

Dungeons and Daddies

Dungeon Master: Anthony Burch

Glenn Close: Freddie Wong

Darryl Wilson: Matt Arnold

Henry Oak: Will Campos

Ron Stampler: Beth May

Episode 41 - oaklore

Anthony: Dungeons and Daddies is a rowdy, horny, violent podcast for grownups. Content warning can be found in the episode description.

[Legends of the Hidden Temple music (jungle music with jungle animal cries) starts]

Announcer: Legends of the Hidden Dungeon!

[audience applause starts and continues]

Announcer: With your guide Canary! And here she is now.

Canary: Thank you. Thank you so much! Welcome to Legends of the Hidden Dungeon. The rooms are filled with mysterious clues to the past that are protected by randomly generated monsters. Only Barry Oak knows about the legends hidden inside this dungeon. Which one are we going to hear about today?

Announcer: The Legend of the Secret of the Oaks.

Canary: One of these teams will learn the secret! Will it be the Purple Pupper?

Ron: I'm a dog, that's also a man. That's a dog. Bark, bark! That's me talking to myself as a dog.

Canary: The Emerald Elf.

Henry: Hey, guys, Henry here. Just trying to do my best and find out the secret history of my family's origins. Want some Grape Nuts?

Canary: The Miami Dolphin.

Darryl: That's right, Miami Dolphin. My name's Dan Merino. I'm just pumped to be here. Like the 1984 Superbowl, we're going to go in fast, we're going to go in hard, you're going to give me the ball, and I'm gonna... Wait, really? Like right away I die.

Canary: The Crimson Conspiracist.

Glenn: Whoa, no way, man. Not me, not playing this game, man. You can't make me play your game. Hey, take that camera off of me, man. Pan that off! Pan that off of me!

Canary: The Piss Boy.

Paeden: That's Piss Man, baby.

Canary: Or, the Turquoise Twins!

Lark/Sparrow: Power! Power! Power!

Canary: Oh, they're running away from the dungeon entrance. Oh ho ho! Oh, oh dear...

[applause fades out, intro music starts]

Freddie: Welcome to Dungeons and Daddies, not a BDSM podcast, and these days slightly more of a Dungeons and Dragons podcast. About four dads from our world, flung into the forgotten realms in the quest to rescue their lost sons.

Freddie: My name is Freddie Wong. I play Glenn Close, the rock and roll bard of the group. He's got a cover band. And this week's dad fact, we've talked a little bit about his eating habits last time, this time we're going to talk about his sauce habits. Glenn-

Will: Interesting.

Beth: Mm-hm.

Matt: Okay.

Freddie: ...makes what he calls: rancho bandito sauce.

Will: *[laughing]*

Freddie: His signature blend.

Will: Tell me everything.

Beth: Uh oh. No.

Freddie: Rancho bandito sauce is as follows: One, buttermilk ranch. ...like ranch dressing.

Will: Go on.

Matt: Okay.

Freddie: Two-

Will: Hot sauce?

Freddie: Some kind of hot sauce, which he's still trying to figure out. And, he's not going to be the kind of guy who has a hot sauce holster, but he definitely has a cabinet in the kitchen that's just hot sauce.

Will: Yes! Yes.! I was wondering who the hot sauce dad was going to be!

Freddie: And, he fancies himself a hot sauce gourmand.

Will: Yes!

Matt: Didn't we talk about—I feel like we talked about hot sauce in the second episode, Darryl and Glenn did. I think we did.

Will: Probably. But, that was a while ago.

Matt: Yeah.

Will: What is his favorite? Because, I have a friend who has a hot sauce dad. And he's got like... There's always one with a donkey, with a flame shooting out of his butt hole, and it's called Old Buttblower, or whatever.

[laughter]

Matt: Yep.

Beth: Oh, yeah!

Will: What is Glenn's favorite hot sauce in his collection?

Freddie: [laughing] He has a hot sauce, that's an artisanal one, called [*with fake Italian accent*] "Spicy Meatball". [*accent stops*] And it's a cartoon of an Italian chef, doing Italian hands. And it's not a good hot sauce.

[laughter]

Freddie: It's not at all spicy, but it's just, he's like, "Hey, this label's really cool, man."

Beth: [giggling] It's just marinara.

Matt: It's just marinara.

Freddie: It's just marinara sauce with Tapatio, and it's called [with fake Italian accent again]"Spicy Meatball!"

Beth: I hate when I go to the grocery store for a Tapatio, and they're like "We only have Old Assblower." I'm like, "Okay, fine."

[laughter]

Beth: The boys will be really bummed at this football game.

Will: [in an old-guy country accent] Hey folks, we here at Old Assblower have been making hot sauce for over a 100 years.

Matt: My name is Matthew Arnold. I play Darryl Wilson, a stay at home coach dad, who becomes a barbarian upon entering the forgotten realms. I wanted to just talk about a really important moment in Darryl's life today, which is his first time... going to Disneyland, of course, is what I'm talking about.

Freddie: Oh my God. Oh, geez.

Beth: Dumb.

Matt: Come on. It was very wonderful.

Will: Dis-a-ppointing.

Anthony: [sing-song] I hate every dad!

Matt: It was senior year of college, it was right when they graduated. Carol was taking some time off, before getting into grad school. Darryl didn't think he was going to be a Disney guy, but he had such a great time on Pirates of Caribbean, and everything. And they were going to stay there for a couple of days, they got the whole package. And the first day was just perfect. And then, they got to—

Freddie: Where? At the Disney Hotel, and shit?

Matt: Yeah, yeah! They stayed at the Paradise Pier, and then he also fucked for the first time.

[laughter, mostly Freddie]

Matt: You know what I'm saying? Paradise Pier, first time. This was about his first time.

Will: I knew it!

Beth: I knew it too.

Will: I smelled a rat the second you started talking. Dammit!

Anthony: She took him to Splash Mountain.

[laughter]

Matt: Yeah. Took him to Splash Mountain. By the way Darryl's pin, is the room number that he screwed in at Paradise Pier. That's most of his passwords, are those digits.

Will: 6969!

Matt: Yeah. They both laughed. They weren't going to do it, but they couldn't not do it, when they got 6969. That's the room number, of course. All right.

Anthony: What's everybody's favorite Disneyland ride real quick.

Freddie: I'm a Haunted Mansion guy.

Will: Uhm... Splash Mountain.

Beth: Probably the one I lost my virginity on...

Matt: *[light off-guard laughter]*

Beth: ...which was the Jungle Cruise, and also the monorail. And then, also Space... Yeah, I fucked on everything. Don't ever go to Disney.

[nervous laughter]

Beth: No! No, guys. I actually haven't been to Disneyland, since I was a pretty small person.

Freddie: Quick tip, use the app to get Dole Whip. All right, that's all.

Beth: I still don't know what it is.

Will: Hey everyone, I'm Will Campos, I play the fictional character Henry Oak—

[laughter]

Will: —on the podcast Dungeons and Daddies. He—

Anthony: *[laughing]* Why is that so funny?

Freddie: *[cackling]*

Will: Because we've done 40 of these Anthony!

Matt: Sometimes it's just good to remind people.

Anthony: That is really funny! I can't explain why that... why calling him a fictional character's inherently very funny!

[Will and Freddie laughing]

Will: The people and names in this podcast are fictional. Any resemblance to living or dead hippie nature druid, crunchy munchy, Birkenstock rocking, hippie nature druid dads is purely fictional. Henry's dad fact today, it's been a while since I did a classic. I did a Henry style—

Freddie: A classic baby!

Matt: Classic? Alright.

Will: I did it on Henry's Favorite styles. We're going to open—

Matt: Babe Ruth pointing his shot, here we go.

Will: So, Henry, as you all know, is a rapper. And you know, I know that we had some fun goofing on that Henry probably doesn't know a lot about rap, that he only listens to Hamilton, but he's into the Indie scene guys. He's on SoundCloud listening to those SoundCloud artists. *[increasing joyous anticipation]* And his favorite SoundCloud artist..

Beth: *[pre-emptive disappointed noises]*

Will: *[giddy]* Is a thunderstorm.

[laughter, mostly from Will]

Beth: Oh my goodness.

Matt: I knew-

Beth: This is so upsetting.

Will: You know what's the best part of that joke? I'm just going to do a little commentary on my joke right now.

Freddie: Alright.

Will: Is that, you know the second I say SoundCloud, you know what's going to happen and then I just drag you out for the rest of it.

Beth: The second you open your mouth I know what's going to happen.

[laughter]

Beth: Hello, I am the fictional person Beth May playing the real person Ron Stamper, emotionally detached chef father and rogue. Fun fact about Ron this week, and I think I might be sort of retconning a few things here, but we have a little fun on the podcast, in case you didn't know.

Anthony: We work hard, we play hard.

Will: As a treat.

Beth: As a little treat. So, I was kind of trying to think of what sort of started off Ron's, not only interest in being a businessman but his confidence in business, and I came to the conclusion that you know how it, like, in high schools for track teams or bands or whatever, you have to sell chocolate or sell... you know?

Fredie: Yeah, yeah, yeah, yeah.

Matt: Mm-hmm [*affirmative*].

Beth: So, I think that he got the boxes of chocolate or whatever and then went home to tell his parents like, "Yo, I'm on track"—I feel like he would be a track person. Like he wouldn't be fast, but he would just kind of zone out—

Will: Shot put.

Freddie: Shot put, yes. I was literally thinking shot.

Beth: Yeah, because those legs.

Matt: Legs are important in shot put.

Beth: Yeah!

Freddie: And also you don't run as much as everyone else, he's like, "That seems appealing."

Beth: I feel like he's a good runner. But that's neither here nor there. What is—
[laughter]

Matt: That's another fact. A little free fact in our facts.

Will: Whoa, save one for next episode!

Beth: I'm sorry, oh my gosh, I just got so excited.

Anthony: He's running from his dad ever since childhood.

Beth: So, I think that he went home to tell his parents that he was selling chocolate and then asked them if they wanted to buy any and instead of just, you know, buying the few boxes that normal parents do or whatever, his dad, Willy, bought the entire thing with the plans to like upsell it somewhere else.

[pitying and dismayed laughter]

Will: Oh no! Oh no!

Freddie: Oh my God!

Beth: And so Ron went back to the school and he had already sold all of his boxes and he was really proud of himself.

Will: The fucking closer. Oh...

Freddie: There's a lot to unpack there.

Will: How did Willy do on those track candies? Did he flip them?

Beth: Very poorly. He barely—

Matt: Poorly. Just ate them all year.

Will: They melted in his trunk.

Freddie: He probably blamed Ron for it, yeah.

Matt: Melted in the car is the best answer.

Anthony: Hi, I'm Anthony Burch. I guess I also play fictional character Beth May.

Beth: Damn.

Freddie: That's true.

Anthony: I am also your dad.

Will: Hi, dad.

Freddie: Hi, dad!

Anthony: My fact today is that yesterday we recorded the first part of a two part crossover with literally my favorite podcast, Hey Riddle Riddle.

Beth: Hey, we're a podcast too! Come on.

Will: Hey!

Anthony: Yeah, no, no, yeah.

Matt: Yeah, we still have Story Break.

Will: Hey! Story Break! come on!

[laughter]

Freddie: That's what we get for never having him on.

