**Juror:** We, the jury, find the defendant... guilty.

[*there’s a dramatic pause in the music, and it continues*]

**Automated voice:** This is a global [inaudible 00:01:03] pre-paid call from—

**Glenn:** Glenn Close. [*quickly*] And I'm not paying for this, right? Because I don't think—

**Automated voice:** —an inmate at Meth Bay Correctional Facility. This call will be recorded and monitored. [*volume fades out*] If you wish to start your own...

[*Serial theme music fades out*]

**Beth:** From NPR, I'm Sarah Kenku. How much do our parents shape who we are? It's the age old question, the nature versus nurture debate that gets brought up at dinner time in our kenku nest. I've wondered this myself, upon looking at my father's bird-like talons and dark hued beak, a beak I inherited from him. But what if you could change that? What if that choice was taken out of your hands? This week, we're thinking about that question through the lens of Glenn Close, whose fatherhood was stripped away and replaced by a paladin cop named Jodie Foster.

**Jodie:** Hi, I'm Jodie and this is my son, Nicholas.

**Beth:** To know Jodie Foster is to know the opposite of Glenn Close.

**Darryl:** Jo is great, super responsible, stand up guy.

**Henry:** Jo is a police officer, which [*uncertainly*] aaa[*suddenly louder*]AAA—?

**Ron:** Jodie's great, it's just that Nick— I mean Nicholas, kind of sucks now.

**Paeden:** Everybody seems to think this Jodie guy is kind of cool, but me? Paeden? Ya boy? I don't trust him any further than I can throw, which is pretty fucking far.

**Darryl:** Paeden!

[*Serial theme music starts again*]

**Beth:** When I first started reporting this story, I wasn't sure how I felt about Jodie. I wasn't sure how I felt about Glenn, either. Sometimes, they seem less like witnesses in a serialized crime podcast, and more like characters in a serialized D&D podcast.

**Beth:** Now, as four dads venture toward a prison to rescue their friend, we're faced with more questions. Who is the better father? Is there a way back into Nick's life for Glenn? Will there ever be actual answers to this question, or am I just stringing along for 50 episodes to reveal zero answers? Next time, on Dungeons and Daddies.

[*Serial theme fades out*]

[*regular intro music plays*]

**Jimmy:** Welcome one, welcome all, to Dungeons and Daddies, not a BDSM podcast. This is a D&D podcast about four fathers from our world, flung into a fantastical realm of magic, wonder, and ultimate glory in a quest to rescue their lost children, along with their good buddy, Glenn.

[*laughter*]

**Jimmy:** My name is Jimmy Wong, and I play fictional—

**Freddie:** I love that Glenn gets a, "Featuring Glenn Close." Like tag, basically.

**Jimmy:** Yeah! Ha!

**Will:** Oh yeah, you're like the character actor at the end of the intro credits. "Introducing Freddie Wong."

**Freddie:** Yeah!

**Beth:** Wow, that's great, congrats!

**Jimmy:** I play the fictional father, Jodie Foster, on the show, Dungeons and Daddies. Jodie's dad fact today: he times himself internally every single time he gets into the car, and to basically how fast he can buckle his belt and put the key in the ignition, turn it on and just get ready to go.

**Freddie:** Wow.

**Will:** What's his best time?

**Matt:** What's his record?

**Jimmy:** Best time, jeez, let me imagine it, how fast you do it. Ready, and... start... go. [*one second pause*] That's it.

**Matt:** What?

**Jimmy:** He's ready, out the garage, the car is ready to go.

**Beth:** What was the time though, Jimmy?

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

**Beth:** My god, man.

**Will:** Jimmy had his eyes closed.

**Beth:** When will the lies end?

**Freddie:** What kind of fast-ass car starts up like that?

**Jimmy:** Okay, like, two and a half seconds.

**Freddie:** Two and a half seconds?

**Jimmy:** Two and a half seconds.

**Matt:** Damn.

**Will:** Do you think that Jodie Foster keeps his car in anything less than tip top shape? You've just got to breathe on it and that thing revs to life.

**Freddie:** Jodie Foster is one of those dads that's like a 3500 mile oil change, if you know what I'm saying.

[*chuckles*]

**Matt:** You know those radar signs that tell you how fast you're going? I feel like he has one next to his driveway so he knows how fast he's going when he's backing up, make sure he doesn't go anymore than five miles per hour.

**Beth:** I have one of those in my life, and it's always like, "Too fast, slow down." [*laughs*]

**Jimmy:** You know what, that’s— sometimes he does it with a cup of coffee one day, and then that becomes a special version of it because he has to juggle and put it in and then get it into the cup holder.

**Will:** Oh, yeah. Yeah, that's asterix, yeah. New game plus.

**Jimmy:** Yeah, it can add a whole second and a half.

**Matt:** Hey everybody, this is Matt Arnold. I play Darryl Wilson, a stay at home coach dad who becomes a barbarian when he enters a magical world of fantasy and whimsy and wonder, and dragons and dungeons...

[*laughter*]

**Matt:** ...and realms that are sometimes forgotten and sometimes remembered.

**Will:** Wow!

**Matt:** Since Glenn's in prison and we got cop dad, I thought we would take this time for Darryl to explore the 18 other senses that— no, I'm kidding.

**Beth:** Oh God.

**Will:** What are Darryl's favorite laws?

**Freddie:** Yeah, there you go.

**Will:** Let's start there.

**Beth:** Favorite amendments.

**Matt:** We're going to go down Darryl's relationship with the law. So I figured we would talk about the one time he went to a prison.

**Jimmy:** Ooh!

**Matt:** Darryl got pulled over for not having his blinker on when he changed lanes, kind of a bullshit ticket if you ask Matt, but Darryl definitely felt bad about it.

**Beth:** Fuck, no, Darryl drives a BMW, apparently.

[*laughter*]

**Matt:** He was distracted because he was trying to get ahead and help Grant with his homework, because he heard that Grant wanted to play Fortnite. So he was like—

**Darryl:** I'll help you with your homework in the car. So like, you can really get to that Fortnite as quickly as possible.

**Matt:** He forgot to buckle his seatbelt. And when the cop came over to give him a ticket he said, "Oh sir, your seatbelt is unbuckled." And Darryl lied and said—

**Darryl:** Oh no, I just unbuckled it when you came up to the car.

**Matt:** And the guy believed him. And Grant saw him, of course Grant did not give a fuck. Anyways, after he dropped off Grant he said—

**Darryl:** I'm going to have to miss dinner.

**Matt:** And he drove to the prison...

**Jimmy:** Oh, no.

**Matt:** He drove to the police station and said—

**Darryl:** Excuse me, I have lied. I was pulled over and I said I took off my seatbelt, but no, I didn't have my seatbelt, can somebody please give me a ticket, or do I go to jail? What do I need to do?

**Freddie:** He said, "Punish me, Daddy."

**Beth:** Oh, my goodness.

**Jimmy:** [*laughs*]

**Matt:** He said, "Punish me, Daddy." He said he had to go to highway patrol, Darryl didn't know where he was, he left. But yeah, that's the only time he's ever been in trouble with the police, is he tried to turn himself in for not wearing a seatbelt.

**Jimmy:** Self indicted.

**Freddie:** Okay, that's not him going to prison, let's just be clear.

**Matt:** Jail.

**Freddie:** That's not even him visiting a prison.

**Jimmy:** But that's how he tells the story.

**Matt:** That's how he tells the— yeah, in Darryl's mind.

**Anthony:** That’s the closest that a well-off white man will ever get to prison.

**Beth:** In what universe are you going to the state prison rather than the county jail?

[*laughter*]

**Matt:** He doesn't know the difference. He's just like—

**Darryl:** This is supposed to be jail, put me in here.

**Anthony:** This is the place from Oz.

**Matt:** [*laughs*] Yeah.

**Will:** Darryl drove to a state prison, yeah, and he was like, "I need to turn myself in," and the police are like, "That's not what this is."

[*laughter*]

**Will:** "But in cowboy movies it's the cops, and they got the jail in the background! Isn't that what the prison is?"

**Matt:** Yeah!

**Freddie:** Yeah! In the back!

**Will:** Hello everyone, I'm... Billy Campos, here on the podcast, Dungeons and—

**Anthony:** Woah...!

**Freddie:** Woah...!

**Matt:** Woah.

**Will:** What was the woah?

**Matt:** Billy Campos?

**Freddie:** Billy Campos?

**Will:** Well, yeah—

**Anthony:** That was a bigger shock to my system than not saying forgotten realms.

**Matt:** I hate Billy Campos.

**Anthony:** [*laughs*]

**Matt:** Where is Will Campos?

**Beth:** Will, who the fuck is Billy?

**Will:** We're just trying it out today.

**Beth:** I am so fucked up right now, I can not handle this.

**Will:** [*laughs*]

**Matt:** Yeah, I don't like it.

**Jimmy:** Yeah. Will has glasses on too, and he looks just strange.

**Beth:** It's really upsetting. Will, if you're really changing your, like, professional name to Billy, I support you, just you've got to tell me beforehand, I can't handle this.

[*laughter*]

**Matt:** No, I don't like it.

**Will:** I'm not, I just wanted to freak you guys out.

**Matt:** Billy Campos is the name that the parents say under their breath, like, "Wait, he's coming to the sleepover? Not Billy Campos."

[*laughter*]

**Jimmy:** [*laughing*] Oh, no!

**Will:** Dude, for real though, Billy is such a little kid trouble maker name, like—

**Matt:** Yeah, absolutely.

**Jimmy:** Yeah.

**Will:** You're absolutely right, you're absolutely right.

**Matt:** Yes.

**Will:** Anyway, I play the character, Henry Oak, on this podcast. On the 50th episode of this podcast!

**Anthony:** Oh shit!

**Freddie:** We're on number five zero, that's right, yeah!

**Will:** We made it to 50, congratulations, everybody. Here is Henry Oak's... well first of all, he's a geologist, he's a crunchy munchy granola eating, Birkenstock rocking, hippy nature druid dad. Here is Henry Oak's 50th dad fact. So I mentioned last time that Henry says something is “timey-wimey, like in *Sliders*.” I wanted to explain that. It's because when he does *Sliders* Night with Mercedes Oak-Garcia, what he doesn't realize is that on these San Dimas TV station that they watch *Sliders*, they do the “Sci-fi Friday” back to back double, and it's an episode of *Sliders*, followed by an episode of *Doctor Who*.

**Will:** And usually it's about halfway through Sliders that he goes into the kitchen and start making the sliders, and when he comes back, *Doctor Who*’s already started. So he thinks the Doctor is a member of the *Sliders* team.

**Jimmy:** Wow.

**Freddie:** [*laughs*]

**Will:** It's like a Garfield, U.S. Acres kind of scenario.

**Anthony:** [*loud laughing*]

**Freddie:** Oh shit!

**Will:** We're checking in with the Doctor, you know?

**Anthony:** Holy shit!

**Freddie:** Holy shit, what a pull.

**Anthony:** A *U.S. Acres* pull!

**Matt:** I can't believe you don't know the difference between the two shows, that's so sad. That's like walking in and your wife has changed, you're like, "I don't know, they're the same woman." They’re totally...

**Jimmy:** [*laughs*]

**Will:** It's like a different dimension! He was like, "Oh yeah, I guess they're checking in with this other guy." He probably thinks it's a sub-plot that's going to meet up with the main plot at some point.

**Matt:** Yeah, I was about to say, Henry must have the strangest idea of what... he's like, "Man, TV shows are weird nowadays, they're two hours long and there's totally new characters in the back half. But, y’know. I guess that's Netflix."

**Freddie:** And they change accents.

**Beth:** Hi, my name is Liz May... [*laughs*]

**Will:** Hey...!

[*dull, upset, groans*]

**Matt:** No.

**Anthony:** That's the worst!

**Beth:** Hi, I'm Beth May. I can't do it. [*sad*] I can't do it. [*normally*] I play Ron Stampler, emotionally detached step-father and rogue. Fun fact about Ron this week, I'm just going to recite all 50 of his dad— no, that'd be wild. I would be so mad at myself.

**Will:** If you could do that off the dome, I would be flabbergasted. That would be the whole episode.

**Beth:** I've actually alluded to this dad fact before, but just want to seal it into the canon, is that Ron has a diary. Or, as he refers to it, a journal. Manly journal. He's kept it ever since his father died, he, y’know, was handed it at some clinic, like, "This'll fix you, kid." Sort of situation, "Write it all down, sport."

**Freddie:** Has he been filling it out over the course of this adventure?

**Jimmy:** Yeah.

**Beth:** Yeah, obviously merchandise right there, options, hello. Sell it.

[*laughter*]

**Freddie:** It's like, The World According to Ron.

**Will:** Ron calls it live journaling, he doesn't know about the website, LiveJournal.

**Freddie:** Hey folks. It's ya boy, Ricky Wong.

**Will:** Hey!

**Anthony:** Oh my god!

**Matt:** What is going on?

**Anthony:** Oh! Ew! Oh!

**Matt:** What's happened?

**Jimmy:** That's like a porn star.

**Anthony:** I forgot that's part of the name.

**Freddie:** Yeah. Two roads diverged in a yellow wood. One said, "Freddie," the other on was, "Rick." Rick Wong.

**Jimmy:** Oh, my...

**Anthony:** Rick Wong...

**Freddie:** Rick Wong is an Asian porn star.

**Will:** Rick Wong is badass as hell.

**Anthony:** Rick Wong is the guy you call when you're in trouble. Freddie Wong is the guy that puts you in that trouble.

[*laughter*]

**Freddie:** Do you think I should switch to Rick Wong?

**Matt:** No.

**Anthony:** Yeah, why not?

**Beth:** I fucking dare you, Freddie. Fucking switch your name to Rick Wong, go ahead. God.

**Freddie:** I'm going to change my Twitter profile right now. I play Glenn Close, the bard rock, rock bard of the group. A good friend of everyone.

**Beth:** Friend of the pod.

**Freddie:** I figured out exactly how to dad facts now, this is the best. I just do the counter part to Jimmy's dad fact every time.

[*laughter*]

**Beth:** Nice.

**Freddie:** So Glenn also times himself. He times himself by doing that game where... and guys out there listening, you'll know this game. When you've got to pee real hard and you try to time your flush...

**Matt:** [*laughing*] I knew it was going to be pee as fa— I knew it. I knew it was going to be pee. Keep going, sorry.

[*laughter*]

**Freddie:** So, you pee and then you try and time the flush, and the timing of the flush to finish—

**Will:** Yup.

**Matt:** Yup.

**Freddie:** —as the last drops exist your penis.

[*laughter*]

**Matt:** Yep. And then your punishment is if you miss time it, and then the flush is done and you're still peeing, you have to flush twice.

**Jimmy:** [*laughing*] Why did you say it like that?

**Freddie:** You've got to flush twice, it's straight up a gambit with mother nature, dude.

**Mat:** Dude, I do that game.

**Will:** [*still laughing*]

**Freddie:** You and Gaia face off in the porcelain throne every time. And by the way, Glenn is so good at it, he nails it. His piss batting average is like, .8, .85, dude.

**Matt:** This is what video games did to us. Men would rather do games in the bathroom than have any moment alone with our thoughts. We can't do anything.