Anthony: I said what I said! I don't know what to tell you. And I was hoping, I was going in, I was like, "Okay, well, as long as I don't admit that I really like their podcast and look like an asshole, it'll be fine." And then I did that immediately and I was like, "Oh, no, I'm an asshole." And it's like, "Okay, well, as long as they're not funnier than us, I'll be fine." And they were immediately funnier than us, it was like, "Oh, no." And then, as long as they're not really nice, it'll be fine— and they were also really nice. So, uh... just overall a big big loss for us and a big win for the listeners.

[laughter]

Will: [sarcastically] What a disaster that we made a great podcast episode with someone who turned out to be super cool.

Anthony: Yeah.

Matt: Wait, Anthony, have either of them ever given somebody a kidney?

Beth: Oh, damn.

Matt: Yeah, so...

Anthony: Oh I've got that on them. I'll email them back right now and be like, "Guess what cucks?"

[laughter]

Beth: Yeah.

Matt: Guess what...

Freddie: And folks listening, you can expect that bonus episode dropping on our feed next week, this time the eighth. Next we got a bonus episode.

Beth: Will and I are about to record a bonus episode with them, too. And so now that we know that they're like really funny—

Will: They're super funny.

Beth: —or whatever, we're just going to be super—

Matt: And Freddie is going to be there with you, too, so he can...

Will: You guys got the easy one because you got them on our podcast. You had a home podcast advantage.

Anthony: Oh, yeah.

Will: Beth and I are walking into the fucking jungle. We've got to go improvise with the super good improvisors.

Beth: Improvise.

Freddie: I'm going there too! What are you talking about?

Matt: Yeah, Freddie's going in there.

Will: Oh that's right, Freddie's going, too.

Anthony: I warned all of you.

Beth: Improvisation, which is not what I do and then riddles which is not what I do.

Will: I want to see a scene, all three of us are on a podcast and we're bad at improvising. *[laughing]*

Anthony: Oh, no.

Beth: Okay. Okay. Cool. Hey, what's up guys? Welcome to my podcast. It's about being in a—

Will: Yes, and I am on the podcast, too!

Beth: No, no you're not.

[crazy amounts of crosstalk]

Freddie: Just going to start the fade in. The fade out.

[more argumentative improv-based crosstalk]

Freddie: The fade out's happening. The fade out's happening.

[fade out music happens]

Anthony: To summarize: You are in Oak Vale! And a couple of you had gone down into the dungeon to find out the secrets of Henry Oak's backstory. Darryl immediately died despite his Dan Marino—

Matt: Immediately is a little rough. A little unfair.

Anthony: Darryl died quicker than anybody else on record.

Matt: Yes, okay, I'll accept that.

Anthony: And went back to the base camp where his body was. Glenn has been talking to Canary trying to organize some sort... I don't understand what he's doing. I'm sure Freddie's playing some crazy long con, but apparently he's trying to introduce fried food or something.

Freddie: He's just hungry and he wants to introduce these people to his rancho bandito sauce.

Anthony: Okay, Ron, in the form of a dog, and Henry in the form of slightly sexier Henry, met a couple of goblins—

Will: I want to clarify that I did not say that elf Henry was sexier, I just said he had elf ears and no glasses.

Matt: But that's instantly sexier.

Anthony: I'm just making an objective judgment based on your subjective statement. He looks a little bit different. It's just fact he would be hotter.

Matt: The *She's All That* version would be a person without elf ears and glasses and they would take off the glasses and put elf ears on and then now you're going to date the hottest guy in school.

Anthony: Yeah, Henry has a paint flecked onesie.

Will: Glasses off, ears up.

Anthony: You've met two goblins who said that their boss is in the dungeon somewhere. They were leading you up to Floor Two of the dungeon. And back on the surface.

Will: Anthony?

Anthony: Yes.

Will: Did I level up?

Freddie: *[laughing]*

Will: In the D&D 1.0?

[a still moment of Freddie laughter]

Anthony: No. No, you did not.

Beth: Dumb.

Anthony: Nor will you ever

Will: Worth a shot! You miss 100% of the shots you don't take.

Beth: That's true.

Will: Which is also about my hit rate as a level one character in this game.

Anthony: Glenn and Darryl and Paeden were talking to Canary, the Lord of Chaos broke away from the group, sprinted as fast as they could—

Will: Oh, fuck, that's right, oh geez.

Anthony: ...and these leapt toward the entrance to the dungeon screaming, "Power!" So, Freddie because you passed your perception check, I'll give you one action. At disadvantage because Lord of Chaos is a squiggly one.

Freddie: I want to use my action to jostle Darryl, and be like—

Glenn: Yo, yo, check it out. It's going to be awesome.

[laughter, mostly Anthony]

Will: Glenn is the worst dad!

Matt: So, he does that. Darryl looks... I did spend some time really thinking about trying to save these little kids. You gotta give me like slow motion replay. By the time I turned, because Freddie spent his entire action to show me that these kids are going to kill themselves. Great, thank you, Glenn.

Freddie: No, they're just going to get really old which is going to be awesome.

Matt: How much time... What's happening? Are they like inches away? Can I do anything?

Anthony: No, they are in midair. The only person who could have done anything would have been Freddie, and he did what he did.

Matt: I turn and, as I see them, I make the sign of the cross.

[laughter]

Matt: That is all I do, this is all he has left. And I go—

Darryl: Dear God, no.

Anthony: And in slow motion, as they leap into the dungeon, you can see the cloak falls off of Lark's head and in slow motion he's like—

Lark: *[deep slow-motion voice]* God can't help you.

[laughter]

Beth: Oh my God.

Matt: I go sprinting to the hatch to see what I see.

Anthony: You are not fast enough. Lark and Sparrow land—

Will: Oh my God. [*dismayed laughter*] I cannot believe this is fucking happening.

Anthony: The impact makes them fall off of one another's shoulders, so they fall onto the step and for a second you can't see them because they're beneath the lip of the dungeon hatch.

Matt: I'm pulling my belt off as I run.

Beth: Why? Oh, to—

Matt: Because I don't know how deep this thing is.

Anthony: No, that's fair, that's fair.

Matt: I'm trying to save their lives, is all I'm trying to do right now.

Beth: Oh, yeah.

Anthony: That's fair. After a second, as you're running up, you see Lark and Sparrow stand up and there going—

Lark&Sparrow: Oh, no. Oh, no!

Anthony: They're wiggling and stuff like that and then they go—

Lark&Sparrow: Just kidding! Ah, we're powerful! We'll never die! Yeah, yeah, yeah!

Anthony: And nothing about them seems any different. They're like—

Lark&Sparrow: Alright, we're going to go save Daddy. See you boys in a bit!

Anthony: And then they start trudging down the dungeon steps.

Will: What!?

Matt: I go—

Darryl: Stop, stop. Hey, hey!

Lark&Sparrow: Mmm— What?

Darryl: So, nothing happened down there? You guys are... Let me see your hands. Are they old?

[nervous and baffled laughter]

Anthony: So, you watch as both of them very clearly, visibly restrain themselves from flipping you the finger and they just put their hands up, palms out, and they go—

Lark&Sparrow: These are the hands that are about to go save our father from certain death! Uh-bye!

Anthony: —and they begin to descend the stairs.

Beth: Oh, my goodness.

Freddie: I was so looking forward to 50 year old versions of those voices! That was the only thing.

Will: Does the frog aged 100 frog years last time.

Freddie: *[loudly disappointed]* That was the only thing that was keeping me through this week, was to be like, "I want to hear Anthony's old person versions of Lark and Sparrow!"

Anthony: Actually, you know what they do when they come back up and they're going like, "Whoa, it's hurting"? They probably go like—

Lark&Sparrow: Oh, no, we're turning old! We're so old! Taxes! Politics! Buh!

Matt: "Got to go to bed at 9:00 now. I'm tired every morning."

Lark&Sparrow: I drink milk, I have a mortgage. Oh, no.

Beth: So they're 27 now? Yikes.

[laughter]

Matt: They're 27.

Darryl: Glenn, they're totally fine. Hey, Canary, what the hell's going on? These kids are not dead. Which is good, I'm happy about that, but...

[laughter]

Anthony: Canary's like—

Canary: Is that a problem? Is that something you're not happy about?

Darryl: It's not a problem, it's just that the frog died.

Beth: What?

Canary: The frog didn't die. The frog aged 100 years, he's probably still...

Matt: Well, yeah, I mean but-

Freddie: The frog's over there just chilling being like old and just hanging on a lily pad being like, "Yup."

Darryl: I just think you got to explain what's going on here because the single bass member we have went down there and is totally fine and just walked in without getting hurt.

Canary: I don't know what to tell you. I don't know, maybe there... Well, okay, actually one thing I do know is that if somebody goes in... This is going to sound misleading because this is almost certainly not the answer to your quandary, but it's something you should know unrelatedly. But I'm pretty sure that anything that goes down there that's immortal, it doesn't change in any way. It ages, you know, 100 years, but it doesn't make a difference because it doesn't have an ultimate age of death. It doesn't age.

Beth: Uhm...

Darryl: If they're immortal?

Canary: I don't think that's it. I don't think that those two kids are immortal.

Beth: Maybe it's like how only Wolverine could survive the surgery to implant adamantium into his skeleton because he already had the power that allowed him to heal. It's like, maybe they were specifically formed...

Darryl: Glenn, you want dip your toe? Maybe just like touch the board?

Glenn: No. No. Dude, I saw what happened that fucking frog dude, I'm not about to be about that life.

Darryl: I just feel bad. They shouldn't go in there, it's dangerous.

Glenn: Well, we can't follow them. Well, you can't follow them.

Anthony: Paeden's like—

Paeden: Mmm...

Darryl: Canary, what happens if I stick my finger in? Will my finger age?

Anthony: Absolutely.

Matt: Okay, I slowly start moving my finger in.

Will: Oh my God.

Anthony: Which finger?

Matt: My right finger.

Anthony: My right finger? You psychopath. You have five on each hand.

Matt: My left—

Beth: Not for long.

Matt: My left pinky.

Anthony: Okay.

Matt: I start dipping it, like I'm testing water and I start slowly moving it to the boundary of the hatch.

Will: *[laughing]* Oh my God.

Freddie: Holy shit.

Anthony: So, roll Dexterity, I guess?

Will: What are you doing?

Matt: I don't want those kids to die! They not even make it to you.

Anthony: Or roll Sleight of Hand.

Matt: Roll Sleight of Hand?

Beth: Just sleight of finger.

Freddie: Yeah, divide your roll by five.

Matt: Okay, roll sleight of hand.

Freddie: A little math joke for y'all just to keep you still playing along. That's the way ol—

Will: What would Dungeons and Daddies be without horrific Darryl hand trauma?

Matt: I got an eight.

Anthony: So, you try to dip in with just your one pinky, but the shock of what happens to that pinky freaks you out so much, that for a second you lose control of the hand that's keeping you stable and your whole left hand just dunks inside.

Beth: [*gasp*] Oh...

Matt: Wait. Who puts their hand in hot water and then when it's hot, plunges it in?

Will: I got to side with Darryl on that one. That feels like the opposite of a fire hot freak out reaction.

[*laughter*]

Anthony: Okay, okay, okay. So, what happens is—

Beth: It would be his right hand. Because he would like—

Anthony: ... instead his—

Freddie: His right hand comes around and goes like, "No!"

Beth: Yeah.