**Will:** I was just going to say, it's his K:P ratio. All right, anyway, that's it.

**Freddie:** [*hyena laughter*]

**Matt:** Oh God.

**Anthony:** I'm Tony Birch. You’re...

[*overlapping group “ooh”s*]

**Will:** Yeah!There we go!

**Jimmy:** That's out of *Sopranos*.

**Will:** Big Tony in the house!

**Freddie:** Tony Birch has an Italian restaurant.

**Anthony:** Tony Birch, your Dungeon Dad-dy. I guess my dad fact is that I'm a... Capricorn? I don't know. Uh, who cares.

**Beth:** Oh my God, same.

**Jimmy:** Are you a Capricorn? So your birthday was recently?

**Beth:** Oh my god.

**Anthony:** Yeah it was.

**Jimmy:** When was it?

**Anthony:** You'll never know.

**Beth:** January 12th.

**Anthony:** How the fuck do you know that?

**Beth:** Because my birthday is two days before yours.

**Anthony:** Oh, right, right, right, right, right, right, right, right, [*decreasing volume as Beth talks*] right, right, right, right, right, right, right, right, right, right, right, right.

**Beth:** Yeah, we're both Capricorns which means we're bad people. And that's okay.

**Anthony:** [*laughs*]Is that what that means?

**Jimmy:** No, you’re grounded... You guys are steadfast...

**Beth:** We're not.

**Jimmy:** Let's think of some positive words.

**Beth:** It's ambitious and bitchy.

**Anthony:** Yeah.

**Beth:** And they always say Buffy is a Capricorn. I'm like, "Yeah, nobody wants to be like Buffy, just a bitch all the time and under a lot of pressure."

[*laughter*]

**Jimmy:** Yeah, she does not have an easy life at all.

**Anthony:** Oh, boy.

[*intro music plays*]

**Anthony:** Okay, so last time we left this group, you were heading off to the Meth Bay Correctional Facility, because your old pal, Glenn, had been taken into custody for being a bad friend or a bad person, and is basically being held in their super max.

**Freddie:** Okay, okay, hold on, sorry. Can we get the charges right?

**Matt:** Yeah.

**Jimmy:** Yeah, he's banished forever from this game.

**Freddie:** I've literally seen this happen on Twitter where people are like, "Yeah, Glenn was a bad dude." Like, no.

**Anthony:** No, Glenn was a bad friend and a bad person.

**Freddie:** Good dude. Those were the charges...

**Matt:** A bad father. He was not declared a bad person.

**Anthony:** In this new reality—

**Beth:** Yeah.

**Anthony:** —that was never a thing because he was never a dad.

**Beth:** Yeah.

**Matt:** He was declared innocent of bad person.

**Will:** Oh, that's interesting, then, cause wait a second...

**Matt:** [*gasps*]

**Beth:** That should be a loophole, yeah...

**Matt:** You just gave us the case, we won!

[*laughter*]

**Will:** Yes, that's the loophole!

**Anthony:** Yeah.

**Jimmy:** Let's go.

**Will:** Holy shit.

**Jimmy:** Let's turn the chariot around.

**Will:** Holy shit, we got him. We got him.

**Jimmy:** We’re goin’ back.

**Matt:** Okay Anthony, we're at the— I talked to the judge, I tell him that, what you just said.

**Anthony:** He goes—

**Judge:** Uh, cool, don't care.

[*laughter*]

**Anthony:** This is exactly like the American justice system, I don't know how to tell you.

**Matt:** I come running back from my two day journey, I say—

**Darryl:** Guys, that loophole is not going to work.

**Anthony:** You were heading to the Meth Bay SuperMax and you left all the kids—save for Nicholas—with Walter The Immoral, and as always, Jo has joined you on this journey. As you head into Meth Bay, you once again clamp eyes on the crimson tower that is the Meth Bay SuperMax.

**Freddie:** Are they ferrying over? Because we've established that the Meth Bay Super Max is like, Erewhon Prison from *Face/Off*, right?

**Matt:** You just established that we're seeing it all from the distance.

**Anthony:** Yeah. You saw it in the distance. If you want to get there, you'll have to take a fairy there, yes.

**Beth:** Oh my God, like Alcatraz.

**Freddie:** [*chanting*] Boat content! Boat content! Yeah!

[*chuckles*]

**Jimmy:** We all get sea sick and puke, all right.

**Henry:** Gentlemen, before we head in, to this big, scary prison, I think we should figure out what our game plan is. Do we want to just say that we're friends with Glenn and we want to say hi to him? Maybe like, we're four criminal psychologists trying to solve a murder and we need the opinion of a bad dad as a consulting detective kind of thing?

**Darryl:** Hm...

**Ron:** I could be a hard hitting journalist and then I'll be like, "Why did you kill them? Why?

**Freddie:** [*loud laughter*]

**Henry:** That's really great.

**Darryl:** Jo, you're a cop. So what's the... any ideas?

**Jodie:** I mean, they may not even allow visitors, depending on how grave the charges are.

**Henry:** There's got to be an information desk at the prison, right? We can, y’know... Let's start there.

**Darryl:** All right.

**Henry:** But I think, let's keep who we are to ourselves in case we need to come up with a ruse for who we are.

**Ron:** I always keep who I am to myself.

**Henry:** Well, we've talked about that, Ron. That actually something— yeah, hopefully in more circumstances you feel comfortable opening up and being your true self.

**Ron:** Okay.

**Henry:** But right now, I do think we kinda need to, like— maybe I'll take a page out of Ron's book and play this one close to the chest.

**Darryl:** Henry, you can't just throw... we need to come up with new names?

**Anthony:** [*laughs*]

**Henry:** Oh, that's fun. Okay, so I'll be...

**Beth:** Billy Campos.

**Henry:** I'll be Billy Oak.

[*laughter*]

**Henry:** Mine— Wait, wait, no, Billy Elm. Billy Elm. Okay, yeah, Dr. Billy Elm. Matt, you can be—

**Will:** Not Matt— [*laughs*]

**Darryl:** Matt? That's a good name, that's a good name, Henry. I'll be Matt... Burch. Matt Burch.

**Henry:** Matt Birch. So Dr. Billy Elm, Matt Birch. Jodie, maybe you can be, uhm, maybe...

**Jodie:** Jodie...

**Darryl:** No, don't use your first name.

**Jodie:** Nurture!

**Henry:** Jodie Nurture...

**Anthony:** It's like another word for foster.

**Jodie:** It's like Foster, but—

**Henry:** Okay, yeah! Nurture!

**Beth:** That's beautiful.

**Anthony:** Nicholas is nodding.

**Nicholas:** [*a couple claps*]It was a good one, it's good.

**Anthony:** Nicholas is clapping.

**Darryl:** Joseph. That way you can still be Jo if you wanted, but Joseph Nurture.

**Jodie:** Joseph Nurture.

**Ron:** I'm going to be... Bart March.

**Henry:** Bart March.

[*laughter*]

**Freddie:** Bart March?

**Darryl:** Bart March.

**Freddie:** [*laughing*] Bart March? [*giddy laughing*]

**Henry:** All right. All right, gentlemen—

**Beth:** Meth Bay was taken!

**Freddie:** [*laughing*] Bart March!

**Henry:** Bart, Matt and Joseph, let's see what we can see.

**Darryl:** Wait, what’s Paeden? Paeden, what's your name, Buddy?

**Beth:** Fuck.

**Paeden:** You guys always forget about me!

**Darryl:** You were just on my head, you’re piggy back ride— I just forget you're up there all the time.

**Paeden:** I'm thinking my name is... Sylvester... Stallone!

[*Wong duo cackling*]

**Darryl:** Oh... Do you get those movies here?

**Paeden:** What's a movie?

**Ron:** I think that's a great name.

**Henry:** Wow, that's incredible.

**Jodie:** [*quietly*] Darryl, don't forget, we talked— past lives.

**Darryl:** That must be from my dad. My dad loved those Sly— [*laughing*] Sly Sylvester movies.

[*laughter*]

**Freddie:** Sly Sylvester!?

**Paeden:** That's what they're called, those Sly Sylvester Movies.

**Freddie:** Sly Sylvester movies!

**Paeden:** Yep.

**Freddie:** [*laughing*] What the fuck! Matt?

**Ron:** I can't believe your dad is a shitty taste.

**Anthony:** Holy shit.

**Matt:** You'll like the sly ones.

**Freddie:** [*still laughing, perhaps short for air*] Sly Sylvester! As Rambo. It's me, Sly Sylvester! I'm going to sneak around the [*laughing, perhaps crying*]

**Anthony:** [*squeaky voice*] Itsy bitsy be! You can't catch me, I'm Sly Sylvester!

[*ongoing* *group laugher quieted by lack of air* *intake*]

**Anthony:** [*squeaky voice*] I'm sneaking through!

**Freddie:** [*squeaky voice*] I'm going to cover myself in mud and kill this police officer! It's me, Sly! [*fades into breathless laughs*]

**Anthony:** Rocky, Rocky, you can't beat him in single combat, he's too strong!

**Anthony:** [*squeaky voice*]But I'm pretty sly though, I think I can sneak around his punches!

**Freddie:**  [*squeaky voice*] *Over the Top*, is a movie about tingling! Catch me!

[*breathless laughter still going*]

**Anthony:** [*squeaky voice*] *Stop or My Mom Will Shoot*, that one doesn't change at all, I'm still sly, though!

[laughter tapers off]

**Anthony:** Okay, so Nicholas goes—

**Nicholas:** My name will be...

**Darryl:** Oh yeah, Nick, you're here too.

**Nicholas:** Jodie Foster.

[*group laughter*]

**Henry:** Jodie Foster?

**Nicholas:** Yeah.

**Darryl:** Oh, Nick, you should probably pick... we're trying to pick names that's not associated with anybody in our group.

**Nicholas:** Uh... I don't think I have to listen to you.

**Will:** [*laughing*] Oh my God!

**Anthony:** He just kind of shrugs.

**Jodie:** You know, Darryl, he does have a point.

**Matt:** I lean over to Ron, I go—

**Darryl:** This new Nick sucks.

**Freddie:** [*laughs*]

**Darryl:** Y’think?

**Ron:** I don't like the way he looks at me, where I can see he's thinking about me bad. Yeah.

**Darryl:** All right, we gotta keep an eye on him, I don't like him.

**Beth:** [*quietly, half-laughing*]Fucking hate that kid.

**Darryl:** Little brat. Right, Paeden? Not like you up there, buddy.

**Paeden:** Nah..

**Matt:** I put my hand up for a high five.

**Anthony:** Paeden high fives, he goes—

**Paeden:** I fucking beat ass, this kid sucks.

[*group laughter*]

**Anthony:** But he says it too loud and Nicholas is like—

**Nicholas:** What? What was that? What were you guys talking about? Was that about me? Are you saying I suck?

**Darryl:** No, because your name is Jodie, we couldn't have been talking about you, could we? We were talking about somebody named Nick.

[*louder group laughter*]

**Will:** What!

**Jodie:** [*Jimmy laughing*]That's Nicholas to you, thank you.

**Henry:** Hey, woah, okay, all right. Let’s—

**Matt:** I just walk away before you respond, with Paeden on my shoulders. I just start walking towards the ferries.

**Ron:** To be fair, we don't think that Nick sucks at all. Nicholas sucks.

[*new burst of laughter*]

**Anthony:** Oh my God. Nicholas is like— he just keeps throwing his hands up and putting them down, like—

**Nicholas:** I told you, they're incredibly disrespectful, incredibly rude...

**Will:** Henry rushes up to Jodie and Nicholas—

**Henry:** I'm really sorry about them, they're just really tense right now. We're still coming down off of the last time we were here. Everyone’s... Nicholas, we all love you, you're a great kid. They're in a weird spot right now.

**Nicholas:** Hey, have you considered that you keep apologizing for them, is that enabling their behavior? I'm just throwing that out there. I don’t know.

**Henry:** Oh my gosh, am I enabling? Oh, jeez.

**Nicholas:** Not my place to say.

**Henry:** That's given me a lot to think about.

[*sounds of ocean waves and seagulls play and fade out under Anthony talking*]

**Anthony:** At the docks, you see four of the buffest, most beautiful women you have ever seen in your life. Like, their torsos are basically the size of the hood of a car, and they're just lifting weights just to pass the time. And as one of them turns around to do some pull ups, you see two little wings on the back just flitting a little bit, like, really, really, really, really fast. One of them sees you looking and turns around and goes—

**Freddie:** Those don't count. Those don’t count.

[*laughter*]

**Freddie:** You know what I'm saying? You cross-fit mother fuckers, you can’t— the kip-up pull ups, that don't count.

**Jimmy:** They're working out their wings.

**Anthony:** One of them turns around and sees you and goes—

**Fairy:** Hey, you want to hire a fairy?

[*group laughter*]

**Fairy:** What’s goin’ on, I can take you where you need to go, I can—

**Beth:** Oh my God.

[*clapping*]

**Fairy:** I can carry you over, you can just get on my shoulders and I'll take you wherever you need to go. Where we going? Where we going? Where we going?

**Anthony:** She cracks her neck.

**Henry:** Wow. Hello! We need to get to that prison over there. The Meth Bay SuperMax. So if you can—

**Darryl:** Are you a little flustered there, Henry?

**Henry:** [*stutters*]I am a little flustered!

[*laughter*]

**Henry:** I'm comfortable admitting that. You're all very impressive. We could, uh... we could use a ride. Darryl, start talking!

**Anthony:** She immediately pulls you into a friendly headlock under her arms. She goes—

**Fairy:** Ah!

**Anthony:** She gives you little nuggies and goes—

**Fairy:** Hey, I think this one is flustered.

**Henry:** Ah!

**Fairy:** You get a discount. I like this one.

**Jodie:** Oh, I'm flustered too, we’re all flustered!

**Darryl:** Oh great, yeah, hi, Darryl Wilson, nice... oh, what, Jodie?

**Jodie:** [*quietly*]I thought we weren't using our real names!

**Darryl:** Darryl Wilson... is a man that I would... if you happen to see, let us know. But I'm Matt Birch, nice to meet you.

**Fairy:** Nice to meet you.

**Anthony:** She puts out her hand for a handshake.

[*gasps*]

**Darryl:** Ooh, handshake.

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

**Freddie:** All right, roll Strength.

**Freddie:** Strength. Strength. Strength, strength; strength strength.

**Jimmy:** [*drawn out*] Oh yeah.

**Matt:** [*dice roll*] I rolled 13+3, 16.

**Anthony:** Ooh. You squeeze her hand just a little bit stronger than she squeezes yours. And she goes—

**Fairy:** Oh, strong boy.

**Beth:** I don't believe it, re-roll.

[*group laughter*]

**Fairy:** That's very impressive. So yeah.

**Darryl:** Oh thanks.

**Fairy:** Where are you headed? I can take you across the bay…?

**Darryl:** We've got to get to the prison I think, yeah, all of us. Yeah, across the bay.

**Fairy:** Oh, uh... well I don't go to the prison, they shoot at people…

**Darryl:** Oh.

**Henry:** Oh!

**Fairy:** Who get close to the prison, so that's got to be...

**Darryl:** How about visitors? We're just there to visit somebody.

**Fairy:** It's a super max, they don't usually allow visitors.

**Ron:** I thought that meant you had a super time, or something. When you go there. Maxfun.org.

[*group laughter*]

**Henry:** What can you—Why? First of all, what's your name?

**Antony:** The one who's talking you to, she goes—

**Chug:** My name is Chug Spudman.

**Anthony:** That name was given to us by Max Tague.

**Freddie:** Thanks, Max.

**Henry:** Hi, Chug. I'm Billy Elm. I was just wondering, what can you tell us about the prison? Y’know we're just curious individuals, these are my associates.

**Ron:** We're hard hitting investigators.

**Henry:** We're hard hitting investigators/clinical forensic psychologists and we're trying to learn more about the Meth Bay Super Max, so what can you tell us?

**Chug:** It's a pretty bad place. Once you go, you don't come back out. Well, with one exception. One guy escaped, if you can even consider it escaping. He died-ish on the way out. But yeah, it's the worst person you can pretty much imagine.

**Jodie:** You said a fellow escaped but they died.

**Chug:** Yes.

**Jodie:** We'd love more details as media journalists.

**Jimmy:** And I look at Henry and I wink.

**Will:** I give him a big thumbs up.

**Ron:** This one is going to blow Dirty John out of the water.

**Beth:** [*slips into laughter*]

[*laughter*]

**Will:** You know of Dirty John?

**Anthony:** That was his name!

**Will:** He got blown out of the water after he escaped from the prison!

**Chug:** I don't exactly know how he escaped, but he swam back to shore, but he was covered in burns. It was a couple of years back, it was the talk of the town because everybody thought, "Oh, nobody can escape the Meth Bay Super Max," and the judges and stuff tried to convince us that it was a hoax, and that he had just decided to dunk himself in there. But no, as far as we know, there is a way out but it involves getting extremely badly burned.

**Darryl:** Is there any way to just talk to anybody at the prison? They must get food there, people must...

**Henry:** Do they have catering?

**Darryl:** Yeah.

**Chug:** So the food gets brought in once a week on a barge which is just what you call three fairies holding hands, holding a bunch of food on their backs.

[*laughter*]

**Beth:** Aw.

**Chug:** Once a week there is a shift change where the guards will come back, they'll hang out on the mainland for a week. It's basically a week on, week off situation. Those are pretty well protected, the guards themselves are really well armed, and they tend to only allow fairies that they know pretty well handle those, to avoid any chicanery.

**Darryl:** Where do you ladies usually send people? Where do you usually carry people?

**Chug:** We go anywhere that the rivers connect to. So there are all kinds of places that we go, for example...

**Anthony:** Let me load them up...

**Chug:** They go to Cascada Falls...

**Anthony:** Which was sent in by Justin Wu.

**Chug:** We can go to the Golden Dragon Academy.

**Anthony:** Which was sent in by Michelle Grace.

**Chug:** Or we can go to that big old weird castle that sprouted up out of nowhere, that has a bunch of books and stuff etched into the sides.

[*sharp gasp*]

**Freddie:** Oh my God!

**Henry:** I'm sorry, what was that last one again?

**Chug:** The weird-ass castle that sprouted up out of nowhere a couple of months ago, something like that. Its parapets have books coming out of it. It has a weird book theme.

**Henry:** Oh, that sounds really fun, actually! That sounds like a cool fun li— Wait a second. Wait a second.

[*laughter*]

**Darryl:** Is that from the Deck of Many Thi—

**Henry:** Oh, well—

**Darryl:** Who got that?

**Paeden:** It was the Library. It was when you— You tricked the Library from drawing from it.

**Ron:** Oh yeah...

**Darryl:** It's probably our castle now, because he's dead.

**Beth:** Yeah, I don't really remember...

**Paeden:** Is that how that works?

**Beth:** Yeah.

[*laughter*]

**Darryl:** If I were to guess how property exchanges hands in this land... Fairies, you tell me: if somebody owns a castle and you kill them, who does the castle...?

**Chug:** Oh, your castle. That's your castle right then. That's yours.

**Jodie:** Hm.

**Darryl:** See, I thought so. That makes sense. Cool. So that's actually our castle. Matt Burch here, that's my castle.

**Chug:** Oh, great.

**Jodie:** All right. Matt.

**Chug:** Congratulations, Mr. Burch.

**Anthony:** Said no one ever.

**Darryl:** Yeah.

**Freddie:** [*pained laughs*] Aw!

**Anthony:** That's not even true. I don't even know why I said that. That's just my brand.

**Jimmy:** [*laughs*]

**Ron:** Maybe there's a shift change coming up, huh?

**Chug:** Yeah, there's actually a shift game happening tonight.

**Darryl:** Oh.

**Henry:** Oh, that's—

**Ron:** I would love to meet the people who are going in, y’know? Just sort of get to know them.

**Chug:** If you want to talk to somebody who works at the prison, like I said, they're probably at that bar over there around the corner, the one with the frog symbol or whatever. I don't go into there.

**Anthony:** As she points around the corner, you can hook your head a little bit and see the telltale sign of a Bull-E-Wugs franchise.

**Freddie:** Hell yes. I love it. Every single fucking time, dude.

**Darryl:** Alright.

**Henry:** It feels like, if we can get in with these guards, then maybe we can get in pretending to be guards or something like that. So, here's what I think we could do. What if we pretend to be... talent scouts looking for new guards to guard our big book castle? We're like, "We work for the guy who owns Book Castle and he's looking for some—"

**Freddie:** Jeff Bezos.

**Henry:** Jeff Bezos. [*short laugh*] "...and he's looking for some tough buff guards." And then maybe we send them over to the castle for a job interview. And while they're out of town, we slip in and we're like, "Oh, you're short four guys. Well, hey, we're really great guard guys. We got a reference from Jeff Bezos, the guy at Book Castle!" And we show that and we get in as new guards. And then we're in and we're guards, right? That feels like that could work.

**Darryl:** Wouldn't it be better just to be Jeff Bezos in that situation? Couldn't we just say we're Jeff Bezos?

**Henry:** I mean,what is Jeff Bezos doing hiring guards himself? You know what I mean? That's—

**Darryl:** He can do whatever he wants.

**Ron:** Guys, I'm getting kind of bored and thirsty, so I'm going to go into the Bull-E-Wugs.

**Darryl:** Are you just going to go get a drink there? What do you want to do?

**Beth:** Ron is already gone.

**Henry:** Oh— oh, Ron's heading in.

**Jimmy:** Everyone before we get to the tavern door and I go—

**Jodie:** Hey, I know Ron's in there, but real quick, I— this place, it doesn't bring him great memories because of... what happened...

**Jimmy:** And I sort of like gesture towards Nicolas.

**Henry:** What do you... What happened?

**Jodie:** When Glenn just shoved him in there.

**Darryl:** Glenn shoved him in there?

**Henry:** Glenn shoved Nick? What happened? I can't remember... We've been in here so long.

**Anthony:** Nicolas sighs and rolls his eyes, and he goes—

**Nicholas:** Glenn thought that he could make a lot of money because I'm clearly really good at soccer. And he thought I could go in there and make him a bunch of money, so he encouraged me to go fight. And, I said— He told me that Jo wanted me to...

**Freddie:** 100%, in this scenario, Glenn would bet even harder because there's no way Nicolas doesn't know fucking Krav Maga.

[*laughter*]

**Nicholas:** Yeah, Glenn told me that it would make dad happy if I came back with a trophy. I love getting trophies for my pops. So... I went in there with Glenn and tried to fight Paeden. And I did win because I'm very good at fighting, but...

**Henry:** That's right, now I... Well, Nicolas, if you want to stay outside, that's totally yeet as they say, that's very cool.

**Jodie:** Why don't him and Paeden just hang out here?

**Freddie:** That's very yeet?

**Jodie:** They're about the same age... Actually, I don't really know Paeden's real age with the extra facts, but they look the same age.

**Matt:** I'm picking Paeden off my shoulders, because he was riding piggyback, and I feel like he's literally like trying to run into the place and I'm like—

**Darryl:** Yeah, I think we should kind of keep him out of here. Paeden, you can't really be trusted in there, buddy. Can you just stay here with Nick?

**Paeden:** But—! This is my environment, this is where I was raised up! I can teach you everything you need to know about how the ins and outs and the ups and the downs!

**Darryl:** Paeden, here's the thing though, we all got to pretend who we're not. And you know and I know you're a fighter, right?

**Paeden:** You're right. Sly Sylvester will stay on the sly.

**Darryl:** There's no way you could go in there and not be a fighter.

**Paeden:** You're right, you're right.

**Darryl:** So, I'm sorry, buddy. But you gotta stay here for the sake of this mission.

**Jodie:** And most important Paeden, if anyone unsavory wants to come in here and might change things up, we know we can count on you to keep us safe.

**Paeden:** Okay. That seems like a lot on old Paeden's shoulders, but I'll do the best I can.

[*laughter*]

**Matt:** I guess I walk into the place.

**Will:** Yeah, we step into the bar.

[*sounds of a crowd cheering and people talking play and fade out under Anthony taking; in this a boxing fight bell rings*]

**Anthony:** As you open the Western-style doors into the Bull-E-Wugs, you're greeted with a familiar sight. Bull-E-Wugs is the same, no matter where you go. You can see that in the far corner there are two children beating the tar out of each other and in a variety of booths surrounding the big old orphan fighting ring, you see people delighting in the myriad pleasures of deep fried snack food and buffalo wings and chicken tendies and so on and so forth.

**Freddie:** Aarakocra wings.

**Anthony:** Amongst all those, you see three people covered in armor, so much so that you can barely see slits in the helms that they're wearing, and they are just shoving tater tots into those slits that are kind of getting decimated by the slits as they go in.

**Beth:** Oh no...

**Anthony:** Like, most of the fun crispy part is getting like sloughed off as they go in.

**Freddie:** Aw man, that sucks.

**Beth:** Aw...

**Matt:** Oh, no.

**Will:** Oh no, just the mushy part of the tot?

**Anthony:** Yeah, they're just getting mushy tots.

**Will:** Damn.

**Anthony:** But yeah, you can see those three people are talking to each other.

**Beth:** I think Ron has already sidled up at the bar next to these three guards and Ron looks at the bartenders, he's like—

**Ron:** I'll have what they're having. Each, like— ‘cause I'll take three, because there's three of them and there's one of me. So, I'll have what they're having together.

**Anthony:** So, the bartender nods sharply and then hands you three buckets of tater tots.

**Darryl:** Thanks Ron.

**Matt:** Darryl slides in next to Ron and just starts eating.

**Jimmy:** Yeah, we all slide up.

**Beth**: Ron sips the tater tot bucket, like it's a drink.

**Anthony:** So, tater tots hit your lips, but don't go in.

**Beth:** Yeah, that's exactly what happens.

**Ron:** So, uh... I noticed you guys are eating tater tots. Eh... I'm a businessman myself.

[*laughter*]

**Freddie:** [*laughing*] What?

**Darryl:** [*whispering*] Say you have a castle!

**Jodie:** [*whispering*] Ask them about their job.

**Ron:** Anyways, yeah, I'm a businessman and my name is Bard March. I also have a podcast investigation. Uh...

**Darryl:** Bard March? You're the guy with that big castle! Wow, I can't believe I'm sitting next to Bard March, the big businessman and podcaster with that huge castle!

**Jodie:** I heard his real name is Bartholomew!

**Beth:** I give them both like a thumbs up, like see—

**Anthony:** Matt or Beth roll Perception. Actually, both of you.

**Matt:** [*dice roll*] It's a 15-1, 14.

**Beth:** [*dice roll*] I got 17 plus 0.

**Anthony:** Okay. Well 17'll do it. So, one of the knights turns over to you, its visor, like, moves up a little bit, almost like an eyebrow raise.

[*laughter*]

**Anthony:** And you hear a voice from inside it go—

**Knight:** Oh, you're the one with that big old castle, eh? It's right beautiful, innit? So, you just built it out of nowhere. How'd you do that?

**Ron:** Well, a businessman never reveals his, uh... business.

**Knight:** Okay, fine!

**Anthony:** And then she goes back to eating tater tots.

[*group laughter*]

**Ron:** But on this auspicious evening I might make an exception.

**Knight:** Oh!

**Anthony:** She stops mid-tot.

**Beth:** Ron is, at this point, kind of looking to the dads while talking because he's lost all confidence with what he’s saying.

**Ron:** So, you like guarding things, right?

[*laughter*]

**Ron:** You like the castle. That would be a good thing to guard. If you wanted.

**Glenn:** [*with ghostly reverb*] Offer them money...!

**Beth:** Ron hears it is his mind. Like Glenn's voice being like, "Offer them money." I'm like— [*laughing*] Okay.

**Ron:** Would you like money?

[*laughter*]

**Anthony:** The lead guard lady cocks her head and goes—

**Knight:** Yes, money's great. It's the only reason I took this shit ass job at the Meth Bay Correctional Facility. I do not enjoy it in the slightest, but we all got student loans to pay, and I just... I don't know what to tell you.

**Henry:** Well, that's where I come in.

**Will:** And Henry does a bit of a Don Draper swagger as he steps up, and he says—

**Henry:** Hello there, Billy Elm, nice to meet you. I'm an associate and liaison for Mr. March. I run his financial affairs. And we would like to extend a generous offer to you and your associates to become guards at the Book Castle, which is the name of the castle that is the one that he owns.

**Anthony:** Why don't you roll Persuasion? Because you do, to some extent, have a legal claim on Book Castle.

**Beth:** If it is ever called something else, I will quit the podcast. I only want it to be Book Castle.

[*laughter*]

**Matt:** I mean, it's yours. We're saying that's your castle, so it's Book Castle.

**Beth:** Book Castle.

**Will:** [*dice roll*] I got an 18.

**Anthony:** The lead guard goes—

**Knight:** Okay, okay. Alright. Well, you're going to have to match a pretty hefty fee if you're going to try to steal us away from our current employment.

**Ron:** Actually, I've got a pretty good idea about that. Maybe if you took us to your current employer, we could take a look at what you do and then make you not do as much.

**Knight:** So, your argument is you, who are trying to poach me from my current job, I should take you to my current job and allow you to look at everything that's going on in my current job, while my other employees and my boss can see you. And then maybe you'll hire me on after that. That's what's to be done?

**Matt:** Darryl slips in behind them and goes—

**Darryl:** Hey, can I just talk to you for a sec?

**Ron:** Yeah, sure.

**Henry:** Excuse us one moment.

**Darryl:** No, I'm talking to the three guards.

**Knight:** Yes, please, go ahead.

**Darryl:** [*quietly*] Hey, I know I just met you, but man, don't blow this!

[*group laughter*]

**Darryl:**  I was just listening to his podcast and this guy's rich. And he said all he wants is a bunch of guards because he's got a ton of money and he's just scared of it. He's a sap and he's got all the money in the world. It's going to be so easy. I think he's just kind of awkward. I think take him for all he's worth, man. I'm afraid you're going to blow this. And you know, I don't have a great job myself. If I had an opportunity like you guys that'd be fantastic. But yeah!

**Anthony:** So, you have to roll Deception because that is a straight up lie.

**Matt:** [*dice roll*] I got 12. Unless you want to give me a advantage for such a good idea.

**Anthony:** Well, they watched you come in with the person who's currently trying to sell them on this. So, you should be thanking your lucky stars that I didn't give you disadvantage.