Will: What if he falls back, but then one of his feet goes in?

Matt: No, Anthony, you can do whatever you want. I'm just going to—

Anthony: No, it's fair. That's fair. Okay, so what happens is just instead of just the little fingernail part of your pinkie, the whole pinkie goes in before you realize what's happening.

Matt: Okay.

Will: No!

Anthony: And your pinkie ages 100 years and it is now—

Will: No. What?

Anthony: ... vestigial and dead at the end of your hand.

Will: [*grossed-out laugh-yelling*] Oh God, that's so weird!

Matt: It's just like a...

Will: He has a 100 year old pinky?

Anthony: Mm-hm. [*affirmative*]

Beth: Guys, do you think that Carol will be more inclined to get a divorce or less inclined after?

[*laughter*]

Darryl: Glenn, don't go in there. Sorry.

Matt: I think it's just like a bone. And then I tap it and it just crumbles into dust.

Beth: Oh, my goodness.

Will: No, you don't get out that easy. It's like an old wrinkly hundred year old person finger. There are people that are 100 years old, man. Their fingers don't just turn into dust.

Freddie: Yeah, man, you don't—

Anthony: Yeah, but they're not 130 years old.

Matt: Wait, wait, wait. 34. 134. And let's be fair, Darryl's probably living to 60. So, it's another 60 years of rotting.

[*laughter*]

Anthony: But, yeah, no, it's definitely still on there. If you do anything forceful enough with your finger from this point on, then it'll come off. It'll be a dramatic moment.

Beth: [*wheezes*] Then it'll come.

Matt: No, I break it off. I break it off. I go—

Darryl: Canary, here wrap me up.

Glenn: What the fuck!

Matt: And I break off my...

Darryl: I'm not keeping this old— This is disgusting, Glenn! This is horrifying. I can't look at this anymore.

Anthony: She goes—

Canary: Oh no, but that's a part of you. You should love every part of your body. You are a beautiful shrine, a temple.

Darryl: *[sighs]* Alright, kids, just go find your dad, I guess.

Lark&Sparrow: That's what we planned on doing! High nine!

Darryl: God. Glenn, why weren't you watching them?

Will: Oh God, brutal!

Darryl: Thanks kids.

Freddie: Oh my God. I just got that.

Matt: Yeah.

Beth: Great job, Darryl.

Darryl: Hey, Glenn. Good job watching those kids.

Freddie: Glenn puts a measured finger to his chin and strokes and goes,

Glenn: I think I screwed that one up.

Beth: He strokes his chin with his pinky.

Anthony: *[laughing]* Just gloating, "Look what I can do."

[sound effects of water dripping on stone and echoing]

Anthony: Let's cut back into the dungeon. So, the two of you are following these two goblins up to the second floor of the dungeon.

Will: Okay...

Anthony: You come into the second floor of the dungeon. So, you are at the northernmost part of this room and there are exits to the east, the west, and the south, all the doors are closed there. On the floor in front of you, basically on the south half of the room are 26 separate tiles that all have different symbols on them, that seems to be kind of worn away.

Will: Hm...

Beth: Are there any symbols or any writing on the doors themselves?

Anthony: If you want to Investigate the door on the south part of the room you could do that. There's some dust covering what seems to be a message that was recently carved into it.

Will: Would we have to walk across these tiles to get to that door?

Anthony: They do go up to the edges of the wall. So, you would have to either walk over them or—

Ron: Henry, if you take that stick and you use one of the bags or something, a part of your gear, that sort of fabric, you can dust it off like in a fairy tale.

Henry: Oh, that's a great idea.

Ron: And just be like 'This is what this door says.'

Henry: It's like a 10 foot Swiffer. That's what you're going after.

Freddie: *[laughter]*

Ron: Yeah, absolutely.

Henry: Before we do that, though, hey, goblins, what are your names?

Anthony: One of them bows at you and says—

Jenny: My name is Jenny Ka.

Anthony: And that's from Jason Dutton. The other one says—

Domwook: My name is Domwook Oosgrowl, and that was by Philip Cuvion.

Will: So, Jenny Ka and Domwookk Oosgrowl?

Jenny: Yeah, you can call us Jenny and Dom if you wish.

Henry: Jenny and Dom!

Ron: Okay. I think I'll do that, yeah.

Henry: Okay, Jenny and Dom, what can you tell us about this room? Do you remember coming up here? Do you know where your boss is?

Dom: I think she must be on the third floor. Why didn't we pay attention to the...

Jenny: You should have paid attention to the password.

Dom: I know I should have paid attention to the password. I don't remember the password

Henry: Whoa, whoa, whoa, hey, hey, hey, Jenny, Dom. It's okay. We're all in this together. We're all going to figure it out. Y'know? I just want to— Let's all stay positive. The first puzzle to solve is the puzzle of teamwork. So, this seems like—

Ron: But what about this floor?

Henry: Well, that's the second puzzle. Now, if I count right, I see that there's 26 blocks here, and there's 26 letters in the alphabet. So, I wonder if this is like we got to spell out some sort of message. But first things first, these block look a little dusty. I think I'm going to go ahead and do that 10 foot Swiffer idea that Ron came up with. Great idea, Ron.

Ron: Thanks.

Henry: That's part of good teamwork. Like the first puzzle of good teamwork is how to do a good compliment. You just got to say nice things to each other. So, great job, Ron. Jenny and Dom, you guys have wonderful names. And I'm going to go ahead and dust off these 26 letters.

Freddie: [*to the tune of the song Stay's Mom*] Jenny and Dom have got it going on.

[laughter]

Anthony: When you say they have nice names, they turn a slightly more intense shade of green and like—

Jenny: Oh!

Dom: Oh!

Jenny: Oh, he's nice.

Dom: He's nice.

Jenny: He seems nice.

Dom: He seems nice.

Jenny: I hope we don't have to kill him.

Dom: I hope so too.

Henry: I hope so too.

Anthony: So as you swiff away one of the... So, you get to pick one close to you one far from you?

Will: We'll start with one far. Since you asked.

[laughter]

Anthony: Yeah, I realize now that I've asked, I've sort of given you a hint there. Why don't you just give me... I don't think this is in the DND 1.0 rules, but whatever. Give me just a D20 rule just for luck's sake?

Will: Just for shits and giggles. [*sing-song*] I got a natural 1.

Freddie: Oh, no.

Anthony: Okay, so with a natural one, you...

Will: Die.

Anthony: Yeah, you just die. It's weird. You just get a heart attack you're so ashamed. No, the Swiffer comes down and hits the tile that you were trying to dust too hard and the tile depresses into the ground. And a spike shoots up from that tile—

[*metallic sound effect*]

Anthony: —really suddenly, like six feet. Just really, really sharply and really suddenly. It happens so quickly that it snaps your 10 foot pole—the non-mage hand 10 foot pole—in half. So, now you have two five foot poles, one of which is on the other side of the room.

Matt: [*laughing a bit by the end*] Not to tell you how to do your job, Anthony. But wouldn't it be less lucky if it didn't trigger the trap so they thought it was totally fine?

Will: [*laughter*]

Anthony: Matt spends one goddamn podcast with a group of people that actually are funnier than us and really know how to play D&D for reals, and all of a sudden—

Matt: Sorry. [*starts laughing*]

Will: Wow, Matt's throwing elbows today.

Anthony: This shit ain't good enough for us.

Will: Boy oh boy.

Matt: Trying to just up our standards.

Henry: Well, that was surprising. I'm going to go ahead and—

Ron: Let's hope that that was Z.

[*laughter*]

Ron: I just don't see a lot of Z words. So maybe that was—

Henry: That's true.

Ron: Yeah.

Will: Has the writing on this thing been revealed?

Anthony: With a 1, let's say, to make it even more punishing, to make Matthew happy, let's say that the pole lands in such a way that it's blocking whatever the writing on that particular one was.

Henry: Oh, sugar.

Ron: Could I use my dog nose to see if any of them smell different than the other?

Freddie: Oh! Nice. Nice, nice, nice.

Anthony: [*thinking noise*] Why don't you... Yeah, just go ahead and give me a D20 roll for that, because why not? I'm not going to bother looking through the D&D 1.0 rules, but I suspect that "use dog nose" is not going to be a thing that they have an encounter for.

Beth: Why would you think that? Have a little faith? Oh! I got a natural 20.

Anthony: Oh, wow.

Will: Yeah!

Anthony: There are three rows of these tiles.

Will: Mm-hmm [*affirmative*].

Anthony: And you can tell that all the tiles nearest to you, in that particular row, none of them smell any different. The second row, the one—sort of the middle row, the one that's one row away from you—you can tell that there are four tiles that smell different. And on the third, the furthest one, because your natural 20 means your nose is very strong, you can tell that there are also four tiles.

Will: So, we got four in the second row and four in the third row?

Beth: Are they vowels?

Anthony: You can't tell.

Beth: Okay.

Anthony: Because you just smelled.

Will: How many squares or how many tiles are in each row?

Anthony: So, in the first row, the one nearest you, is seven. The middle row is nine. And the last row is 10.

Will: Okay, so it's a QWERTY keyboard, as I am looking at my QWERTY keyboard, and that seems to check out. 1, 2...

Beth: Oh, man.

Will: ...3, 4, 5, 6, 7, 8, 9, 10.

Henry: Hmm. Guys, I'm getting a flash of intuition here. I feel like this is a giant keyboard. Because the rows, they seem to line up with like a keyboard and there's been a lot of stuff from our world. Do you guys have to keyboards here?

Will: I say this to Jen and Dom.

Anthony: They go—

Jenny: Like a piano? Like a music making instrument?

Henry: Yes, almost but a music making instrument that writes words instead of playing notes.

Jenny: That's the dumbest.

Will: So, the south door is blocked by these tiles. What about the east and west doors?

Anthony: The east and west doors are accessible, you could reach them easily on your own.

Henry: Guys, I think we should maybe inspect these doors a little bit. We should see what's going on in this room a little bit more, right?

Ron: Yeah.

Henry: I feel like that feels like the kind of the thing so far?

Freddie: That's Henry using his *Myst* intuition to know that you should look around and get all the clues you can before you tackle a puzzle.

Henry: Hmm. This seems like a good old fashioned *Myst* puzzle to me.

Will: So, I'm going to go take a look-see at the western door.

Anthony: Okay.

Will: Careful look-see.

Ron: I'll go to the east one. But after you go to the west one, so that you know we're not sort of on top of each other.

Henry: That's true. We need to stagger our system here.

Will: So, Anthony, I want to remind you that as an elf, I have the ability to sense secret doors. So...

Freddie: And regular ones.

Will: Is my door-dar picking up anything other than the doors I see with my two beautiful eyes?

Anthony: No.

Will: Okay, well then I go to the western door.

Anthony: Okay, so both of you are basically going to, I presume, sort of doing like a searchy, kind of check it out quietly and carefully kind of thing?

Will: Yeah, so a look-see-woo-woo.

Anthony: So, I'm going to roll twice on a random wandering monster thing. So, if I get a six, a monster will show up. If I get anything else a monster will not. So, [*dice roll clatter*] first roll no. [*dice roll clatter*] Second roll... Henry, you can hear, inside the western room, like a voice that's like...

Voice in western room: Bleh!

Freddie: [*laughter*] What?

Will: "Bleh"?

Anthony: Bleh!

Matt: That's terrifying.

Beth: Oh my God, it sounds like the mummy! That makes me laugh so hard. Like, "Ah." [*laughter*]

Matt: Oh, yeah, then they... That they got the voice.

[*various short 'ah!' screech sounds from the cast with laughter*]

Beth: Oh my God, that kills me. It's so funny.

CBS This Morning Narrator: This week, researchers in England let us hear what a real mummy sounds like. Scientists were able to mimic Nesyamun's voice by recreating his mouth and vocal cords with a 3D printer. It allowed them to produce a single sound: "Ah!"

Beth: "Ah!"

[*laughter*]

Anthony: From the eastern door, Ron, you don't hear anything. So, with the second roll I did for the wandering monster stuff, a monster did come up.

Will: Uh oh.

Matt: "Ah!"

[*laughter*]

Anthony: So that tile, that the spike came out of?

Will: Mm-hmm?

Anthony: Basically, the spike stays out for a second and it seems like it's trying to attract inward but it can't. And then you see a crab creature sort of scuttling up the spike. It's a very large crab.

Freddie: It's a giant enemy crab?

Anthony: It's not giant. And it might be your friend.

Freddie: *[increasing excitement]* It's a giant enemy crab?

Anthony: I haven't rolled for it yet, it might be your friend. It comes out, and is climbing up the spike and basically stands perched atop the very point of the spike. And now I'm going to roll to see how he feels about you.

Freddie: Massive damage, Will. You could deal massive damage.

Anthony: That's a three and a one, which is a four, which means he has a negative reaction. And so the crab looks at you and goes—

Crab: Enemies! Ah!

Beth: "Ah!"

[laughter]

Anthony: It clicks it's claws and stuff. And so, it's going to, I believe, get to fight you because it sort of surprised you. So, it is going to leap at Henry.

Henry: Oh, geez!

Anthony: So, they surprise you, so it means that that crab gets to go first and then we will roll initiative.

Freddie: It's been so long!

Matt: Just for my own interest. In Dungeons and Dragons 1.0, like monsters, you roll on the table and they might just be friendly?

Beth: Aw!

Anthony: Yeah, so basically it says in here that anytime you meet any monster you roll two D6. 2 to 6 is they have a negative reaction to you.

Will: So, D&D 1.0 is basically Undertale, is what you're saying?

Matt: Yeah.

Anthony: Kind of, yeah! It's actually a lot like... For despite how brutal the combat is, it's a lot more likely to just be like, "Oh, you meet a couple of goblins and they're chill," which is exactly what happened to you.

Beth: I was going to say it's more like meeting strangers online, where it's just like, "Yeah, okay. Yeah."

Anthony: It's still a risk, but hey!

Will: But sometimes you get crabs.

[laughter]

Matt: Nice.

Anthony: Going to try to do a big ass leap over the first two rows. So, another really weird thing about D&D 1.0 is that every single creature in the game does 1D6 worth of damage. Some of them have more attacks to make them scarier for every single person just does 1d6.

Will: This is going to be very interesting.

Anthony: The crab leaps through the air, clacking it's claws at you. Clack, clack, clackaw! And it slashes across your chest and it does... *[dice roll clatter]* 1damage.

Will: Okay. *[laughter]* I have... 2HP.

[strained laughter]

Will: Alright!

Henry: Ow!

Matt: 50%.

Anthony: As you say "Ow," you hear the thump of footsteps behind you of two very familiar, very fast-paced footsteps. And you hear, da, da, da, da, da, and they go—

Lark&Sparrow: Father! We have come here to save you! From the— from the crab! Aha!

Henry: What the fricking, ding, dang, gosh darn, dilly willy, heckin' shark tooth, banana, chicanery— hooting, tooting, raspberry fricking fuck are you two doing here?!

[laughter]

Matt: Wow.

Lark&Sparrow: Oh, he used the fuck word.

Beth: I bark, friendly, like—

Ron: Aroo!

Anthony: And they go—

Lark&Sparrow: Well, I believe we just told you, Father.

Will: [laughing] I'm still getting attacked by a crab, right?

Anthony: So, the crab attack is over, now the rest of you can go in basically whatever order.

Will: I feel like I'm still mid-combat and a crab just took half my health, so I don't know that I'm... I'm just wrestling with this crab. Like—

Henry: I told you boys to stay up there! What's wrong with you?

Lark&Sparrow: We heard it was dangerous!

Beth: Can I just go pick up the crab with my dog muzzle and then shake it around? Like angry-dog shake it?

Anthony: Sure, roll a D20 and then try to beat whatever it says is the armor class thing there for an armor class of five.

Beth: Okay... [dice roll clatter] I got a 17.

Anthony: So, armor class being five means you only have to roll 10 or higher, is what it means?

Freddie: Yeah, that's correct.

Anthony: Go ahead and roll your damage.

Beth: [dice roll clatter] Four.

Freddie: Whoa!

Anthony: Geez Louise. For every enemy you meet, it has a certain number of hit dice. I roll that many dice. And that's how much HP it has.

Beth: Oh...

Anthony: So, this big ass crab has four hit dice. I'm going to roll 4D6.

Matt: Whoa, really?

Freddie and Will: Whoa!

Anthony: Yeah, it's no joke. So, it has 15 health, I probably wasn't supposed to tell you that. You do four damage to it. So, you shake it around pretty badly and one of its legs flies off. When you let go of it, it's like—

Crab: Ka, ka, ka, ka, ka.

Beth: He's got like six more though. Fucking aggro Sebastian over here.

Will: The famous seven legged crab. Henry is going to channel his suppressed rage at his sons' disobeying him and he's going to grab the crab and try to...

Beth: *[laughter]*

Will: He's going to grab the crab!

Beth: The old crab grab!

Will: And I'm going to try to—

Beth: Classic.

Matt: It's like a surf move.

Will: I'm just going to try to throw it back into the spike that it crawled off of.

Anthony: Okay, let's treat that like a normal attack. Give me a D20.

Will: Going to roll that bone. *[dice roll clatter]* I got an 11!

Anthony: So, roll a D6.

Will: *[dice roll clatter]* All right, I got 3damage.

Anthony: 3 damage, okay, cool. So it's down to—

Will: And I go—

Henry: Ooo, you kids are driving me crazy!

Will: And I throw the crap at the spike.

Anthony: It doesn't get impaled, but it hits it really hard and you hear a crack as the shell on its back splits into two pieces. When it lands back onto its feet—or its little leggies—you can see that the shell is bisected in the middle vertically and it looks like it has two cool shoulder pad pauldron things now.

Beth: I know it's like a QWERTY keyboard, but if the spike was on the letter C, then the crab could have been “under da C.” You know?

Boys: Oh...

Will: Mmm.

Beth: Yeah. All right, let's continue.

Anthony: Okay, so just reverse all the directions I gave you for the tiles and then that's canonically true.

[laughter]

Beth: Yay!

Will: So, we just found out that's the letter C so we can now reverse engineer the entire board.

Beth: Yeah.

Anthony: Yeah, exactly. Yeah, you know where everything is.

[laughter]

Freddie: That's inspiration in D&D 1.0.

Anthony: Okay, so now the two goblins have an option to go and they're like—

Goblins: Um... [drawn out thinking noise]

Anthony: And they go—

Goblins: I guess so, you were nice to us, so yeah, let's do this.

Anthony: So, they both are going to shoot bows and arrows.

Freddie: That's why complements help.

Will: Yes! That's, y'know.

Freddie: That's why compliments help.

Will: Pay it forward.

Anthony: [*dice rolling*] First one misses. [*dice rolling*] Second one hits, [*dice rolling*] does 3 damage. It's down to 5 health. Lark and Sparrow go now and they both have their sharpened sticks.

Freddie: They both each have sharpened sticks.

Will: They're dual wielding sharpened sticks.

Freddie: Yeah, duel wielding.

Anthony: They're both wielding two sharp sticks and they look at each other and Lark says—

Lark: Remember, just like Glenn and Darryl taught us.

Will: [*disapproving hum*]

Anthony: and Sparrow goes—

Sparrow: Absolutely, sir!

Anthony: They're both going to roll. [*dice rolling*]

Matt: Well, good thing I made little fighters out of them.

Anthony: [*dice rolling*] Okay, so Sparrow misses and Lark hits. And he does... [*dice rolling*] [*gasp*] 4 damage. And so—

Will: Whoa! This crab—

Matt: We deserve some credit for this.

Freddie: Yeah. Yeah, yeah, yeah.

Will: You guys get XP.

Matt: Yeah.

Anthony: This crab is barely, barely hanging on. It's got one little limb that's still twitching. And so, it's going to make a morale roll, and it fails that roll. So it just goes—

Crab: [*distressed, fading*] Ka, ka, ka, ka, ka

Anthony: And it goes back under the C. Down where it's wetter, it's better there. Take it from he.

[*laughter*]

Anthony: Okay, so you're now out of combat.

Henry: [*deep breathing*]

Anthony: And your two sons are like—

Lark&Sparrow: Father, we saved you! just as intended.

Anthony: And they do the *Final Fantasy VII* victory— [*Final Fantasy VII victory tune*] Da da da daa da da da, da da!

Henry: I...

Lark&Sparrow: Father, the remake came out! You played it for us!

Henry: [*strained*] Mm-hmm. Mm-hmm. Mm-hmm [*all affirmative*].

Will: Henry is pacing back and forth, beet red, his fists balled up and he does a deep breath, he goes—

Henry: [*deep inhale*]

Will: And then I sit down on the ground and close my eyes, and I go—

Henry: [*exhaling*] 1, 2, 3, 4...

Lark&Sparrow: What's he counting for? Is he going to explode?

Henry: ...5, 6, 7, 8, 9. 10. [*deep inhale*] [*deep exhale*]

Beth: Sparky curls up next to Henry and—

Ron: I heard that dogs make your blood pressure lower. You can pet me.

Henry: Thanks, Ron.

Will: And I'm petting Ron, but way too hard to pet a dog. Just like—

Henry: Thanks, Ron, I appreciate that. I really appreciate that. Boys...

Lark&Sparrow: If your blood pressure got high enough, you could use it as a sort of hemoglobin water gun to destroy your enemies!

Henry: Boys, I am sorry that I lost my temper, but I'm pretty surprised that you came down here for a lot of reasons. For one, where were Glenn and Darryl? I told you to listen to them? So, what happened with that?

Lark&Sparrow: Glenn seemed to be of the opinion that it was important to discuss culinary delights with Canary, our fair host.

Henry: Hmm, interesting.

Lark&Sparrow: Darryl was next to him.

Beth: These culinary delights have culinary ends.

Freddie: *[laughter]*

Henry: Darryl was next to... okay. And I just... Help me get on your level, boys. You saw what happened with the frog? Why did you think it was okay to jump into the cage? We'll get to why you didn't turn 100 years old because I'm very relieved that that didn't happen. And honestly, that's probably keeping me from getting a little bit upset with you guys. So—

Anthony: When you said, "Let me get on your level," your kids go—

Lark&Sparrow: Oh, absolutely no problem.

Anthony: And they immediately get back on each other's shoulders so that Lark is staring you in the face.

Beth: Aw.

Anthony: He says—

Lark: Well, quite simply... we're special! We're special!

Anthony: And he and Lark hug each other, and he jumps back off of Sparrow's arms and they just hug each other and they go—

Lark&Sparrow: We're special! We're special boys!