**Matt:** Okay, fair enough.

**Anthony:** The lead guard goes—

**Knight:** Well, if it's such an incredible job, then why haven't you taken it, my bruv?

**Darryl:** You're right. Sir, can I be a guard? I'll take it, I want all the money in the world.

**Jimmy:** And then I'm going to quickly stand up, seeing what's happening, and go like—

**Jodie:** I want to be a guard too. I used to work in policing and I know this is the best paying job ever. That's why I'm here. I followed you.

**Knight:** I saw both of you come in with the money man. So...

**Henry:** Allow me to explain. Both of these men have been fired from their position.

[*laughter*]

**Henry:** Both of them weren't quite material. And they've been trying to get their jobs back ever since, because this is the best job that's ever happened to them. And you should do the thing my boss said, because you know what Mr. March values over anything? Is determination and devotion. He wants to see you burn that bridge because he knows that when you come work for him, you're going to be [*stutters*] Forget about it. This is very good.

**Anthony:** Roll Deception.

**Will:** [*dice roll*] I got a 3.

**Freddie:** Damn, this is... you need Glenn for this so bad you guys.

**Anthony:** The knight looks to her two friends, flicks a head at you, they look at you and they look back at her and they shake their heads, and she nods. And she stands up and, with one swift movement, upper cuts Ron under the jaw with her fist.

**Beth:** Oh my God.

**Jimmy:** Woah...

**Anthony:** And the reason I'm not asking what your AC is because she rolled at 19. So, Ron, you're going to go ahead and take [*laughter*] 13 damage.

**Beth:** Oh my God.

**Anthony:** And you're knocked prone onto the ground.

**Freddie:** Woof.

**Anthony:** And she says—

**Matt:** Is this the first time we've talked ourselves into combat?

[*laughter*]

**Anthony:** Yeah.

**Freddie:** Yeah!

**Jimmy:** Yeah, I think so. I mean we just...

**Beth:** Dammit.

**Matt:** Anthony always sets up combat, and we talk ourselves out of it.

**Beth:** Dammit.

**Anthony:** The knight's goes—

**Knight:** I see what's going on here. You're trying to do some shenanigans to try to get into the super max or something like that. I could see straight through your ruse.

**Anthony:** And they draw swords that crackle with electricity and it is time to roll for initiative.

**Freddie:** Yo!

**Matt:** Damn.

[*ad break*]

**Matt:** We're about to fight guards in a pub?

**Beth:** This is not what I wanted to do.

**Matt:** 50 episodes in? This is like...

**Jimmy:** This is like episode one of most D&D podcasts.

**Beth:** I use my Uncanny Dodge reaction to have the knight’s attack on me.

[*gasps*]

**Will:** Oh shit...!

**Beth:** Uh oh.

**Anthony:** I got to be frank, I don't like the impact that that Jimmy is having on this group. I don't like that you're all...

[*laughter*]

**Jimmy:** More ways for us to fuck with you. I'm sorry, Anthony.

**Beth:** Uh oh, she learned how to read.

**Will:** Oh no!

**Beth:** I think that Ron just becomes a small, little toad of a person and just scrunches up like a bullywug and then drops to the floor.

**Anthony:** That's great. That happens.

**Matt:** Okay, so we all roll initiative?

**Anthony:** Yes you do. [*dice roll*] Unfortunately, the bad guy's got a natural 20.

**Beth:** Oh no.

**Matt:** [*dice roll*] Damn, I got a 19+1,

**Jimmy:** [*dice roll*] I rolled a 19.

**Will:** [*dice roll*] I got a 20.

**Jimmy:** Oh!

**Beth:** [*dice roll*] I got a 10.

**Anthony:** The guards are going to go take their turn first. The one who hit Ron is going to raise her sword and then cleave the next nearest person to her, which was Darryl. All three are going to attack you. [*three sequential dice rolls*] Two of them hit you, one of them doesn't, so you take... [*dice roll*] Oh…! No, that's bad. You take 45 damage.

**Will:** What?

**Matt:** Mm!

**Anthony:** The sword that they do, it does the regular sword damage, which is just 1d6+3. And then they get 4d8s lightning damage. That's their entire turn though. Now it is up to y'all.

**Matt:** When they hit me, in response I'm going to use Stone's Endurance...

**Anthony:** Okay.

**Matt:** ...or as Darryl likes to call it, the Rudy Spirit. Just get up Rudy, just stay with it. I reduce my damage by 1d12+3. So...

**Anthony:** Great.

**Matt:** [*dice roll*] I rolled a 1!

**Anthony:** Oh no.

**Matt:** ...so I reduce my damage by 4!

**Freddie:** Aw...

**Will:** There you go.

**Anthony:** That's something.

**Will:** Rudy, Rudy, Rudy!

**Matt:** Rudy didn't do shit in that movie, honestly.

[*laughter*]

**Matt:** All right, I'm at 64, I'm a big boy.

**Anthony:** Chunky, chunky. Okay, so the next person up is... Henry.

**Will:** Henry! Seeing Darryl get pretty darn well shellacked and being very afraid of what's going on and wanting to end this as quickly as possible, thinks back to a spell he learned as a young druid boy. One of the first spells they teach you, when your parents want you to make some tea, some herbal tea, and there's no fire because it's raining outside, they teach you a little spell called Heat Metal.

**Freddie:** Oh! Shit!

**Anthony:** Ooh...

**Will:** So, I am going to go ahead, because they've got big lightening, lightsaber swords, I am going to use my fifth level Heat Metal spell.

**Jimmy:** Woah!

**Will:** And I'm going to touch the armor of one of the guards.

**Anthony:** That's awesome.

**Will:** They have to make a Dex save of 17.

**Anthony:** [*laughter*]She gets a 5!

**Will:** Ooh!

**Anthony:** Her armor begins to get hotter and hotter. You can feel the heat radiating off of the metal. You can see steam beginning to rise from inside of the suit, and soon it is red hot. And you hear a sound that initially sounds like a normal person screaming in pain, but then it becomes something else, and you hear a gurgling and a bubbling, and you see a black liquid from inside the suit of armor, beginning to froth and bubble up out of the visor. And this sentient liquid is trying to get out of the visor.

**Jimmy:** Whoa...!

**Beth:** Oh God.

**Will:** Oh!

**Anthony:** But it's going to spend its entire next turn trying to do that.

**Beth:** From the ground, Ron says—

**Ron:** We told you this employment opportunity was smoking hot!

[*laughter*]

**Will:** I say—

**Henry:** Hey, we still can—! We don't have to fight! Come on, this is... We're still figuring it out! Look we lied, we're really trying to get in there to help our friend! Can you help us help our friend? We'll be cool about it. You said you don't like your job! You can quit your job right now. You can quit your job. Just walk away.

**Anthony:** Doesn't sound like you're trying to intimidate them, it sounds like you're trying to persuade them. So, give me a Persuasion roll. With disadvantage because you did attack them.

**Will:** [*dice roll*] Well, I got an natural one for the first 1, so I'm going to go ahead and assume that I didn't persuade them.

**Anthony:** No, you just see the two remaining visors, just turn like Robocop and—*zz, gchck*—lock eyes with you.

**Freddie:** Uh oh.

**Anthony:** All right, Darryl, it is now your turn.

**Matt:** Darryl invokes Rage, because he got half of his life beaten out of him.

**Jimmy:** Geez.

**Matt:** Darryl's going to lift up two of the stools and dual wield two bar stools.

**Will:** It sounds like it's time for some bar stool sports. Am I right? Am I right?

[*laughter*]

**Jimmy:** Oh no.

**Will:** Any jocks listening? ...Any jocks? I know jock stuff.

**Anthony:** Somebody befriend Will. He's very lonely on this podcast!

**Matt:** Darryl's going to whack the one that... Actually no, he's going to go for the back most one.

**Anthony:** Okay.

**Will:** Does Darryl say, “it's time for a stool sample”? When he hits them?

**Beth:** Nice.

**Jimmy:** Oh my lord.

**Freddie:** What happened to our dad joke modifiers?

**Beth:** We stopped being...

**Matt:** We gave up on them.

**Beth:** ...good at them.

**Anthony:** I think you've done them so much now, I think they've become such a part of who you are, that now when you do them, you can heal a d4 of damage.

**Beth:** That's beautiful.

**Jimmy:** Wow.

**Matt:** I say—

**Darryl:** Another word for poo is stool.

**Matt:** And then I...

**Anthony:** Okay, so that one doesn't count. You take another d4 of damage.

[*group laughter*]

**Freddie:** Yes! Yes!

**Matt:** That was a very postmodern anti-comedy sort of joke, but I...

**Will:** It's a weird Twitter joke.

**Anthony:** Take another d4 of damage.

**Matt:** [*dice roll*] I took 3 damage.

**Jimmy:** You just cough out blood trying to get a dad joke out.

**Beth:** Oh God.

**Matt:** Darryl, as he's about to swing that stool and he says that terrible line, he winces—

**Darryl:** I hope nobody heard that.

**Matt:** And psychically takes 3 damage. And I bludgeon the back most one, twice with a stool. [*dice roll*] I got natural 20.

**Anthony:** You critted.

**Matt:** Nice.

**Anthony:** So go ahead and roll your damage twice. Let's say it's a d12. It's a heavy stool.

**Matt:** Oof. Nice.

**Freddie:** Yeah, they only do nice furniture at Bull-E-Wugs, come on.

**Matt:** [*dice roll*] So, 11 and the second hit… [*dice roll*] 6+3, so 9.

**Anthony:** So, 20.

**Matt:** I'm going to attack again, and I scream—

**Darryl:** Laugh at my joke, dammit. Stool!

**Matt:** And I swing again.

**Will:** Sounds like you got some bloody stools there. All right, I'm done.

**Freddie:** Okay, okay, okay.

**Jimmy:** Oh boy.

**Matt:** [*dice roll*] So, I rolled a nine plus seven, so 16 for the AC there.

**Anthony:** Will not quite cut it. Their armor is a little bit too nice. It just *boink* and donks off the armor of the third person.

**Matt:** Okay. Well I'm going to use my Tavern Brawler Grapple, which is when I use an improvised weapon, I can use a bonus attempt to attempt to grapple. So, I feel like I smash the stool down, it doesn't do any damage, but now I'm just using it to like pin them by the neck with the stool.

**Anthony:** Oh cool. That looks great. Yeah, go ahead and just roll a Strength check.

**Matt:** [*dice roll*] 17+7. So, 24.

**Anthony:** So, as this thing is—

**Knight:** Ahahahahah!

**Anthony:** You just grab it by the scruff of its armor and then just slam it down on the ground with the stool. The legs of the stool are pinning it to the ground.

**Matt:** I just sit on it, actually.

**Will:** Wow.

**Matt:** I just sit on top of the stool now.

**Anthony:** Great.

**Matt:** Just chilling. I started drinking, like I'm super chill. That's my grapple.

**Anthony:** Jodie, it is your turn.

**Jimmy:** Do I sense if the armor that they have on has any magic?

**Anthony:** You can either cast Detect Magic and I'll let you know exactly what it is, otherwise you're just going to have to do an Arcana check.

**Jimmy:** I'll cast Detect Magic. So, it's within 30 feet.

**Anthony:** Okay, great.

**Will:** Is this like you've got Cop Nose and you can smell of someone's been smoking reefers or something like that?

**Freddie:** Yeah, magic in our world is just the smell of drugs.

**Jimmy:** He's also a highway cop, so he's kind of a wannabe.

**Anthony:** You not only detect the aura around it, but because you used the spell, you can also tell that this armor gives further articulation to the creature inside of it. They're basically like mugs that you can pour an amorphous, blobby creature into, and it strengthens them and gives them form in such a way that they can control the armor from within kind of like a human size mech, essentially.

**Jimmy:** I do the cop thing where I put up a hand and then I put my hand on where my pistol is, but I'm not actually... I'm just sort of like doing the action. And I'm going to yell for them to stand down. And I'm casting Dispel Magic, which is a third level spell.

**Anthony:** Oh shit.

**Jimmy:** So, I'm going to choose one creature, object, or magical effect within range and any spell of third level or lower ends. And then if there's a fourth level or higher, then you have to make an ability check.

**Freddie:** Can you cast two spells in one turn?

**Anthony:** I am going to allow Detect Magic just because it's going to soak up one of your spell slots, A, and then, B, I don't mind it as a bonus action because it's just for additional intelligence on what's going on.

**Freddie:** Okay.

**Anthony:** It's a little house rule we're going to do. If your spell's not cool, then you get to do another one.

[*laughter*]

**Beth:** I love that. I love that for us.

**Matt:** Jimmy, the only spell you should be casting is a tiny explosive charge in the middle of a copper shell that blasts a piece of lead.

[*laughter*]

**Anthony:** It should come from a magic wand that looks like a gun with the words Glock 19 on the side.

**Jimmy:** [*laughs*] I'm trying to deescalate the situation here.

**Matt:** Okay.

**Beth:** But can you imagine saying, "Do you feel lucky punk," but it's lucky because you have to roll for it. That's pretty funny, I think.

[*laughter*]

**Jimmy:** Y’know what I'm doing this to the one that Darryl hasn't been trying to clobber with the stools. So, there's one remaining, right?

**Anthony:** So, there's one that's in charge, there's one that's being sat on, and there's one that's currently burning.

**Beth:** Ah, my three exes.

[*laughter*]

**Anthony:** The three exes you meet in heaven.

**Beth:** Yeah.

**Jimmy:** So, I'll do this to the one in charge.

**Anthony:** Okay.

**Jimmy:** Because that one's still standing.

**Anthony:** Okay. Give me an ability check then.

**Will:** First combat roll on the podcast, Jimmy, let's go.

**Jimmy:** I know.

**Beth:** Wow.

**Jimmy:** [*quick, motivating, breaths of anticipation*]

**Matt:** Jimmy, let me give you a little advice of a veteran here, you can just say whatever number you want.

[*group laughter*]

**Jimmy:** [*dice roll*] I rolled a 17!

**Will:** Ooh!

**Matt:** All right.

**Jimmy:** 16, sorry. Minus 1, 16.

**Anthony:** Oh, well then it doesn't happen. No, okay, so at the second you touch this thing, you hear that like a [*fart noise*].

**Matt:** [*laugh*] Ugh.

**Anthony:** And suddenly the entire apparatus that is the symbiotic relationship between this goo and this armor, all of a sudden, it just goes completely still and silent and stops moving and it goes—[*creaking sound*] *ksh*—and falls onto the ground. And the black goo just begins to like—[*tongue waggling noise*]—it's way out of the visor. And it just starts crawling out of the armor and just sort of splats onto its chest, just sort of sitting there just undulating. So, it's basically out of the combat.

**Henry:** Ron, tell me you didn't eat those tater tots?

**Anthony:** [*laughs*]

**Ron:** Um... Uh...

**Beth:** [*laughs*]

**Anthony:** All right, Ron, it is your turn.

**Beth:** So basically, two down one to go, right?

**Anthony:** Pretty much.

**Beth:** Okay. The third one is relatively unharmed?

**Anthony:** She's completely unharmed, she's just pinned by Matt Burch.

**Beth:** Fabulous. Okay. So... you know how Bull-E-Wugs are like Chuck E. Cheeses?

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

**Beth:** And you know how Chuck E. Cheeses have those picture stands? Like where you hop in and there's like Polaroids that you get?