Henry: You boys sure are special. You're my two beautiful boys but that doesn't explain how you got... Oh, jeepers creepers. [*hyperventilating and then controlled breathing*]

Lark&Sparrow: Oak boys go where angels fear to tread.

Henry: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10. 1, 2, 3—

Lark&Sparrow: 11, 12, 13, 14! Daddy, go! Count the highest, find the highest number!

Henry: ... 4, 5, 6, 7—

Lark&Sparrow: Beat math, defeat math, do the—

[*laughter*]

Henry: Stop it, stop it. Okay, okay. Okay. Alright. Okay. This is fine. We'll figure this out, and we'll talk later about listening to the adults when they say don't do something dangerous, okay? The important thing is that... Oh, cheesy crackers, we need to get you guys—

Ron: Crackers? You got food?

Henry: We need to get you boys out of here. You can't be in a dungeon. It's really dangerous in here!

Lark&Sparrow: [*thoughtful hum*] I feel like we just killed a crab with very little problem. So, I'm feeling pretty confident right now, Father.

Henry: [*disapproving hum*]

Ron: Yeah, I think any other circumstances a dog might get a treat for something like that, you know?

Lark&Sparrow: We can give you tummy rubs.

Ron: Oh, yeah.

Anthony: So, with practiced dexterity and speed, Lark goes to your head and scratches your ears and Sparrow with both of his hands out, like his arms

outstretched, is like going back and forth across your belly like they've done this many times.

Beth: Aw.

Henry: Okay, boys.

Lark&Sparrow: Yes, Father?

Henry: I—

Beth: My leg starts kicking automatically and it kicks Henry.

[laughter]

Lark&Sparrow: Father, I believe Ronald is a good boy.

Henry: Ronald is a very good boy. You two have been... You two have been good boys in some ways, too. But also, in some ways, you could be better boys.

Freddie: [laughter]

Henry: And I'm going to encourage you to be better boys from now on, because I clearly can't trust you. And I can't trust Glenn and Darryl to watch after you. I'm just going to have to take you along because Daddy has some important stuff to figure out in this dungeon. But I'll say this right now, if you two goof off anymore, we're walking right out of this dungeon and we're going to go do something really boring. We're going to balance a checkbook.

Lark&Sparrow: Oh no.

Henry: And we're going to do our taxes and we're going to do boring adult stuff.

Lark&Sparrow: Taxes? No!

Henry: So ,you better shape up if you want to be part of this adventure, okay? We're a team.

Lark&Sparrow: Okay, we will— [choking sound] let you— [more struggling] protect us. Mm-hmm! Mm-hmm [affirmative]!

Henry: That's very mature of both of you. I'm very proud that you've gotten on board with that and you're taking me seriously now.

Lark&Sparrow: [*strained*] Always.

Henry: All right, Jen and Dom, these are my two beautiful sons, Lark and Sparrow.

Jen and Dom: Hello.

Henry: They did not turn into 100 year old frogs for some reason, even though that seems to be what's going on in this dungeon. We are going to take them along on our adventure. Please, just... they're very, very special to me and we're going to protect them at all costs. So, is that okay with you?

Dom: Yeah, no problem with me. Any problem with you, Jenny?

Jenny: No, no problem with me. Unless they want to start some shit. They want to start some shit, there'll be some shit.

Henry: Okay.

Anthony: And Lark's like—

Lark: I might want to start some shit...?

Henry: [*disapproving hum*]

Lark: But not right now. I think I'm fine. I think I'm fine.

[ad break]

Henry: Well then, let's get back to the business of solving this puzzle. Now guys, this is a puzzle in a dungeon. It's probably going to be really boring. So, I just need you to just hang with me, okay? It's going to take us a second to figure out all the clues to figure out all the stuff we've got to do.

Henry: Now, here's a question, what is that obscured on that door that's covered in dust? That big door to the south? That seems like it might be a useful clue. Hold on, let me get into my nifty bag of stuff here. Do you think we're going to find any vampires in this dungeon?

Freddie: [*laughter*] I mean, listen, it sounds like it's random encounters and roles. So, I mean, shit, it might.

Will: I've got a cross. I'm going to go ahead and I have a jar of holy water and so I'm going to go ahead and throw that at the dusty part of the door to try to wash it off.

Anthony: Okay.

Freddie: One of my favorite things about all the D&D 1.0 stuff is how much stuff is very clearly geared for fighting vampires.

[laughter]

Will: It's a lot! Because I also have garlic I have...

Freddie: Yeah, 8 out of 20 items are like vampire geared specificity. It's like—

Matt: The late '80s there's a lot because like Warhammer has a vampire. Late 80s there's lot of vampire in hard fantasy.

Freddie: Oh, interesting. Interesting.

Anthony: Like *The Lost Boys* came out and everybody was like, "Oh, that."

Beth: Yeah.

Matt: And like *Xanth* and... It feels like all those fantasy covers, all those novels all had dangerous, scary, sexy vampires.

Freddie: What can I say? Dangerous, sexy vampires, a perennial favorite.

Anthony: So, you throw the vial of holy water, it shatters [shatter sound effect] against the door expertly, and washes away all the dust and you see carved into that door, "Where are we?"

Matt: Maybe you got to type "Where are we?"

Will: Or—

Freddie: No, I think you have to answer it with the—

Matt: Keyboard.

Freddie: Keyboard.

Will: You either got to answer it with the keyboard... Well, there's two other doors, right? So, maybe we should checklike...

Henry: Hey, this is an interesting clue. I feel like maybe there's other clues in these other door. This is a weird place. What is this? Who does this? Right? Who builds a whole place and fills it with traps and clues?

Beth: What's up with that, man? Come on.

Henry: Who would build this this way?

Will: I ask the goblins—

Henry: Do you guys know anything about this dungeon? Like what's the deal with this?

Goblins: Oh, oh, yeah, our boss built this.

Henry: Your boss built this... I need to know more about that.

Goblins: Not the whole dungeon, sorry, just the trap. Basically, this place showed up a long, long, long time ago—and then we sort of came in here and goblins are immortal, as you know. so we didn't turn into bearded goblins. And sort of chose to use this place as a cool hideout.

Freddie: Once again, beard is shorthand—

Matt: Bearded goblins.

Goblins: Yeah, bearded goblins, as you know.

Freddie: Shorthand for old.

Matt: I was surprised my pinky just didn't get a little beard on it.

[all laught]

Beth: Gross.

Goblins: But yeah, no, we just forgot what the password... But, yeah, now that I'm looking at it, yeah, I think it's either those three words or it's the answer to that question of where this place is. I think there might be hints as to what this place is or where it came from originally around here somewhere.

Beth: I will go to the east door and I stand back on my back legs, and then I kind of root around on the handle for a little bit and then go—

Ron: Aroo?

Beth: and then it opens up.

[creaky door opening sound effect]

Anthony: Oh, it's very cute. So, you see an item on a pedestal and you are going to, right now, roll a D100 and I will tell you what that item is.

Freddie: Whoa!

Will: Dude. Oh, cool.

Anthony: It's like those suits they wore in *A Scanner Darkly* where it's kind of taking a bunch of shapes at once, so you can't figure out.

Beth: [*dice rolling*] I got a 57.

Anthony: Okay, cool.

Will: You know, you could have said that you got a 69 and he would have to believe you.

Beth: Damn.

Freddie: That's how you know we're not faking our rolls, because...

[*laughter*]

Anthony: I got a 420 somehow? Okay, so with a sixty— Sorry, I literally thought you said 69.

[*laughter*]

Beth: We don't fake our rolls on Dungeons and Daddies unless they're 69.

Anthony: So, you see a pair of big green—

Beth: Balls.

Anthony: -- gauntlets.

Freddie: Hulk hands! Hulk hands! Hulk hands!

Anthony: Yeah, they look like Hulk hands!

Will: Hulkamania.

Freddie: Hulkamania? Will...

Will: What? They're Hulk gloves.

Freddie: Hulk hands.

Will: I know, yeah. I was just saying Hulkamania because it has the word Hulk in it. Leave me alone!

Anthony: Hulk Hogan was required to pay Marvel like \$500 every single time that he wrestled for the trademark.

Will: Oh, wow.

Beth: Damn.

Will: That's pretty cool.

Beth: Can I use the gauntlets as armored paws and type things?

Henry: Ron, wait, I got a feeling that if we lift those gauntlets off that little pedestal maybe... that gauntlet's going to trigger a trap. It seems like there's a real trap heavy motif in this place.

Beth: I don't want that. Go look at the other door.

Will: Okay, I'm going to go ahead and open the other door.

Freddie: But you heard something?

Anthony: Okay, so the other door—

Will: Carefully. Actually no, because I'm an elf, I am going to become invisible and then I'm going to crack the door open.

Anthony: That's the thing you can do?

Will: Yeah, remember, I said that last time.

Matt: Level one?

Will: Level one elves can render themselves... Hold on, let me look it up but...

Matt: No, here I thought I had a death laser and that was just a possibility.

Will: No, but I actually did my research.

Anthony: *[laughter]*

Freddie: Elvin cloak and boots. Wearing the cloak makes the person next to invisible, while the boots allow for totally silent movement.

Will: Okay, so I'm going cloaked up and I'm sneaking in, *Metal Gear Solid* style, and I pop the door open to peer inside.

Anthony: Because you're essentially invisible, you can see inside is, I shit you not, a vampire.

Will: God dammit!

[laughter]

Anthony: I literally... I'm pasting it into chat so you can see I didn't just make this up. This was from my prep.

[extended Freddie laughter]

Anthony: It was always going to be a vampire, I'm not screwing you over.

Freddie: He even made the...!

Will: He even went, "Bleh!" I should have known!

Freddie: He even made the vampire, "Bleh." He made the vampire, "Bleh!"

[all laugh]

Anthony: Other than counting out loud, it's the universal vampire noise.

Freddie: I can't believe we've fallen for the most obvious vampire!

[bird chirping sound effects]

Anthony: So, back outside the dungeon with a vampire and the children, Canary is working on getting, I guess, the fryer working or whatever.

Freddie: Not that hard. But, yeah.

Matt: I'm like, looking at Glenn. I'm like—

Darryl: Glenn, I mean, I'm not saying I would pick up a guitar today, but I was thinking about it. Can I still do it with no pinky?

Glenn: Oh, yeah, man. You're going to be great.

Darryl: Yeah? Can you teach—

Anthony: A hand clamps down on your shoulder, Darryl, and you hear the familiar voice of Ron Stampler going—

The Familiar Voice of Ron Stampler?: Hey, the music is in you, you know? It's not about what hand you use—

Darryl: Wait, what?

Matt: I turn around—

Darryl: Wait, what? Ron Stampler?

Ron?: Uh-huh, I'm Ron.

Anthony: And you see Ron Stampler sitting there and he looks kind of like...

Will: Oh my God!

[laughter]

Anthony: Roll perception.

Freddie: What?

Matt: What?

Will: Yes! Yes!

Beth: What the fuck?

Matt: 13.

Beth: Can you believe this is how Anthony kicked me off the podcast?

[laughter]

Anthony: Glenn, also roll perception.

Freddie: My perception roll comes up as a... *[dice rolling]* *[laughter]* 1+2, 3. But, 1, it's a natty 1.