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

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

**Beth:** I would like to... [*laughs*]

[*nervous laughter*]

**Beth:** ...try to have Ron help Jodie pull this third guy into a photo booth and then threaten to show it to his employer. And maybe we...

[*laughter*]

**Jimmy:** Oh!

**Beth:** Yeah, and maybe we can get him to take us there.

**Anthony:** Okay.

**Freddie:** So, you're going to a compromising photo of one of the guards...

**Beth:** Yes.

**Freddie:** ...in a selfie photo booth.

**Anthony:** Okay.

**Beth:** Or maybe—

**Matt:** It's like a sketch artist? It's a sketch artist.

**Beth:** Yeah, maybe we'll get a sketch—

**Jimmy:** What about of good old Matt Burch sitting on him and clearly defeating him, one of the best guard?

**Freddie:** Oh yeah.

**Matt:** Yeah.

**Beth:** Yes. Okay, Ron goes over to a sketch artist...

[*laughter*]

**Beth:** I'm assuming that sketch artists are as good as photographs in this world.

**Anthony:** Well, the picture booth is a booth with a little curtain for privacy. And on one side of the curtain, you can see a big glass box with a goblin inside just drawing really, really, really fast. And then, it basically just tosses the finished drawing out of its little goblin hole to the people who pay for it. They put in money and he throws out the drawing.

**Matt:** Yeah, there's actually two people behind the glass. There's the goblin that draws and they pass it to a notary who signs this thing, saying this is indeed true, as a witness...

[*laughter*]

**Will:** Yes, I was going to say, you got to notarize it.

**Matt:** Yeah, that this sketch it true.

**Anthony:** Okay, sure, that happens. Yes.

**Matt:** What are their names? What are these two goblins? I love these two goblins that work together in this tiny booth.

**Anthony:** Okay.

**Matt:** They're just like buddies.

**Jimmy:** Amazing.

**Matt:** One's the artist, the other is a bureaucrat, and they just hang out all day.

**Anthony:** The one that's drawing, you can see that she's got a name tag on. This is Gigi McPhee. That's from Eva Wang.

[*laughter*]

**Anthony:** Thank you, Ava. And then the notary, she flips her orcish hair back... It's a very weirdly shaped cabinet because it's got a small goblin and a big orc and they've both encased in glass. And the orc notary also has a name tag on her lapel. This is Zoot Pilsnitch, which is from Sterling Rickabaugh.

**Beth:** Ron stands up and kind of dusts himself off and he very confidently marches over to the sketching booth thing. And he hands, uh... five gold to the—

**Anthony:** The goblin immediately goes—

**Gigi:** Oh my God, I can retire!

[*group laughter*]

**Anthony:** And breaks the glass and starts running.

**Ron:** Oh, wait! Uh—

**Matt:** We try to grab the goblin.

**Anthony:** Yeah, let's say he's trying to get away so somebody get me a Reflex, or a Dexterity roll to see if you can grab the goblin.

**Beth:** [*dice roll*] I rolled a 13 Dex and I've +7 because I'm just wiley.

**Anthony:** Whoa!

**Matt:** Whoa.

**Jimmy:** Whoa.

**Anthony:** Okay, so Ron, with your 20 you effortlessly pluck the goblin out of the air.

**Beth:** And then I turn around really quick and be like—

**Ron:** Didn't that look so cool? I just grabbed him right out of the air.

**Darryl:** It was so fast!

**Jodie:** Nice, good job. Yeah, yeah, great.

**Henry:** It was very cool, Ron, it was super cool. That was amazing.

**Anthony:** Paeden pokes his head in, and goes—

**Paeden:** It was really cool. I was watching from back here too, it was really great.

**Ron:** Thanks, Paeden. Okay, so how much sketching would this amount get us?

**Gigi:** [*frantic grunts*]Whatever you wish. That is more than sufficient for an average drawing. Please, thank you!

**Ron:** Okay, so...

**Beth:** And I look around at the other dads—

**Ron:** Maybe four sketches, quick, something like that. We can have multiple...

[*laughter*]

**Henry:** Yeah, let's do a silly one and then we'll do a serious one.

**Darryl:** We do one of each of us on this guy, like we all beat him.

**Ron:** Yeah. We all looked up—

**Freddie:** Like a sequence, like a little comic strip.

**Ron**: You guys are the artists, I give you artistic liberty, but basically my...

**Henry:** Just have fun with it.

**Gigi:** Just have fun with it? Yeah, I'll just have fun with it!

**Darryl:** Maybe they're holding a sign that says, "I'm a bad guard."

**Ron:** Yeah. Okay.

**Beth:** And so—

**Matt:** That’s pretty straight forward.

**Beth:** And so yeah, let's do that.

**Gigi:** Okie dokie. Let's take you first man who gave me the gold. So go ahead and take whatever pose you like. What pose are you going to do on top of this poor guard?

**Matt:** Does this guard try to fight this?

**Anthony:** [*dice roll*]Yeah. I had a roll for Strength and she got a 2. She is pathetically, just like—

**Knight:** [*grunts*]

**Anthony:** —underneath your stool. She cannot do anything.

**Beth:** [*laughing*] I think that Ron is doing a bad YouTuber thumbnail clickbait, where it's like—

[*group laughter*]

**Beth:** "That shocked me." That shocked face. That shocked expression, holding your face, like, "You won't believe what happened in this Bull-E-Wugs"

**Matt:** Epic guard fail!

**Anthony:** Epic guard fail, parentheses emotional.

**Freddie:** Parentheses, gone sexual.

**Anthony:** Okay so—

**Beth:** "We walked into a Bull-E-Wugs and you won't believe what happened next!"

[*laughter*]

**Anthony:** So, the goblin scribbles—

**Gigi:** Ah yes, yes, yes, yes!

**Anthony:** And then scribbles really, really fast. And then it flips it and turns it on you. And you can see that she is basically drawn exactly what you were doing, but she's enhanced the size of your eyes and your mouth just a little bit—

**Freddie:** [*loud laughing*]

**Anthony:** —to make it a little bit inhuman because that really pulls in a few more clicks.

**Beth:** Yeah.

**Anthony:** But it looks perfect. It's exactly what you wanted. She goes—

**Gigi:** Okay, next, next! You, the crunchy one! The munchy one!

**Henry:** Oh, could you just get like a nice picture of me, just so I remember this adventure for when I go home?

**Gigi:** Sure.

**Will:** I just kinda do a smile and I wave.

[*laughter*]

**Will:** I'm not near the guy at all. I just want a picture.

**Anthony:** Yeah, she just hands you back a picture just of yourself, smiling and waving.

**Henry:** Guys get in here let's all do one together. Let's all do one together!

**Beth:** Aw, yeah! We do it one together.

**Darryl:** Yeah, that's cool!

**Matt:** I'm still sitting in the stool. So this guy's just pinned underneath the four of us waiting, which is humiliating.

**Will:** Wait, I got it. And then I hold up a mirror so we can get a shot of Darryl in the picture.

**Beth:** I do bunny ears on Henry.

**Freddie:** This is adorable!

**Anthony:** She draws that very quickly and hands it back to you. She didn't mean to, but she's actually done it in Miyazaki style. So you all look like adorable, anime versions of yourself for some reason.

**Henry:** Hey this is pretty great!

**Goblin:** The Buff looking one, the handsome looking one you're next.

**Jodie:** All right, one sec.

**Jimmy:** I rush outside. I opened the door, like—

**Jodie:** Guys, guys! We get pictures!

**Anthony:** Paeden is like—

**Paeden:** Oh!

**Anthony:** And immediately sprints away. Nicholas is like—

**Nicholas:** I don’t— Augh. Okay, sure, fine, fine, fine. Sure, fine.

**Anthony:** And runs in with them and they're both there with you.

**Matt:** Fuck it, why not? I look at Paeden.

**Darryl:** Hey buddy, I'm really proud of you 'cause you said you were watching us fighting and the fact that you restrained yourself and didn't jump in for the fight? That's pretty awesome. So as a reward—

**Paeden:** It was really hard. It was really difficult. It took a lot of self restraint.

**Darryl:** I know, so we’re gonna memorialize like you won this fight. So why don't you just take the knife out— no stabbing! That way this picture is going to look like a kid beat this dude.

**Freddie:** [*laughs*]

**Paeden:** I can't make any promise. I can't promise my instincts won't take over, but I will do my best.

**Darryl:** Don't stab an unarmed, pinned individual, okay.

**Paeden:** I'm gonna try! I'm gonna try! We'll see what happens!

**Jimmy:** Can I swoop up the helmet of the one that fell over? And put it on?

**Anthony:** Sure. So you're wearing a helmet. Paedens there with the knife. Nicholas is like leaning against you. You know, like, in the poster for *Twins*—

[*laughter*]

**Anthony:** —the way that Danny DeVito is leaning up against Arnold Schwarzenegger? He's like doing that, but he's also like pointing up at you like "this guy." So, it's got like that kind of a vibe to it.

**Freddie:** Oh my god.

**Jimmy:** [*laughing*] Deep cut!

**Anthony:** Goblin draws that, hands it back to you. It looks perfect. It looks great. So now it's Darryl's turn.

**Darryl:** Y’know what, don’t... We don't need one of me just like, just do this guy—

**Paeden:** Somebody is being a baby, about getting their picture taken!

**Darryl:** What? Paeden—

**Paeden:** And it's my boy. My son's a big baby.

**Ron:** We should all gather around and reacting like, “Oh, he's so hot!” Like pointing at him and just like, "Oh my God!"

[*laughter*]

**Darryl:** I like that one, Ron. Let's do that. Not with you, Paeden, you can get outta here.

**Paeden:** No, I don't want to do that.

**Darryl:** But if you guys want to be, like, really impressed by me. That's cool.

**Beth:** Ron just does the same influencer face, from— [*laughs*]

[*laughter*]

**Freddie:** My Friends Sat on This Knight (Gone sexual)!

**Anthony:** So the artist draws it really quickly and hands it to you. And it looks like a Frank Frazetta, like Conan the Barbarian...

[*laughter*]

**Jimmy:** Wow.

**Anthony:** Rippling... She drew with no shirt on, even though you're wearing a shirt, everyone is awe of your form. She hands all four of the orc and he goes—

**Zoot:** Ah... yep.

**Anthony:** *Psh, psh, psh, psh.* And then hands it back to you. And she goes—

**Zoot:** It's a livin’.

[*laughter*]

**Anthony:** And now you have these four notarized pictures.

**Will:** So are we out of combat?

**Anthony:** You're out of combat.

**Will:** Okay.

**Jimmy:** Yeah.

**Anthony:** There's no reason to do combat anymore. It's all done.

**Matt:** What happened to the other one?

**Anthony:** It caught on fire as it was getting out of the armor. It goes—

**Goo:** Rah! Rah! [*panicked*]

**Anthony:** And it starts rolling back and forth, to put it out. And it does as it goes—

**Goo:** Ah...! [*relieved*]

**Anthony:** But the armor is still red, hot on the ground, so can't get back into its armor. And the other one is just slithering up to the other one. They're both talking like—

**Goos:** [*squeaky conversational noises*]

**Will:** Oh, they're really cute! Oh!

**Anthony:** Yeah. But they're talking and they're alive and it's fine. But the third one is still in its armor. So, what do you want to do? What are you going to say to this remaining goo-person?

**Jimmy:** I look at Ron and go—

**Jodie:** Hey Ron, have you ever heard of good cop bad cop?

**Ron:** No.

**Jodie:** Okay, so—

**Ron:** Just kidding. That's me being the bad cop by pretending to not know what good cop, bad cop is.

**Jodie:** Oh, great!

**Ron:** What cop do you want me to be?

**Jodie:** I think you're a great bad cop. You're just such a bad dude, you know?

**Ron:** Call me bad again—

**Beth:** [*giggles*]

[*laughter*]

**Anthony:** Ron, roll to not fall in love with Jody.

**Beth:** Uh-oh.

**Jodie:** So if you play the bad cop, I'll ask him the nice question, and then you do your bad thing and then that's going to intimidate them to want to tell me the truth.

**Ron:** Okay.

**Jimmy:** So I saunter her up to her and say—

**Jodie:** [*quietly*] Look, we don't want to get you in trouble, okay? My friend over here... he's a real mean, dude. You saw how quickly he dodged your attack.

**Freddie:** And humiliated all of you with these photographs.

**Matt:** You have four photographs.

**Jodie:** Now we have all these incriminating pictures, but look, do you want to deal with me? Right?

**Jimmy:** And I sort of look at Ron and be like—

**Jodie:** [*whispered*]Come on!

**Beth:** Ron goes over the buckets of tater-tots and does sort of like the Batman—

**Ron:** [*deep voice*] Where are they!

[*group laughter*]

**Beth:** —and like [*laughs*] starts punching the tater tots off of the counter.

**Ron:** I'm crazy! Who knows what I'll do to a perp? Ah! Where are they?

**Anthony:** Alright. Beth role Intimidation with advantage.

**Beth:** [*two dice rolls*] 14+4, 18.

**Jimmy:** Woah.

**Anthony:** Wow, so the suit begins to vibrate under... I assume. Are you still sitting on that stool, Darryl?

**Matt:** Yeah, I'm like—

**Darryl:** Woah! Earthquake.

**Anthony:** You can feel it vibrating beneath you. And a voice from inside goes—

**Knight:** Oh, I— I've no desire to be beaten up by that little one. What would you have me do?

**Jodie:** We're trying to get into the prison you work in, 'cause one of our friends might be in there, but we also don't really want to cause too much trouble, right guys? Let's keep it nice and calm...?

**Henry:** No, yeah. We're just trying to get in and out.

**Darryl:** Yeah.

**Henry:** Yeah. Again, we're, we're peaceful people.

**Darryl:** He's innocent. We're just trying to get an innocent man out of the prison that you guys guard, you know?

**Knight:** Y’know,I don't care about the innocence of the person, but just do you want me to do?

**Henry:** Could you maybe just, like, draw us a big old map of the jail so we can have that? Is that something you'd be... Maybe you could describe it to the sketch artist and then they could whip us up a nice map of the jail.

**Anthony:** She spends the next five minutes explaining to the goblin what this place looks like and she describes it. So, basically the way that the map of this place works is there's basically three big sections. There's the ground floor, there is the underground, and then there is the above ground panopticon. Panopticon is just a bunch of cells at a big circular arrangement with an elevator that goes through the middle of it. Every couple of floors, there's a guard tower, so they can always be looking at the inmates.

**Jimmy:** It's like *Guardians of the Galaxy*. Do you remember? I think they busted out of a panopticon.

**Anthony:** Sure. And at level one there is the entrance and the exit to the prison. There are three separate security points that lead into the prison. There is a password door where you need to know the password, there is a weapon detector beyond the password door that will extract weapons from you that are unauthorized. And then the third checkpoint is a gate that will only open if someone has the mark of security on their hand. That's the southernmost entrance into the prison. On the West side, there's a chute leading down to the ocean that comes from the incinerator. So there are a bunch of one way doors that you put a cart inside on a track. The cart gets filled with trash. The cart moves through one of the one way doors, gets incinerated, it moves through another one of the one way doors—

**Will:** Is this just the thing from *The Rock*?

**Jimmy:** Yeah, I was going to say, it sounds like *The Rock*.

**Matt:** I mean I knew it the moment...

**Anthony:** Oh shit, is it? I didn't even think about that! That’s great.

**Freddie:** Wait, really? You independently came up with the thing from *The Rock*?

**Matt:** I assume you were doing *The Rock* because you said somebody escaped this prison. I was like, Oh, like Sean Connery.

**Anthony:** Oh, Weird. No, I guess I should watch *The Rock* again. It's never a bad time to rewatch *The Rock*.

**Matt:** Yeah, you should pretty much always watch *The Rock*.

**Jimmy:** I thought you were referencing *The Rock*, too.

**Anthony:** No, I was definitely... not intentionally.

**Freddie:** Wow, it like wormed its way into your subconscious.

**Anthony:** Yeah. So anyway, it incinerates the trash three times in three separate chambers that the door closes behind them. It dumps the trash out, and then the cart that was used to dump the trash into the ocean goes on a little trail that leads back to the South entrance that I just described, with the three checkpoints. And then one of the guards will take that cart back inside, which is now charred and no longer has junk in it.

**Anthony:** Level negative-one is beneath ground, and that is the first block of the most dangerous prisoners in the prison. Additionally, there is a big blank spot on the map that a door leads to but the guard says—

**Knight:** I don't even know it's in there. They tell us never to go in there, but it seemingly is very important. [*“I dunno” sound*]

**Anthony:** So there's a big question mark on there, but that's on level minus-one. And then a level of minus two, there is just one big room and the lady says—

**Knight:** I never go down there because it's detrimental to one's health. One might say, but yeah. There's stuff that goes down to the worst of the worst. The life sentence folks, you don't want to go down there.

**Jodie:** Well, look, look, we don't think he's in there correctly. Is there any way to locate him and maybe talk to someone and let them know that it's a mistake and we don't even have to do any of this espionage or sneaking in?

**Anthony:** Give me a Persuasion with, let's say disadvantage, because you're asking him to do something pretty insane.

**Jimmy:** [*two dice rolls*]I took all y'all's luck. I got a 15 and a 14+2. So I got 16 with disadvantage.

**Anthony:** Okay. So she says—

**Knight:** So there's— the warden is there, and I could try to take you to meet the warden, but I can't promise...

**Ron:** We'd love that.

[*laughter*]

**Ron:** We love networking. Any chance to sort of exchange face time with anybody, we just love it.

**Darryl:** Remember, we do own a castle. We weren't lying about that part. And we would have paid you too, also, by the way.

**Knight:** Aw. What a bummer.

**Ron:** You really fucked up!

**Knight:** You just dropped five gold on several drawings!

**Darryl:** Yeah.

**Knight:** Oh my goodness. Maybe I made a mistake. But yeah, I suppose I could try to take you in and go talk to the warden, but I can't promise that the other guards will be amenable to the idea or that the warden won't immediately try to throw you into a cell, but hey. I could get you into his office at least?

**Darryl:** Well, if he throws us into a cell, these pictures are going to go up all over this town.

**Knight:** No! My whole brand is how cool I am.

[*group laughter*]

**Beth:** [*holding back laughter*]She would have to do a YouTuber apology video.

[*all laughing*]

**Henry:** Can I just ask, just cause I'm curious? What is your deal? Like, I thought there was going to be like a full humanoid person in that guard suit. What's your style? What are you about?

**Anthony:** [*laughs*]

**Knight:** I'm a Pudding.

**Beth:** Oh my god, you're pudding? Wrong accent.

**Knight:** It's a race. I'm a Pudding. There are warrior puddings, and there are healer puddings, and then they're just sort of like nine to fives—

**Beth:** [*British accent*]And then there's me, Puddin’. You good a shaggin’?

[*laughter*]

**Anthony:** Oh god.

**Knight:** Yeah, no. I'm just a little pudding who's just trying to make some money in the world and I don't have a lot of abilities, but we work for very cheap and we're very hard to kill because we just multiply. So you only gotta hire us once and then you can split us into two.

**Anthony:** And the other two that are chittering at each other go—

**Goos:** [*gremlin noises*]

**Anthony:** —in agreement.

**Knight:** Yeah, we're just all basically the same mind split into a bunch of pieces of putting to armor, 'cause it's cheap because you only pay one person.

**Jodie:** Wow.

**Darryl:** Why did you tell us that you got paid super well? You got offered a good job and now you just told me you work for nothing!

**Knight:** That's called negotiation, bruv! What did you expect?

**Jodie:** This is very off-puddin’.

**Henry:** Well, geeze. It feels like this whole thing was a pretty big misunderstanding. I feel like we can all come to an arrangement. Maybe what we can do is we can disguise ourselves as guards and you can get us in and tell everyone that we're cool. And we can go see about and our friend out of there.

**Darryl:** It just seems like we got a lot of leverage here. Why are we putting ourselves like... like if Han Solo in that movie had access to get in there already and had guards on his side, I don't know if he would put Chewbacca as—

**Beth:** Had sensitive photos of the other Storm Troopers.

**Freddie:** [*laughs*]

**Darryl:** Yeah, it feels like, it feels like we got photos; it feels like we got away in. The problem we had was not having a way in, but like we got a castle—

**Anthony:** PK-421 apologize for your post.

[*group laughter*]

**Darryl:** We've got castle, we've got money, we've got a guard that will vouch for us and say anything we want, we got all the ingredients to take a better shot at what we try to do here. Go in there and act like rich, castle, money-hoarding folks saying, "Hey warden, we got to pay for something out of here." A warden's has got to— They're going to want some money! We got everything we need. We've got leverage. We've got reputation. We've got money. Let's just... do what rich people do and go get what we want. See what I'm saying?

[*laughter*]

**Jodie:** A couple of things. First Darryl, I haven't seen *Star Trek*, so I don't get what you were talking about.

**Will:** [*laughs*]

**Jodie:** Second, you know even if we get in there and talk to the warden, the main thing is that Glenn got falsely accused, according to what you all said, and that's something with the justice system was wrong. I mean, maybe we should try and convince the warden of that? See what his response is instead of just barging in there, thinking that we know everything about this place, 'cause I actually, [*whispered*] I don't know anything about this place.

**Ron:** Speaking the language of business is a fine and difficult skill. And I feel pretty confident in my abilities to maybe parlance some language with the warden himself. That said. If we're not dealing with a regular dude, if we're dealing with a really fucked up mad man, somebody who's taken our friend Glenn and made him not what a... D.A.D...

**Beth:** He covers his mouth so that Nicholas doesn't hear.

**Ron:** Then we might be dealing with something that's even beyond my incredible powers of business. And we might need to get a little criminal.

**Darryl:** I'm down with that, but we'll all be together and we can get down.

**Jodie:** I think the main thing here is we're going into a prison. So, let's try to not get ourselves arrested. Right? I mean, we haven't done anything wrong except beat you all up. You're okay with that, right miss?

**Knight:** Ah—

**Ron:** I'm just saying that we should have a plan A and a plan B. Plan A, talk to the warden and then see if we can just fix the entire systemic injustice of [*Beth cracks into her own voice, chuckling*] this entire prison. [*back in Ron’s voice*] And then if that doesn't work, then...

**Jodie:** I think plan A is going to work because you know, we've got a friend here.

**Jimmy:** I looked back to the guard.

**Jodie:** You can guarantee a safe passage out, right? If things go a little awry?

**Knight:** I'll try my best!

**Ron:** Great. Thanks for joining the team.

**Beth:** I shake her hand in a very final way.

[*sounds of wind blowing*]

**Anthony:** We cut to all of you aboard a barge, which is again, four fairies holding hands. Just going—

**Fairies:** [*psyched and clenching*]Ah! Yeah!

**Anthony:** And just getting a pump while they just lift you up and then lower you back down, and lift you up and lower you back down. As they're flying to Meth Bay correctional facility. And they drop you down in front of the password door. And you see that the password door is a very large door with lips and eyes and a nose. It is a size of a wall. And it spans between two huge wrought iron gates that raise up 30 feet into the sky. And it says—

**Door:** Password!

**Darryl:** Piss word?

[*chuckles*]

**Anthony:** So yeah, you say "piss-word" and the door goes—

**Door:** Who is this? Who's speaking to me in such a manner?

**Anthony:** And the guard that you beat says—

**Knight:** Oh, I brought people to see the warden.

**Anthony:** The door goes—

**Door:** That's highly unusual. Roll for Persuasion.

**Anthony:** And the guard does... [*dice roll*] [*frustrated sigh*] and the guard passes.

[*laughter*]

**Anthony:** And he goes—

**Knight:** No, no, no, it's going to be— [*frustrated sigh*] It’s going to be very lucrative for all of us, I assure you! They have a castle, they have Book Castle.

**Anthony:** And the door goes—

**Door:** Oh, Book Castle! Oh! Oh my goodness. It's so good. It's so stylish and elegant.

**Beth:** So books, so castle.

**Anthony:** It's so books!

[*laughter*]

**Freddie:** That's the travel poster. So books, so castle!

**Jimmy:** So castle!

**Beth:** Nathan Fillion holding up both sides. Castle...

**Matt:** I love books as like the new word for cool or rad. It’s like, man.

[*laughter*]

**Freddie:** That's so books, dude?

**Matt:** That new game is so books!

**Jimmy:** That's like a Henry Oak dad fact.

**Anthony:** So then the guard leans in and says—

**Knight:** The password is "prison is books".

**Anthony:** and the door goes—

**Door:** Entry accepted!

**Anthony:** And the fucking door opens. It like splits down—

**Will:** [*laughing*] Prison is books?

[*laughter*]

**Anthony:** Prison is books is the passphrase. The door splits down the middle and she goes—

**Door:** Ah!

**Anthony:** And the face just splits in half and like tendrils—

**Door:** Ah, god!

**Jimmy:** Oh my gosh.

**Anthony:** Then the door slam shut behind you with a squoosh. And then you see a large gelatinous cube in front of you. And the cube says—

**Cube:** Step into me and your weapons will be removed.

**Darryl:** What happens if we don't step into you? Do we keep our weapons?

**Freddie:** Loophole, motherfucker!

[*laughter*]

**Anthony:** The guard turns to you and goes—

**Knight:** They'll sound the alarm if you don't step into the cube and lose your weapons.

**Anthony:** And the gelatinous cube is just coming towards you. So it's now or never, are you going to accept this, or are you going to fight it?

**Will:** Henry steps forward and is like—

**Henry:** Alright. Oh, okay. Yeah. I...yes.

**Darryl:** Jo, just make sure you don't give them your family paper weight.

**Matt:** And he winks at the gun. Cause they don't know what guns are in this world.

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

**Henry:** And mister. I've counted the cool pebbles in my cargo shorts. And there better be seven of them when I get through this cube.

[*laughter*]

**Anthony:** So, you step into the gelatinous cube and you feel safer than you've ever felt in your entire life. It's like you're back in the womb, this warm gelatinous substance, just all over your body.

**Jimmy:** Aw.

**Will:** Mhm.

**Anthony:** And you feel your weapons lightly lifted out of your pockets. The cool pebbles come out and then they twirl in the air and then go back into your pockets. So, you still have seven as you step through the other side.

**Will:** J.k. They were seven bullets, Anthony! Just—

**Beth:** Nice.

[*group laughter*]

**Will:** Nah, they were pebbles. They were pebbles.

**Matt:** The coolest pebbles.

**Anthony:** Guard walks through, the sword rotates, is examined and then handed back to her and she steps through on the other side. Now what?

**Jimmy:** I just go—

**Jodie:** Well, this is protocol everyone, got to follow it.

**Jimmy:** And I just walk right in

**Anthony:** Your paperweight, begins to float out of your pocket and the gelatinous cube goes—

**Cube:** What is the nature of this paperweight? This could be a bludgeoning implement!

**Jodie:** No, no. It's to keep my pants down. Uh, my friend... uh, Ron, over here, loves pants.

**Cube:** An anti-belt?

**Will:** [*laughing*] Anti-belt?

[*group laughter*]

**Jodie:** Yeah. It's like, sometimes it gets hiked up. You know, when it's way too tight? It's got that elastic that wants to get onto the wrong part of your stomach? So, it's pushing my pants down instead of pulling them up, you know?

**Will:** For every belt, there is an anti-belt.

**Beth:** There is an anti-belt!

**Anthony:** Roll a Deception.

**Jimmy:** [*dice roll*] I rolled a... 12.

**Anthony:** It goes—

**Cube:** Nice try! Anti-belt is a stupid idea.

[*laughter*]

**Cube:** I just made that up when I started talking to you. That's a nothing. Gimme!

**Anthony:** It subsumes the gun and it rises up inside of its mass. It floats all the way to the top of its gelatinous cubic structure, which is like nine feet tall.

**Beth:** Only a fool would take away Ron's razor-sharp business cards.

**Jimmy:** Do you keep your journal though?

**Ron:** Oh, this knife. I know it looks like a knife, but it's actually a quill because I keep a diary— I mean a journal!

**Cube:** Roll a Deception with disadvantage.

[*laughter*]

**Matt:** This guy supposed to be like, “Why are they lying so much? At the weapon checkpoint?” Yeah.

**Will:** This is really strange that they really want to keep their weapons.

**Freddie:** Can't you imagine, at the TSA line...

**Matt: “**Well, they're probably still safe to go on the plane after they tried... They lied about four different weapons but…”

**Beth:** [*two dice rolls*] I got to 12.

**Anthony:** He goes—

**Cube:** Okay, so clearly this is some sort of jailbreak attempt. You guys are very bad at this convincing people things. So, uh... alert?

**Darryl:** We have a castle! We don't need a jailbreak! Castle! People with castles don't need jailbreaks!

**Jodie:** We're royalty!

**Darryl:** We’re rich!

**Ron:** Book castle, ever heard of it?

**Anthony:** All he hears is three weird armed people screaming about castles as the alarms start blaring. And you see a stream of guards, come in from the third checkpoint ahead of you. The door opens with a blue shimmer. And—

**Darryl:** I'm their prisoner!

**Anthony:** Fuck— Fu— I—!

**Freddie:** [*extended cackling*]

**Darryl:** I'm their prisoner! I'm not strong!

**Jodie:** Oh my god!

**Henry:** Oh, fucking—! Now fucking you're our prisoner, Darryl? Now you're the prisoner?

**Anthony:** A sea of guards comes at you, batons whirling, and they fucking hit you really, really hard. You all dropped to the ground and as everything goes black...

**Beth:** What's the knight's name, though?

**Anthony:** The knights name? Oh, shit. What did I say it was...?

**Beth:** Okay. I'll be like—

**Ron:** Hey, what's your name?

**Anthony:** She goes—

**Carrie:** My name is Carrie. Carrie Elways.

**Anthony:** And that's from Braxton Walden.

**Ron:** Hey Carrie, you can put her in a good word with these people for us, right?

[*group laughter*]

[*ominous music fades over the laughter and fades out to the echoing sound of dripping water, which slowly fades out*]

**Anthony:** So, we once again return to the interior of the Meth Bay Super Max correctional facility, where Glenn close has spent a year—

**Freddie:** What he thinks is a year.

**Anthony:** What he believes to be a year. Working out a whole lot of muscle groups. So, here's what I'm going to do: last time, I presented to you the idea that you have three actions per quote-unquote day, which I, ruthlessly refrained to reveal that was actually three actions a year.