Will: *[perhaps dying of laughter]*

Anthony: Both of you feel like, "Eh, that's just Ron being Ron."

Beth: Oh my goodness.

Anthony: There's something about him that's a little bit weird. You're just noticing just weirdly the way that he's talking. It's kind of like only his upper lip is moving.

[laughter]

Beth: Oh no!

Anthony: Otherwise it seems like normal. And he's like—

Ron?: I believe in you Darryl!

Matt: Okay, wait, so we see Ron... Like Ron's body's up?

Anthony: Yeah, he's standing upright and speaking to you.

Glenn: Aw, no, Ron!

Beth: Oh, no, my body!

Darryl: Aw, Ron, how did you go? Ron, how did you go?

Ron?: Oh, it was bad. It was violent. But now I'm back here with my friends!

[laughter]

Ron: My good friends that I love so much. I just wanted to say, I feel like you could be nicer to me. And that I care about you greatly even though I don't always say it. And, yeah, you should not be so dickish but generally, yeah, how are you doing?

Darryl: Oh, wow.

Glenn: We love you Ron, we love you. I'm sorry.

Darryl: Hey Ron, I didn't realize we were being so... Hey, I appreciate... I mean, you know, I appreciate you, too. I'm sorry if I came out a little harsh. You know, sometimes it's just this is stressful. I'm sorry.

Ron?: Yeah, no, it's okay. Just you don't need to bring up this conversation ever again, because I feel like it would be overly emotional for me to remember, to talk about this again, to revisit this.

Beth: [wheezing laugh]

Darryl: Okay.

Ron?: Just between us gals.

Will: *[laughter]*

Darryl: Well, so are they cool? How are how are the kids?

Ron?: They're good. They're good. Hey, you want to kiss a little bit? Just real quick? Just real real quick? Just a little bit?

Freddie: *[extended laughter]*

Darryl: What?

Ron?: Do you want to like... Or you don't have to kiss but just can I just brush my lips against your your lips for just a second? Just a second?

Darryl: No, I'd rather not. I mean, it's cool.

Ron?: Okay, that's fine! That's fine! The answer doesn't have to be yes right now.

[laughter]

Ron?: I just wanted to sort of slide it out there, just sort of float it.

Darryl: Hey, Ron, are you feeling okay?

Ron?: Now that you've apologized? Oh, better than ever.

Glenn: Okay, well, is Henry going to-

Darryl: Okay, well, I think Glenn... Are you hungry? Because Glenn was going to get some fries.

Glenn: Yeah. Is Henry going to be okay in there, by the way? Just because you clearly died and are out here now.

Ron?: Yeah, but now Lark and Sparrow are down there and they're pretty strong. They have a, they have kind of a weird magical energy that like similarly magical creatures can just vibe with and they can kind of feel it. And—

Darryl: We think they might be immortal.

Ron?: I don't know about that. I feel like that might be misleading. But, yeah—

[laughter]

Darryl: Well, Canary you said... Hey Canary, you said... Canary, watch, that's what Canary said. Canary, you said that's a change, right?

Canary: Yeah, yeah, they absolutely could be! I don't think they are but they could be! That could be one of the reasons that they're fine in there.

Darryl: I would prefer to think that they are because it makes me feel that they're going to be okay.

Canary: Yeah!

Darryl: I can't really do anything about what they're doing in there.

Canary: For all we know they could be vampires!

Glenn: Oh, man is Henry real peeved at us?

Ron?: Oh, yeah, no, peeved is definitely the exact word I would use.

Darryl: Hmm...

Glenn: Hmm...

Ron?: That's how I talk.

Darryl: Yeah.

[laughter]

Ron?: What's going on, cool guys?

Beth: It's so upsetting that Anthony now plays both of my characters.

[laughter]

Glenn: Let me update you on what's going on up here. We're getting... Oh, how are your pipes doing? We got to make sure your voice is all rested because they want us to perform later after all.

Ron?: Oh, yeah, they do. They do. I forgot. Let me let me make sure...
[horse singing first note of *Silent Night*] Sigh— [almost immediately stops]
No, they're not good yet. No.

Glenn: Okay. Interesting, but—

Darryl: Hey Ron, can you do the note that you hit with *Silent Night*?

Ron?: The dual harmony thing?

Darryl: Yeah.

Glenn: Yeah.

Ron?: Yeah, I can absolutely do that. But Glenn just asked me to give my voice a rest. So, I feel like I should do that.

Glenn: Yeah. Hey, come on, Darryl, you don't push a vocalist. You gotta be careful before a performance. You can't...

Darryl: Okay, you're right. You're right, you're right, you're right.

Ron?: Part of being a friend is not pushing boundaries that they don't want pushed and my instrument is a boundary, so...

Darryl: Okay.

Glenn: Anyway... Hey—

Ron?: Sure nobody wants to talk over me?

Beth: [wheeze and angelic laughter]

[all laughing]

Will: Oh, shit!

Anthony: Including Anthony?

Darryl: Ron, man, I just apologized. It kind of feels like you're being rude right now.

Glenn: Yeah, it's kind of...

Beth: [still laughing]

Ron?: No, I'm sorry. I'm just very protective of myself. I'm just trying to engage in some self love, you know? That's what it's all about. Y'all should too, but I have a harder time reaching you because, you know, other people.

Darryl: Huh.

Glenn: Huh.

Ron?: So, what's going on with this fried thing? What's going on?

Glenn: Yeah, you like fries, Ron?

Ron?: Uh...

Glenn: I mean, who doesn't like fries, right? Haha.

Ron?: I don't know. I had one once, it upset my tummy. The crumbs are good though.

Glenn: Wait, Ron, you don't like French fries? That's like the one food everybody likes, man. Well, if you don't like French fries, wait till you try with my rancho bandito sauce. I just got to find some parts for that. But I don't have that here. It's all right. Yeah.

Freddie: Remember at the end of the last episode, I had called forth the woodland creatures to try and meet me in a clearing kind of nearby, right?

Anthony: You had. Is this when you would want them to show up?

Freddie: I'm going to walk over towards that clearing, but as I'm going over there I want to pluck a leaf from a tree and I want to call Erin.

Anthony: So Erin goes,

Erin: *[over the leaf-phone]* What it is? How you doing Glenn?

Glenn: Hey, what's up? This is Glenn. Hey, Erin, you remember when you died?

[laughter]

Erin: Boy, I would love it if you didn't just bring it up really casually like that without warning me, but yeah, I do remember, thanks. I remember when you let me die, correct.

Darryl: Hey, Erin.

Erin: Hey, Darryl.

Ron?: Hey, Erin.

Erin: Hey, Ron. Something's weird with Ron. Oh, well.

[laughter]

Darryl: Wait, you see it too?

Erin: Eh, it doesn't matter. Just Ron being Ron. I rolled low.

Darryl: Okay, that's true.

Erin: Anyway, sorry, what's going on?

Glenn: There was these three birds that brought you back to life?

Erin: Mm-hmm. Mm-hmm [*affirmative*]. They're my familiars. My friends.

Glenn: Are they free right now? I could use their help?

Will: What is fucking going... What is happening on our podcast?

Darryl: Glenn, what are you doing?

Anthony: So, Erin goes like off mic, just like—

Erin: Hi. You guys doing anything? [*bird noises*] Yeah, just to Oakvale. [*more bird noises*] I know, I know, but it's for the daddies. [*more bird responses*] Kind of owe them slightly, slightly. So, yeah, no, okay. They're on their way.

[*final bird noises*]

Glenn: All right, cool. I got to get to a meeting real quick, I'll call you back.

Freddie: And then I hang up.

Anthony: A meeting, okay.

[laughter]

Darryl: Glenn, I was going to ask if she could fix my finger.

[laughter]

Glenn: Oh. Oh, I'm sorry. Oh.

Darryl: It's cool.

Glenn: I just want to end it really cool like I was like in the meeting. Clearly the animals aren't here yet. I just like to say that I'm in a meeting. That's a really easy way to get off the phone, by the way. If you just say I'm about to walk into a meeting and then you just... you can just hang up on people. I'm sorry, Darryl, I should have thought about that.

Darryl: It's okay. Hey, Paeden?

Paeden: Yes, daddy? I mean, son, I'm your dad.

Darryl: I feel like, your old man, or your son— Yeah. I'm a little lost. You got any sense of what's going on around here?

Paeden: I don't like this place. This place is really weird.

Darryl: Yeah, me neither.

Paeden: Yeah, no, I would love to get out of here.

Darryl: All right.

Freddie: Oh, by the way, are they frying up vegetables yet? Like, come on.

Will: Oh my God.

Anthony: Yeah, they're doing it.

Freddie: Okay. Okay.

Anthony: They're doing it.

Freddie: Okay.

Will: Freddie, if this builds up to like a "better Nate than lever," I'm going to quit the podcast.

[laughter]

[sound effects of water dripping on stone and echoing]

Anthony: Okay, so let's go back to the dungeon.

Will: Is there anything else in this room, Anthony?

Anthony: So, there's nothing else in the room other than the vampire but on the vampire's lapel, you can see a badge.

Will: What does the badge say?

Anthony: You can't tell from this distance but it's not a sheriff's badge, it's a pin-on, like "I work at a place" badge.

Will: Okay.

Freddie: You know, Lark and Sparrow are the best equipped to fight this thing right now.

Beth: Yeah.

Will: What do you mean?

Matt: Except no, they're the worst because they can actually die.

Beth: No.

Freddie: No, I'm saying they have wooden stakes, Matt. If you knew anything about fucking vampires, you poser.

Matt: The kids can die.

Will: Henry quietly closes the door and he turns to the rest of the group and goes—

Henry: There's a vampire in there. There's a fucking vampire and he's got like a badge on him. And probably some stupid— [*increasing frustration*] God, I hate this stupid dungeon so much. Nothing's going right, now my fucking kids are here, everything ding, dang, zip, zip-

Ron: [*concerned awoo*]

Lark&Sparrow: Father? Father? Father?

Henry: [*audibly peeved*] What?

Lark&Sparrow: Father?

Anthony: Both of them just start stroking your legs because they're on the ground floor again.

Beth: They're in dog mode.

Anthony: Yeah, they're in dog mode.

Will: Henry starts doing his breathing exercise again.

Henry: Yes, I'm sorry. It's just it's very stressful right now boys.

Ron: Henry, we already fought a vampire. We fought two. We've fought a billion of them.

Henry: That's true.

Ron: We can take this guy, easy.

Henry: And you know what's cool is, I've got some cool gear with me right now. Like, I've got... some garlic, so we could probably do something with that. I've got a cross, so we could hold that up and maybe... And are they allergic to mirrors or something?

Lark: Vampires can't see themselves in mirrors, Father.

Henry: What about-

Sparrow: And they sparkle and they're beautiful.

Henry: What about silver? Is there anything with silver with vampires? Or is that werewolves?

Ron: A silver... Oh..

Lark: I believe silver's primarily werewolves, Father.

Ron: Yeah.

Freddie: Oh, no silver as well, actually, in vampire lore. That's actually what the mirror thing comes from. Because the idea is that older mirrors had silver backs, and that's why they can't see themselves.

Anthony: Oh, that's fun.

Freddie: A little vampire trivia here, coming from the F-Wong to you.

Lark: In the Wikipedia article for the film Blade, it appeared that the main liquid he used to stop people was a mixture of silver and garlic. So, any of these things would work, Father.