**Freddie:** That's so jacked up, Anthony.

**Anthony:** Yeah, I was not being forthcoming with you. That's bad GM's-menship. Because whatever you end up doing for this year has the built-in downside of “it takes a year,” I'm not going to decree for you how many years you have. You can just keep spilling out the actions that you want to do and it'll just take as long as it takes. So, if you want to say, “I want to keep getting jacked until I level up in Strength.” And if that takes three years of rolling or whatever, cool, we're good.

**Freddie:** I see. So, you're making it a variable amount of time here. I don't know how much it's costing me, but I can spend however I wish.

**Anthony:** It is roughly going to go three actions to a year. So if you want to go hog wild...

**Freddie:** This is the montage section...

**Anthony:** Yes.

**Freddie:** ...in the prison break movies.

**Anthony:** This is exactly that.

**Freddie:** First action: as you know, Glenn's a rock and roll superstar.

**Anthony:** Yes.

**Freddie:** I want to just channel powerful hair metal, eighties, Ibanez-slinging, heavy rock band that's ever been. And just start headbanging as hard as I possibly can for as long as I can in the hopes that this will loosen whatever's covering my eyes.

**Anthony:** Go ahead and give me a role for Athletics. I'd say with advantage, because you are a rock and roll kind of guy.

**Freddie:** [*dice roll*] 7+4, 11. Roll two, is a... 20— natural 20+4, bitch!

**Anthony:** Ho... Okay. With a natural 20, the pure rocking momentum of your head-banging—of your ability to give yourself and then un-give yourself whiplash.

**Freddie:** And I'm not even not even dizzy!

**Anthony:** Not even dizzy. The muscles on your forehead become so strong and so dextrous that you can, just by furrowing your brow, you can force the blindfold up onto your head and then force it back down again.

**Freddie:** Full on *Mega Mind*, Will Ferrell, forehead action. Okay.

**Anthony:** [*chuckles*] You can flex and then the blindfold comes off and you can see your surroundings. You are in a room that is not pitch black. It is lit by torches along the walls, but it's pretty dark and it's pretty dank. Haha. And you're alone in this room. There's one set of stairs leading upward and you can see... actually give me an Arcana roll.

**Freddie:** [*dice roll*] That's going to be a 10+3, 13.

**Anthony:** Okay. So with a 13, you can't make out the specifics of what's going on, but you can tell there's some sort of magical effect on the top of the stairway. It's some sort of threshold that you can feel the magical energies emanating from. There's something separating your floor from something else.

**Freddie:** Now I'm still ball-gagged, right?

**Anthony:** You're uh— you’re not ball-gagged. You have a Hannibal Lecter mask on.

**Freddie:** Can I just say that Hannibal Lecter would not have been as effective in that movie if he was BDSM ball-gagged.

**Anthony:** I... don't know if that's true, I don't know if the image of Anthony Hopkins with a ball gag is drastically less intimidating than him with a hockey mask on.

**Freddie:** Yeah, but he can bite with a ball gag...

**Anthony:** Here's the thing, there's a moment where he takes off the mask. That's like gross, 'cause he's smiling or whatever. I think that moment is a thousand times more sinister if he's like, *bluack!* and removes the ball gag from his mouth, beforehand.

**Freddie:** [*laughs*] My question is, can I speak and cast spells? I guess I could try to cast a spell and see what happens.

**Anthony:** Now, to remember you were instructed that you not talk or else they would hurt you, but you have not tried to do so yet.

**Freddie:** I want to investigate for any, like, creatures, rats, insects, anything like that.

**Anthony:** Go ahead and give me either Perception or Investigation.

**Freddie:** [*dice roll*] That is a 9+3, 12.

**Anthony:** That is enough to tell that there are definitely rats scurrying about the ground. There's a little hole you can see in the far corner of the room. They come out every once in a while, they *tick, tick, tick, tick* up to the bricks next to you. And then if some of the goblin blood spills from your lips and goes into the mortar work of the bricks beneath you on the floor, they lick it up and then *tick, tick, tick, tick, tick* back into their little hovel.

**Freddie:** This is from my ventriloquism courses that I took online, University Of Phoenix.

**Anthony:** Mhm.

**Freddie:** I'm gonna do a cantrip here, called Message. “Point your finger towards a creature within range and whisper a message.” Heh-heh.

**Anthony:** Yeah.

**Freddie:** “The target and only the target hears the message and can reply in a whisper that only you can hear.” So I'm going to try and whisper to a rat like—

**Glenn:** Hey, 'sup.

**Anthony:** If the rat's moving and then all of a sudden it stops and then it turns to you and it goes—

**Rat:** [*quiet rodent mouth sounds*]

**Freddie:** And then pump my fist because that just confirmed to me that magic still works in this environment.

**Anthony:** Yup.

**Freddie:** And I'm going to burn some time doing squats to wait for another feeding session.

**Anthony:** Give me an Athletics?

**Freddie:** [*dice roll*] 15+4, 19.

**Anthony:** That's 2 points on your squats, so you're now at 4 squats. You only need 6 more and you're complete on that one.

**Freddie:** Nice.

**Freddie:** And then I guess a feeding session happens, right?

**Anthony:** Yep.

**Freddie:** So I'm going to keep my blindfold up and I want to really pay attention to when this person comes in. Like, what is the sequence of this person coming in specifically?

**Anthony:** Okay. You're going to have to roll Dexterity to get the blindfold back on you when they get into the point where they would notice that it's up.

**Anthony:** You hear what sounds like an object being inserted into a lock and then it turning. And then you hear what sounds to be a deeper noise, a similar sound to a key turning on a lock, but it's deeper and it's got a magical ting to it. And then you hear the door open, you see light begin to spill in from the top of the stairs. And the person comes in holding a smoothie in one hand—it's basically a person in a large suit of armor with a slit for its visor. You basically can't see the person itself, but they're pretty big, they're like Darryl sized.

**Freddie:** Is the smoothie in a little Starbucks holder, y’know? Where there's spots for four of them?

**Anthony:** [*chuckles*] That's what it is, they have a Starbucks holder and then three of them are empty and then there's one that's full.

**Freddie:** [*laughs*]

**Anthony:** And they turn around and close the door behind them, with a *kachunk*, you could hear both locks engaging.

**Freddie:** Important question, for fire code reasons, does that door swing open towards me or away from me?

**Anthony:** It opens towards you.

**Freddie:** So then technically there's a space behind the door then, as well.

**Anthony:** Yeah. There's a little alcove behind the door.

**Freddie:** Is there any space above the door?

**Anthony:** Yeah. There's a little archway of stone where one could presumably hide, I guess. It would be tricky because you're right above somebody and it's like one of those things in ninja movies where it's like, "Oh, the guy was right above him. He didn't see him." It's like, "Yeah, but people have some degree of situational awareness that, if something feels off about the temperature of the room, they could look up pretty easily."

**Freddie:** Yes, yes, yes.

**Anthony:** So you would have to do a check if you were there, but there's definitely space to hide there. They're right before the magical barrier that I spoke of earlier. And they sort of go—

**Guard:** [*short breath in and sigh*]

**Anthony:** And they stepped through it and they twitch a little bit as they go through and they begin to descend the stairs. So now roll, I guess, Dexterity? Or Sleight of Hand, we can pretend it's Slight of Forehead.

**Freddie:** Sleight of Forehead?

**Anthony:** To see if you can get the blindfold down before they notice that you've pushed up...

**Freddie:** [*dice roll*] Oh no, 4+5, 9.

**Anthony:** Oh shit.So the guard comes down and they see that the blindfold is off and they go—

**Guard:** You instructed to not speak, to not look, to not do anything unless you were told to and you controvened those laws.

**Freddie:** Now that they're close, I want to Investigate their whole being. Do they have keys on them? Just want to get a good sense of, is there anything I can pick up from this person in front of me now. [*dice roll*] That's a 13+3, 16.

**Anthony:** So you can see that the person in front of you has a sword. You can see that what's inside the visor is basically pure darkness, you can't see anything inside of there. And then around its neck, looks to be... It almost looks like a door knob, but it's made out of wood and stone and it's got these arcane runes etched onto them. And as your eyes drift toward this door knob looking thing around its neck, the guard says—

**Guard:** Oh, there're some things you should not see, my son. And there are some lessons that are going to have to be learned the hard way.

**Anthony:** And the guard takes their sword out and grabs you by the head and then takes the point of it and begins to shove it into your left eye and is beginning to poke out your left eye with the lightning sword.

**Freddie:** Oh shit.

**Anthony:** I guess you have—

**Freddie:** This hella cool.

**Anthony:** [*laughs*] Okay,I was going to say you have a chance to stop it, but if the last thing you say before the guard pokes out on of your eyes...

**Freddie:** Wait, you're telling me I'm going to have an eye patch after this? Dude, I'm going to sell so many more Christmas albums. Are you kidding? Listen, it’s important to say positive when you're in a *Count of Monte Cristo* scenario. You know what I mean?

**Anthony:** Sure. Okay. So while you're thinking about how cool it's going to be to get an eye patch, the sword just—*pop*—right into your eyeball and the electricity around the sword, that crackles, thankfully kind of cauterizes the wound quickly. And on the one hand, it means that you're not going to bleed out too much. On the other hand, it means it hurts 10 times more and you feel your eyeball, just, deflate.

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

**Anthony:** Your left eye ball is just not there anymore, you feel something warm running down your cheek.

**Guard:** That is the price of disobedience, eh?

**Anthony:** And then shoves the blindfold back down. And then the guard goes—

**Guard:** Also...

**Anthony:** And then you hear a sipping noise, you hear somebody just drinking, just...

**Guard:** [*glug, glug, glug*]

**Freddie:** [*laughs loudly*]

**Anthony:** And they go—

**Guard:** Dinner’s served.

**Anthony:** And then they toss the empty cup down on the ground and you hear them stomp back up the stairs, open the door, slam the door behind them. So you're going to have disadvantage on most eye-related, like— Next time you shoot your gun, you're going to have to probably either roll disadvantage or we’re gonna have to do some clever stuff.

**Freddie:** Oh shit, here's what we'll do, because human beings are one-eye dominant, right?

**Anthony:** Yeah.

**Freddie:** So here's what we're going to do. Let's roll a d2—

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

**Freddie:**  —and see if they got my dominant eye or I got lucky and it's my non-dominant eye.

**Anthony:** Evens is they popped your dominant, odds is they popped your non-dominant.

**Freddie:** Rolling a d20 and I get a... [*dice roll*] 9!

**Anthony:** So they got your non-dominant eye, you are right eye dominant, so your ability to aim a gun because you would close one eye anyway, is basically not harmed.

**Freddie:** By the way, real quick, you should keep both eyes open. Situational awareness is very important when you're shooting a gun.

**Anthony:** That's what we'll do, when it comes to Perception, when it comes to situal awareness situations, periphery, that's when you'll get disadvantage on stuff.

**Freddie:** So I want to try and work on my restraints, now, to see if I can get out of my restraints.

**Anthony:** Okay.

**Freddie:** So I shuffle my blindfold off and I'd like to do a quick investigation on the nature of my arm restraints and my leg restraints, please.

**Anthony:** Okay.

**Freddie:** And this is from a guy who's watched a lot of the Lock Picking Lawyer on YouTube, BoznianBill, really deep—prior to this trip—really deep into lock picking YouTube.

**Anthony:** Yes. You can see that basically, you have shackles on your arms and legs.

**Freddie:** Okay.

**Anthony:** Give me a Perception roll.

**Freddie:** [*dice roll*] 19+3, 22.

**Anthony:** Great. You can tell that the shackle on your left wrist, the bit connecting to the chain is more worn away than the bit on your... Like, the shackle on your right wrist looks new, the shackle on your left wrist seems kind of old and maybe a little bit brittle.

**Freddie:** So is there no locking mechanism on this?

**Anthony:** No. Yeah, the assumption was that if you're down here, you're not getting out of there until your body is frail enough to just be easily removed from the manacles.

**Freddie:** Yeah. But that's never going to happen because I'm working out, you know what I'm saying?

**Anthony:** [*laughs*] Sure.

**Freddie:** One thing I notice is that when this person came in and when I get fed, they don't check my restraints. They seem to be pretty confident that they are set.

**Anthony:** Mhm. [*affirmative*]

**Freddie:** [*contemplative tongue-clicks*] And as you said, last time, my hands are apart, I can't scratch my face, I can't scratch my butt.

**Anthony:** Nope.

**Freddie:** I'm going to try to muscle out my left arm.

**Anthony:** Are you trying to—Rah!—and, like, break the chain? Or are you trying to worm your arm out of the manacle and maybe break it?

**Freddie:** I'm going to try Strength.

**Anthony:** Okay. Give me a Strength check.

**Freddie:** [*dice roll*] It's a 3. [*nervous laugh*]

**Anthony:** So, yeah, you could do it, it's just going to take it years and years if you want to do it. And you can do it!

**Freddie:** And then also, let me just try worming my hand out.

**Anthony:** Okay.

**Freddie:** What is that? Sleight of Hand maybe?

**Anthony:** Definitely can be Sleight of Hand.

**Freddie:** [*dice roll*] 16+5, 21.

**Anthony:** [*impressed whistle*] Okay. Could tell that, given long enough, certainly less time than it would take to break the manacle itself, you could probably—[*repeated grunts of effort*]—sort of pull and sort of slide your hand through the manacle. It is almost certainly going to break one or more fingers in the process, but you could do it. It'll just take, again, years, but fewer years than just working on that stuff with your Strength. So also, I'm going to say, everything that you just did, trying to pull on the manacles, trying to slide your hand on the manacles and then working your— [*laughs*] Head banging so hard that you can use your forehead muscles independently...

**Freddie:** That feels like a year right there.

**Anthony:** Yes.

**Freddie:** I'm going to continue to try to pull my hand out.

**Anthony:** Okay. So give me another Sleight of Hand roll.

**Freddie:** [*dice roll*] 17 total, 12+5.

**Anthony:** Okay, so with the 17, that'll be 2 points. And again, you're trying to get 10. Once you've gotten to 10, your hand will be free. And you can just keep doing this over and over if you want to.

**Freddie:** Where's my body at?

**Anthony:** So you've got 4 on squats, 3 on core, 2 on chest, and 2 on arms. And all of them need to be at 10.

**Freddie:** I would also argue that if I'm doing squats and I'm going down and I'm like— I can also be... Like, y’know what I mean? I can multitask. Right?

**Anthony:** Okay. So what do you think? Squats and core are the same?

**Freddie:** No, no I'm saying I'm multitasking getting my hand out and also work on my fucking squats.

**Anthony:** Oh, okay. Sure, sure, sure, okay. Go ahead and give me a roll for Sleight of Hand and a roll for Athletics. For whatever—

**Freddie:** Alright, so...

**Anthony:** For whatever exercise you want to do, you can do that in tandem with you trying to worm your way out of this thing.

**Freddie:** Alright, here's the thing about Glenn. Glenns just never going to skip leg day, I'm going to be doing squats and trying to pull my hand out every time. So I'm going to do that.