Herny: Okay, so here's what we're going to do. I don't want to fight a fricking vampire. It took forever last time. It was really scary. I just want to know what's on this guy's badge, so we can get the clue and we can get out of here. So, what I'm going to do is open the door, I'm going to yell at the vampire. I'm going to get him to tell me the thing and I'm going to run out and then I'll close the door and jam it with this cross and then maybe that'll burn the handle on the other side or something like that.

Beth: As long as you don't like, invite him in, you can go there and then come back, and he won't follow you.

Freddie: Yeah.

Will: Does that work if you're already indoors?

Beth: Yes, yes.

Matt: I don't think it's per room.

Anthony: No, I think, if you're in his house... I don't know.

Beth: Shh, it works.

Freddie: Well, no, here's what you could do is you could say that this room belongs to you now. You can lay claim to it. Plant a little flag.

Matt: No, that's not how it works. He's—

Anthony: Would that stand up to a housing board?

Beth: You throw a couple beer cans on the floor and you're like, "This is my house."

Matt: Yeah, you can't just run into a bathroom and be like, "No Angel, you can't come into the bathroom. This is a different house now. This is my throne room."

Beth: Whoa, nobody go in there!

[laughter]

Anthony: There's no universe in which Beth would not say, "You can't come in this bathroom, Angel."

[more laughter and Beth giggling]

Matt: No, David Boreanaz, you can't come into this bathroom.

Henry: All right, I'm getting pretty fed up with this crazy mystery dungeon and all its puzzles so we're just going to... Forget it, I'm just going in.

[door opening sound effect]

Will: And I open the door, and I march in and I go—

Henry: Hey!

Will: And I hold up the cross at the vampire.

Anthony: And the vampire turns and goes,

Vampire: Bleh!

Anthony: And it recoils in horror a little bit.

Henry: All right, Mr. Vampire, I don't want to fight you. I want to leave you alone, I just want to know what the deal with your badge is. What does it say on your badge?

Anthony: Okay, so he's going to roll to see if he gives a shit about you or not. Okay, he's negative about you but it doesn't really matter because you've got him under cross right now. And he goes—

Vampire: Bleh! The badge? I just found this on a dead person! Take it! Take it! But— disgusting, the cross! Oh!

Anthony: And it throws it at you.

[laughter]

Will: Anthony, I love it. Okay, blah, all right, what is on the badge?

Anthony: The badge says, "Oak Ridge Nuclear Facility" and "Oak Ridge" is bolded.

Henry: Wow, a clue. Thanks, Mr. Vampire. We're going to go.

Vampire: Close the door!

Henry: What?

Vampire: Close the door!

Henry: Okay, I closed the door. Don't come out here! Because I got—

Vampire: I'm not going to if you have to cross, it's disgusting, it's garish.

Henry: Okay. What are you doing in here? What's your deal?

[laughter]

Beth: Garish.

Vampire: I hang out here and then I go and eat people and I come back.

Henry: Mmm, I don't like that. I feel bad about that, but I also kind of—

Vampire: Then do something about it, pussy! What are you talking about?
Go home!

[group laughter]

Vampire: I don't generally use that word, I just felt like it was comically appropriate.

Henry: Excuse me? Hey, don't throw gendered insults around!

Vampire: I know, it's problematic. I'm sorry.

Henry: Yikes, man, yikes. Wow. All right. I'm going to go.

[extended Freddie laughter]

Vampire: I'm sorry.

Henry: All right. You feel pretty bad about that and you should.

Vampire: A little, yeah!

[door slamming sound effect]

Will: I slam the door shut, and I—

Vampire: I'll think about what I did.

Will: I jam the cross in the door jamb. So that it blocks it.

[still more group laughter]

Beth: Oh my God.

Freddie: Oh, man. I think this brief encounter with this problematic vampires is my favorite thing that's ever happened on this stupid podcast.

Matt: Problematic vampire.

Beth: Okay, well, that answers the question doesn't it? We're at Oak Ridge... thing!

Will: Oak Ridge... What does it say?

Anthony: Nuclear Facility but the words that are bolded are Oak Ridge.

Will: Okay.

Henry: Good thinking, Ron, let's type in Oak Ridge on this keyboard.

Ron: Yeah, sure, why not? I wish we could use big hands for it.

Henry: Hey, Ron, I'm feeling pretty cocky after blasting through that last one. If you want to go for those gloves, I say go for it.

Ron: I am! I'm going to get my mage hand stick and then I'm just going to sort of knock over the hands like I'm a big rambunctious dog on Thanksgiving.

Henry: You know what we could do, is use our 50 foot rope as a lasso, to try to lasso them over here.

Ron: Yeah, that sounds fun! Yeah! Yeah, let's do it.

Henry: I don't want to step on your thing. It felt like you had a fun thing you wanted to do.

Ron: No, no, I have nothing going on for me. I feel like I'm my most pure self in here, right now, with you. I'm having a really good time. I feel like a really good boy. And out there, I don't know, there's just something about myself out there that maybe I just feel like you can't really be myself.

Henry: You look so different without a mustache.

Freddie: And as a dog.

Beth: There's no rule that says dogs can't have mustaches.

[laughter]

Beth: You lasso one with one 50 foot rope and then...

Will: I use my lasso to try to catch the things.

Beth: Yes.

Will: The Hulk hands.

Anthony: I think you just do that.

Will: Do I have to make a roll or anything? It feels like...

Anthony: I don't think so?

Beth: We just do it.

Anthony: It just takes time basically, because you're doing something... If you're doing something careful and clever then I have to roll to see if a monster shows up.
[dice rolling]

Will: Okay.

Anthony: And a monster does not show up.

Will: All right!

Anthony: So, you successfully lasso the Hulk hands off of the—god dammit, now I'm calling them Hulk hands—off of the podium. The entire room begins to fill with fire, as a weight that it was depressing sort of rises back up and it singses the Hulk hands as you pull them out, but otherwise they're fine.

Henry: Hey, we got Hulk hands.

Ron: Yay!

Henry: Cool gloves! Hey, goblins? Do you know anything about these gloves? Do you know what this is about?

Goblins: Oh, let us see, let us see,

Anthony: and they both come over the gauntlets. And one of them says—

One of the goblins: Ooh, I guess the only way to know for sure is to put them on.

Anthony: It's like—

One of the goblins: I'm not going to put them on. What if they're poisoned, bad gloves?

Anthony: And the other one goes—

The other one: Oh, don't be a baby.

Anthony: And then he goes—

One of the goblins: Yes! That's how you call somebody a coward without gendering it, you say baby.

Anthony: And he goes—

One of the goblins: Yeah, we know that, I know that, and you know that.

Anthony: And he goes—

One of the goblins: Okay, okay. I guess I'll put 'em on. Heck, why not?

Anthony: And he puts them on. And he goes—

One of the goblins: Oh, I feel real strong. This is great!

Henry: Okay, great. Well, that's great that one of the goblins got the cool treasure. All right.

One of the goblins: No, you can have them. I was just testing them out for you. You were nice.

Henry: That's very generous. That's very generous.

Jenny: You want them?

Anthony: Jenny holds them out to you.

Henry: Thank you very much, Jenny. Now, Lark and Sparrow...

Anthony: And I turn to them and I hold up the gauntlets.

Lark&Sparrow: Yes, Father?

Will: I say...

Henry: If I give you each one of these gauntlets—

Freddie: Yes.

Henry: —do you think you can be responsible with them?

Freddie: Yes. Fuck yes.

Matt: Oh my God.

Henry: Can you be responsible boys with these power gauntlets?

Sparrow: [*tearfully*] Father... F-father...

Anthony: And tears are rolling down their cheeks.

[*laughter*]

Anthony: They both take a knee, like they're about to be knighted and they go—

Lark&Sparrow: We would do whatever is necessary for these gauntlets.

Henry: Interesting. Alright! This dungeon is your test to see if you are worthy of wielding these awesome power gauntlets, okay?

Lark&Sparrow: [*awed squeak noise*]

Will: And then I put them in my bag and I tie the bag shut.

Lark&Sparrow: [*more joyed sounds*]

Anthony: And tears begin just to stream down their faces.

Matt: Dangerous game.

[*laughter*]

Will: And with that we type in "Oak Ridge" into the keyboard.

Beth: Yep.

Anthony: Great! The door at the other end of the room opens up and you see stairway leading to floor three of this dungeon.

Will: I say—

Henry: Adventure team, onward.

[*nature bird sounds*]

Anthony: So, as you ascend to the third and, though you don't know it, the final floor of the dungeon, let's go back and check on the fry boys.

Matt: Freddie, why don't you just establish the scene, since you seem to be the only one knowing what's going on right now?

Anthony: Yeah, you know way more what's going on.

Matt: What am I doing? What's Paeden doing? What's happening?

Will: See, most mystery box TV shows hit you with one mystery box. We got a two box special. What's going on in the dungeon? What the fuck is Freddie doing? We're going from one box to the other. Here we go.

Freddie: All right, so I'm back outside. I'm in this sort of little forested... heh-heh, forested *glen*, as it were.

Beth: Ugh.

Matt: Wow.

Will: Ah.

[laughter]

Freddie: And how many animals have showed up?

Anthony: About a dozen animals of various shapes and sizes have shown up and the three birds that you remember who revived Erin, have shown up as well.

Freddie: I motion over to Daryl and Ron, like—

Glenn: Ron, you guys... you know what, Paeden too, you guys can get in on this.

Darryl: You want to Dad Huddle?

Glenn: Dad Huddle with these beautiful woodland creatures. Hey, everyone, thanks for coming.

Darryl: I mean, they might be dads. In general.

[laughter]

Anthony: The woodland creatures kind of like bow at you, except for the birds that are like—

Papa John's: Yes! We're happy to be here. Call me Papa John's.

[laughter]

Glenn: So, real quick, just show of paws and wings, I guess, how many of you people are weirded out by this place? Can I just get just some good, honest feedback here? How many people are weirded out by this place?

Anthony: About half of them raise their hands.

Glenn: Okay, the rest of you. You're good.

Will: [laughter]

Glenn: You guys can... you guys are good. I just want to try and talk to the ones who think this place is weird. And you know, maybe try and have a word with them, if that's all right?

Will: Subtle. That's a subtle cunning ruse.

Anthony: So, the animals all kind of shrug as much as they're biologically capable of doing so.

Freddie: I have a 19+9, 28 persuasion on all the animals.

Anthony: I didn't even bother asking because I knew it was going to work. So, they all kind of shrug and the half that do like this place kind of head off.

Freddie: Okay.

Anthony: But one of the deer turns around and eyes you suspiciously.

Freddie: I go—

Glenn: Eh?

Freddie: And I lean in conspiratorially toward the rest of the animals, and I'm like—

Glenn: All right, so the rest of you—and also Erin's birds, thank you so much for joining us—I've done a little bit of research and reconnaissance. How would you like to burn this motherfucking place to the ground?

Anthony: [laughter]

Matt: What?

Anthony: That's going to be a persuasion roll with disadvantage, for sure.

Freddie: [*dice rolling*] Well, they all hate the place though. That's a... both a 24 and a 22.

Anthony: They don't hate, they just dislike it. I don't want to burn down every—

Freddie: 24 and a 22. 22!