**Anthony:** [*laughing*] So only squats and your hand?

**Freddie:** Yeah. What's wrong with that?

**Anthony:** It's fine, it just means I’m gonna—

**Freddie:** No, because one, it's going to help me in so many... Dude, I'm going to be— My vert? My jump? There's going to be so many things just that...

**Anthony:** [*laughs*] Okay. What that means then, is if you get your legs to 10, then we'll treat your Strength as +1 for leg related things specifically.

**Freddie:** Yeah, for leg related things. Yeah, yeah, yeah. No, that's fair.

**Anthony:** Okay.

**Freddie:** [*dice roll*] Athletics, 13+4, 17.

**Anthony:** Okay. So that's 2 more points, you're at 6 for your squats.

**Freddie:** Sleight of Hand... [*dice roll*] 6+5, 11.

**Anthony:** That's plus 1, so you're 3 for your hand.You have one more action and then another year will have passed.

**Freddie:** Fucking hell. I'm going to do this again.

**Anthony:** Okay.

**Freddie:** And the whole time I'm thinking of my son, does that give me a bonus?

**Anthony:** Well, he's not your son anymore, so no. [*laughs*]

**Freddie:** [*offended scoff*]How fucking dare you.

**Anthony:** [*laughs loudly*]Sorry!

[*inspirational string music slowly, dramatically, fades in*]

**Freddie:** Athletics, 21! That did give me a bonus, bitch.

**Anthony:** It did. So that's nine to your squats, you're only one point away from getting a +1 strength when it comes to squat related activities.

**Freddie:** [*dice roll*] And then Sleight of Hand, 8+5, 13.

**Anthony:** Another 1, So you're at 4 for your hand.Another year goes by where Glen close spends all his time doing essentially nothing other than squatting and going *“nyyyeh”* and trying to worm his hand out of a manacle.

**Freddie:** This means that also my left sh— my left—

**Anthony:** Yes, your left arm is going to be pretty strong actually.

**Freddie:** My left shoulder fucking rules.

[*music continues, intensity increasing*]

**Anthony:** Yeah, I'm going to increase your arms by 2. So your arms are at 4 now, even though it's only on one side.

**Freddie:** God, I fucking... this is what's missing from this podcast, this number ass bullshit.

**Anthony:** [*laughs*] So yeah, for a year straight, the rat that you asked, “What’s up?” to, every day comes in and tries to lick up a little bit of that blood off of the ground and every day it notices that your legs are getting a little bit firmer and a little bit larger. And that your arm—that yank towards yourself in an attempt to weasel it out of the manacle—is getting a little bit more jacked, specifically around the shoulder, just the left shoulder. It's sort of looking at you and it cocks its head. For the first six months it's unsure what you're doing. And then six more months later, as you begin to make a little bit more progress, as your legs begin to get really jacked, like veins are now showing through your pants, they're bulging out enough that you could see them.

**Freddie:** Ah,I'm so vascular!D&D truly is a power fantasy.

**Anthony:** [*chuckles*] You can't really tell because you can't speak rat, but it comes out, its head moves up and down as you do your squats, almost like it's watching you in admiration or it's cheering you on. But yeah, another year goes by...

**Freddie:** [*laughs*] It’s hypnotized by my power.

[*music still continues, swelling*]

**Anthony:** Another birthday cake flavored smoothie is shoved into your face and sucked down by you before the guard heads back up. So keep going.

**Freddie:** I'll do squats and a pull one more time.

**Anthony:** Alright.

**Freddie:** [*dice roll*] 5+4, 9 on the Athletics.

**Anthony:** That's fine, that's 1 point, that still gets you there. So your legs are now powerful enough that it's +1 strength when you do leg stuff.

**Freddie:** Now here's the thing, Anthony...

**Anthony:** Mhm.

**Freddie:** Something that you've neglected to understand... like a game of chess, Anthony...

**Anthony:** [*nervous laughing*]

**Freddie:** I'm one move ahead. This is some *Queen’s Gambit* shit right here.

**Anthony:** Okay.

**Freddie:** I haven't even seen that show, but what you’ve neglected to realize, my DM friend, is squats is the most powerful exercise known to man.

**Anthony:** [*chuckles*]

**Freddie:** I do a little hop and now I balance myself so that my legs are on the wall.

**Anthony:** Ooh, okay. I buy that. Sure.

**Freddie:** And now... using the power of my squats... I push from the wall and strain my left arm.

[*music intensity builds further*]

**Anthony:** Ooh. Okay. So what we'll do then, is we'll give you a double roll for one action on your left arm. Give me the Athletics roll to use your squat power and it'll be— whatever the modifier is, is +1, because of your legs.

**Freddie:** That's 11+4+1, that's 16.

**Anthony:** So you're going to get two rolls on the Sleight of Hand, to try to get your arm out of that thing and it'll only take one action.

**Freddie:** [*dice roll*] Cool, that was a 2+5, 7, [*dice roll*] and then a 17+5, 22.

**Anthony:** Oh wow, 22. Okay. You are now up to 8. You have one action left in this year.

**Freddie:** I'm going to do the same thing.

**Anthony:** Go ahead and give me an Athletics roll.

**Freddie:** [*dice roll*] That Athletics gives me a 14+4, 18.

**Anthony:** Great.

**Freddie:** [*dice roll*] 3+5, 8. [*dice roll*] 5+5, 10.

**Anthony:** Okay. So the final thing you do, you jump up, plant your legs horizontally on the wall so you basically look like you're Superman, but with his arms chained to the wall and as you thrust forward with your incredibly strong mammalian legs and after a year straight of doing this every single moment that you're not sucking down the goblin blood smoothies or sleeping, every single hour of every single day of every single month of the year, you are horizontal on this wall, just—*hrr*—just using all the aggression you can.

[*music reaches full intensity*]

**Anthony:** And finally you feel your hand— *whh!* And it slips through and your thumb and your pinky are broken, but it's a small price to pay for feeling the air hit your wrist in a way that it hasn't in five years or four years or how ever long you've been here, it's hard to tell at this point. But your hand is free now.

**Freddie:** So now finally with my hand free...

[*music comes, naturally, to silence*]

**Freddie:** I touch myself.

[*utterly silent pause*]

**Anthony:** [*baffled*] U-uh...

**Freddie:** [*laughs loudly*]

**Anthony:** Again, your thumb and your pinky are broken so I don't know how enjoyable this experience is going to be for—

**Freddie:** No, no no. By that I mean I cast a... fourth level spell...

**Anthony:** Okay...

**Freddie:** Called Freedom of Movement.

[*nervous laugh*]

**Freddie: “**You touch a willing creature, for the duration, the target's movements unaffected by difficult terrain,” blah, blah, blah.

[*dramatic music quietly begins to re-enter*]

**Freddie:** “The target can also spend five feet of movement to automatically escape from non magical restraints... such as manacles...“

**Anthony:** Are you fucking kidding me…?

**Freddie:** “...or a creature that has a grappled.”

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

**Freddie:** “Being under wat—” [*breaks into laughing*]

[*music intensity crescendos again*]

**Anthony:**  This is a thing that's in—? So Dungeons And Dragons just has a spell that's like, "Nah." That's the spell? Is like, "Uh uh." What the fuck?

**Freddie:** I mean, you could fuck with me and say that they're magical restraints, but...

**Anthony:** They're not magical restraints! ‘Cause I would have told you, you would have been able to sense it with an Arcana check. No, they're literally just manacles. So no, you could absolutely use that on yourself.

**Freddie:** So I am the willing creature here...

**Anthony:** Yes, yes.

**Freddie:** And I touch myself.

**Anthony:** Okay.

**Freddie:** And now I will spend five feet of movement—a standard D&D action!—to automatically escape from non magical restraints mother fucker!

**Anthony:** [*laughs*]Okay. Actually, you describe to me, what does it feel like? What happens? Do you just ghost through them? Do all of your limbs suddenly just, *whoop*!

[*music finishes*]

**Freddie:** I think in this case, I look, I'm like—

**Glenn:** Oh, there was a button I could press to open these.

**Freddie:** And I just press the button.

**Anthony:** Great and then all the medicals pop open and you can walk for— And the rat who's been watching you this entire time, you hear its little rat hands just go—

**Rat:** [*sounds of tiny hand clapping*]

**Anthony:** As it applauds you.

**Freddie:** I hold my hand out and I'm like—

**Glenn:** You coming with me, bro?

**Anthony:** Oh, it immediately climbs up your arm and it just sits on your extremely buff, left shoulder.

**Freddie:** [*laughs*] All right. With my rat friend, I'm going to go run up to the door and then examine that area, that portico up top.

**Anthony:** There's space enough for—especially with your jacked ass legs—for you to do the thing where you push against the sides of the walls with your legs and your arms fully extended to keep yourself suspended there. You could definitely stay above the door for a more or less indeterminate period of time if you wanted to.

**Freddie:** I'm now also going to cast a sixth level spell.

**Anthony:** Holy shit.

**Freddie:** This six level spell, which I am so glad I prepared last year, not knowing that I would end up in prison.

**Anthony:** [*chuckles*]

**Freddie:** It's called Programmed Illusion.

**Anthony:** Okay...

**Freddie:** I create “an illusion of an object, a creature or some other visible phenomenon within range that activates when a specific condition occurs. The illusion is imperceptible until then, no larger than 30 foot cube, and I decide, when I cast the spell, how the illusion behaves and what sounds it makes. This scripted performance can last up to five minutes.

**Anthony:** Ooh! Okay.

**Freddie:** How this kinda works, is that as the illusion— I want to kill all the lights in the room.

**Anthony:** Okay. All the torches—*fff*.

**Freddie:** And then I want the illusion to basically be... I'm throwing my voice all the way down there.

**Anthony:** Okay.

**Freddie:** And then it's going to trigger when the door opens and it's going to be sounding like me from down there, being like—

**Glenn:** Hey, yeah, that's right, I'm talking! Your food sucks! And you suck! Why don't you come down here and punish me, daddy!

**Anthony:** Okay. Where are you going to be hiding while this...?

**Freddie:** Above the door.

**Anthony:** Above the door. Okay. So when that door opens, they hear the sound of you's going, "Hey, Hey, your food sucks!" They slam the door shut...

**Freddie:** Shit.

**Anthony:** And they begin to run down the stairs saying—

**Guard:** No talking, what I say? No talking!

**Freddie:** I'm going to drop down quietly and then obviously I'm going to at least try the door. I don't think it's going to work.

**Anthony:** No, doors locked. But go ahead and roll Stealth to see if you made noise by trying the door.

**Freddie:** [*dice roll*] You know what's funny about this? Is... you would think that I would be very loud because of just the amount of density dropping onto the ground, but with a 13+7 stealth?

**Anthony:** 7?

**Freddie:** Which is an unnatural 20...

**Anthony:** Wow. So yeah, you make no noise, but no, the door does not open. They're running around downstairs trying to see what happened to you and they grab the knob around their neck and they begin to murmur something into it.

**Freddie:** I'm going to cast Banishment. I'm going to “attempt to send one creature that I see within range to another plane of existence.”

**Anthony:** Okay!

**Freddie:** The target must succeed on a Charisma saving throw or will be banished.

**Anthony:** [*dice roll*] O-kay. So they got... [*nervous chuckle*] They got a 3! So...

**Freddie:** [*chuckles*]

**Anthony:** You point at this person. Who is holding the key out of this room. And you banish them to another plane of existence.

**Freddie:** So you’re saying the whole suit of armor...? Because there's something in the suit of armor, though. I know that the suit of armor is not hurt, right? The creature...

**Anthony:** So you're arguing that every single time Banishment is used in Dungeons & Dragons, the person should immediately leave a pile of its clothes and all of its stuff behind?

**Freddie:** Yes!

**Anthony:** That's the argument you're making?

**Freddie:** Yes, absolutely!

**Anthony:** All right, I'm gonna— we’re gonna do some Googling.

**Freddie:** Yes, absolutely! Because it says they send “one creature you can see.”

**Anthony:** Okay, I'm Googling “Dungeons & Dragons Banishment, does it take their equipment.” Alright. “Banishment and held objects or beings, does just their body or does their equipment go as well...?” “If it worked like that, it would specify that worn items are not transported. It is implied that worn and carried items are taken with you when you teleport anywhere.” So...

**Freddie:** [*laughs*] What? Okay. Fine! Alright, fine!

**Anthony:** So what happens is yes, the man who's whispering into this knob, whatever you do to banish him, he goes—

**Guard:** Uah!

**Anthony:** And then immediately folds into five dimensional space and then disappears along with the key out of this cell.

**Freddie:** [*laughing*]I look at the rat and I'm like—

**Glenn:** Well... shit.

[*both laughing*]

[*outro music starts*]

**Freddie:** Dungeons and Daddies is Matt Arnold as Darryl Wilson, Anthony Burch as our DM, Will Campos as Henry Oak, Beth May as Ron Stmpler, Jimmy Wong as Jodie Foster, and myself, Freddie Wong as Glenn Close. Theme song and outro is *Alright* by Maxton Waller. Courtney Thérond is our content producer, Ashley Nicollette is our community manager, Robin Rapp is our transcriber.

**Freddie:** Special thanks this week to Max Tague, Justin Wu, Michelle Grace, Eva Wang, Sterling Rickabaugh, Braxton Walden who contribute the names and locations we used in this episode. And also special thanks to PNG on our Discord for some technical help on D&D Beyond. Those people are all Patreon supporters and so are these people who are getting shouted out right now: Jessica L Christensen, Ian Darwin, Amy Irving, Logan Bilodeau, Harrison Nelson, firewall, David Adams, Kent M, Avidan Ackerson, Mads R, Darryl Holiday II, Kiera, JB Harvey, Claybert, Miguel Gaeta Jr. Thank you so much folks.

**Freddie:**  We've been posting some cool episode extras on our Patrion at patreon.com/dungeonsanddads. This week we had the Glenn Close Workout Motivational Mixtape. Beth also created a little workout video to help you all get swole. That's for free for your enjoyment. But if you want more, it's over there on our Patreon page. Bonus episodes, bonus content behind the scenes, after show, you name it, we got it. No, that's not true. You can see the list of stuff. We changed up the tiers recently, so if you haven't checked it out in the while, head on over, have a look, support the show directly on Patreon. It's at patreon.com/dungeonsanddads.

**Freddie:** If you're looking for other ways to support the podcast, good news! We've got a listener survey we've created to help us plan out this year and hold on... I think you're a listener. You can help us out with that by checking out bit.ly/2021dads. That's two zero, two one, D, A, D, S, lowercase dads. If you like merch, we got merch bit.ly/DADMERCH, all caps, snagged that one. DFTBA helps us out with the fulfillment of that stuff. You can follow us on Twitter @DungeonsandDads, reddit.com/r/dungeonsanddaddies for the subreddit. Thank you so much for listening! Next episode, coming at you February 9th, we'll see you then.

**Matt:** Make sure we keep that part where Freddie suddenly cares about the rules, just because it's Jimmy playing.

**Anthony:** [*laughs*]I don't want my brother having fun that I'm not a part of!

[*laughter*]

**Beth:** No, Jimmy's a great guy, he's a great member of the team, but he wasn't as good on the rolls as the rest of us and ultimately we had to let him go.

[*group laughter*]