Anthony: [*frustrated sigh*]

Darryl: Glenn, what—

Glenn: Darryl, let's take a quick moment here and review what we've learned.

[*planning heist music fades in and continues*]

Darryl: Okay.

Glenn: When I handed the spliff off to Canary?

Darryl: Uh-huh...

[*flashback starting 'shing' noise, flashback voices echo*]

Flashback Canary: You almost dropped in there. Don't drop the doob.

Flashback Glenn: Sorry. Did I get you? Are you okay? It was lit?

Flashback Canary: Yeah, no, I mean, it hurt a little bit, but like...

[*flashback ending 'shing' sound effect*]

Glenn: I fumbled it on purpose to specifically test two things. Number one, can these people be hurt accidentally, i.e. without ill intent, or does the magic effect permeate this entire forest to make violence impossible?

Darryl: Okay, I'm following.

Glenn: The fact that she reacted to the burn, indicates two things. One! These people are in fact mortal. And two! That combustion and fire specifically work in this area.

Darryl: Okay.

[flashback starting 'shing' noise, flashback voices echo]

Flashback Glenn: And I light up that spliff.

Flashback Will: Oh my God.

Flashback Glenn: I spark my lighter.

[flashback ending 'shing' noise]

Glenn: Number two, you'll notice that—

[heist planning music suddenly stops]

Anthony: You have like a cork board with red twine.

[laughter]

Freddie: Yeah.

Matt: Darryl's like slightly stepping back from Glenn and is holding Paeden tighter to him.

[group laughter]

Darryl: Yeah, okay, just—

Beth: The jazz music from *Homeland* starts playing.

Darryl: Okay, yeah. Okay. Yeah, I hear you.

[music starts up again]

Glenn: Number two—

[music stops again]

Beth: You've already said number two. This is the second number two.

[laughter]

Will: We're on our fourth... There were two and then we went to number one, with the first one...

Freddie: Now we're going to B. All right, now we're going to use letters.

[more laughter]

Anthony: This is Pee Wee describing all the evidence of his bike theft.

Freddie: Yeah, exactly.

[music starts again]

Glenn: B, I've asked for fried vegetables.

[flashback starting 'shing' noise, flashback voices echo]

Flashback Glenn: Do they have an old timey cooking pot? In the middle with a bubbling stew going at all times?

Flashback Anthony: Yes, they have exactly that.

Flashback Glenn: Then you fill that pot up with some hot oil. You know what I'm saying?

[flashback ending 'shing' noise]

Glenn: These people have no idea how to fry things. That pot? Is a ticking oil time bomb as the fire continues to apply heat to it. All we need to do, to make our escape if we need to—I'm not saying we have to but if we need to—is we just need to disturb the oil in that pot when it gets hot enough. And that's where the rest of these animals come in. Once it gets hot enough. All you guys gotta do is grab—

[music cuts out]

Anthony: Every single animal's going—

Animals: *[confused aroo]*

Darryl: Wait, Glenn. I just wanted to... Are we still going to get some fries though?

Glenn: Yeah, yeah, yeah, yeah, yeah.

Darryl: Okay. Okay.

Glenn: Before all of this happens, we can get fries.

[music starts again]

Glenn: What's the worst way to put out an oil fire? Darryl?

Darryl: Water?

Glenn: Exactly. What were we doing two episodes earlier? We were hanging out by the lake, possibly fishing.

[flashback starting 'shing' noise, flashback voices echo]

Flashback Darryl: Tell you what, I saw some fish in that lake. Why don't we sharpen some sticks and we can go fishing.

[flashback ending 'shing' noise]

Glenn: All these animals need to do is get some water, grab little sticks or rocks from the water or little leaves with little water bundles, and drop it into the pot which will cause an explosive conflagration of oil and water and to set this whole place on fire.

Will: Killing all of them instantly.

[laughter]

[music fades out]

Freddie: No, no, no. They're going to fly over it. That's where the birds come in.

Beth: *[laughing]* And he said two episodes ago.

Darryl: Yeah, I mean, if we got to make an escape. I don't quite follow it but if we got to make an escape and you came up with a really cool bomb, that's pretty good. I mean—

Anthony: When you turn back around, all the animals are gone except for Erin's three birds and they raise a wing and salute you.

[flashback ending 'shing' noise]

Freddie: I go—

Glenn: Worst case scenario, we got to burn this place down to the ground, whatever, we move on. We'll probably take the anchor down with it. Two birds, one stone. Sorry, excuse the expression.

Freddie: I look over to the birds.

Anthony: The birds gasp.

Glenn: Excuse the expression. Human expression. Best case scenario, we get some french fries.

Darryl: Glenn?

Matt: I look him in the eye.

Darryl: I don't follow that. You probably know by now, I'm not... I don't really follow science very well. Is—

[laughter]

Anthony: Ron's like—

Ron?: It's like *Sliders*. It's just like in *Sliders*.

Glenn: It's just like in *Sliders*. Have you seen the show *Sliders*?

Darryl: No, that seems like something they would do in *Sliders* for sure. Is what you just said, it will work?

Anthony: [laughing] The question Darryl asked, word for word, "Is what you just said, it will work?"

[laughter]

Darryl: Is what you said, will it work?

Glenn: I don't know.

Darryl: Oh, well, that wasn't the confidence I was looking for. But, okay, I mean, yeah, I appreciate the—

Glenn: I think it's got a pretty good chance of succeeding and also, just to lay all my cards on the table, [planning music plays again for a moment] not all my cards are on the table. I have a couple of—

[laughter]

Will: Oh my God, no!

Darryl: Well, Glenn, I was about to say like, it's really... I appreciate, that's really gung ho attitude. I'm really glad you're looking out for us. We could have helped. You could have just let us know, you could have let me know so if you were going to try and make a bomb or something I could have tried to

help out make a bomb. But that's cool, we should probably keep in on the down low.

Glenn: Well, I mean, I didn't know that you were coming back so soon. I mean, you died really fast.

Darryl: [*sad*] Yeah...

Glenn: You died really fast in what appears to be-

Darryl: Hey, so did Ron!

Ron?: No, but I died real heroic in seconds, so it's not as bad.

Darryl: No, that's true. I don't know why I felt being competitive about that. You did a really good job.

Ron?: Thank you. Thank you. This is the kind of spirit I want to see going forward guys. 1-2-3, Doodlers.

Glenn: Okay, yeah.

Darryl: 1-2-3, Doodlers, Ron.

Ron?: Doodlers.

Glenn: 1. 2. 3. Doodlers.

Glenn, Darryl, Ron?: Doodlers.

Freddie: And then we saunter on back to where the giant pot of oil is boiling up, acting like nothing happened!

Anthony: Great. The three birds fly away and come back with a bucket full of water and they're just waiting in the wings in the forest with thumbs up.

[*laughter*]

[*soft sound effect, like a film reel running*]

Anthony: So, you head up to the third floor and you are in a very, very large room. You can see that lining the walls of this room are black rods sticking out of holes in the walls. In the center of the room, what you really notice, is a film projector with a reel to reel in it and it's got a film reel inside of it. There is a large hobgoblin sort of examining the projector, trying to figure out what's going on with it.

Will: I whisper to the goblins, I say—

Henry: Hey is that hobgoblin with you?

Goblins: Yeah, that's our boss.

Henry: Is she going to be cool with us?

Goblins: Uh, it kind of depends. It's kind of a one in three kind of a thing chance of if she'll be cool with you or not.

[laughter]

Henry: Well, I have a trick or two up my sleeve.

Will: And I say—

Henry: Hail, and well met hobgoblin. I am Henry Oak.'

Anthony: The hobgoblin turns around and goes—

Hobgoblin: [*string of startled noises*] Dom, Jenny, is this food?

Anthony: And they go—

Dom and Jenny: No, no, no. No, no, no. No. No. This is friend.

Will: "Oaks are friends, not food."

Beth: [*with a British Isles accent*] Not food.

[laughter]

Hobgoblin: Oh, what are you doing here? This is our place. This is our home.

Henry: This has something to do with where I come from somehow. I don't know. I'm looking for the truth of my own origins because I... It's a complicated story, but I'm here on a mission of knowledge with my two beautiful sons. This is Lark and Sparrow. What is your name kind lady?

Greg: My name is Greg.

Henry: Greg? That's a beautiful name, Greg.

Greg: Thank you.

Anthony: That is David McCarthy, by the way, who gave us the name Greg.

Freddie: How many G's did David put in there?

Anthony: The normal amount.

Beth: Wow.

Anthony: His description of the name is Just Greg.

[laughter]

Will: I respect the fucking hell out of that.

Beth: Yeah.

Henry: Hail and well met. What is this place?

Anthony: So, Greg says—

Greg: This is a dungeon that sort of appeared here many, many moons ago. And did they tell you...?

Anthony: And then they're like—

The other two goblins: We told him.

Anthony: And the other two goblins are like—

Jenny and Dom: Yeah, no. So, we came in here, we made it our place. We share, it's sort of a duplex, we share one of the rooms with a vampire. He's kind of a dick, don't worry about him. But—

[laughter]

Henry: Yeah, he's on timeout right now. He called me a very bad word. And he-

Greg: He's been very problematic.

Henry: Yeah.

Anthony: So, in the corner you see a woman who looks like the dictionary definition of the word spunky. But one thing you notice is that unlike the goblins, unlike the residents of Oakvale, she is dressed in clothing that looks like it's from

the 1920s in America. She's wearing a flapper cap, she's got a dress, and it stands out to you.

Henry: Who's this back here? This young lady over here?

Greg: Oh, the weird...

Anthony: And as she turns to point at the girl, the girl turns and sees you and goes—

1920s Girl: You've come! You've finally come!

Anthony: And she walks up to you all jaunty and stuff and she goes—

1920s Girl: Oh, please, please, please, you must— you must watch the film! It will explain everything.

Will and Beth: [*nervous noises*]

Ron: Ruh-roh.

Henry: Hi, who are you? I'm Henry Oak. These are my beautiful boys, Lark and Sparrow. You seem to be from from Earth, right? Just based on the way you're dressed and everything. I don't quite understand who you are.

1920s Girl: Well, who I am is a little bit complicated. There's the me me inside, and then there's the what you're looking at. And what you're looking at is, yeah, 100% human. [*wink/finger guns mouth click*]

Henry: I-

Ron: Sorry to interrupt but I feel the exact same way as this dog.

[*laughter*]

Henry: I'm a little confused. Where are we? What is this place?

1920s Girl: Well, this is the Oak Ridge Nuclear Facility. And if you just watch the film, everything will make sense. That's, I presume, why the wise and just Bear Ry-Oak sent you here.

Henry: So, you know my father?

1920s Girl: Mm-hmm [*drawn out affirmative*].

Henry: [*increasing frustration*] I really wish everyone would stop being so gosh darn coy about what the heck is going on. Why do I got to watch a film? Why don't you just tell me what this is, lady?

1920s Girl: I could just tell you but like... Yeah, I mean, you'd have every reason to not believe me, I guess. But I could just tell you what's on the film.

Henry: I'm getting like a brain washy vibe from you and...

1920s Girl: Okay, okay. Okay, so all my cards on the table.

Henry: Okay.

Anthony: And she goes—

1920s Girl: Actually, get close, I have to tell you a secret.

Henry: [*cautious, distrusting, hum*]

1920s Girl: I promise it's fine. I promise. I promise.

Henry: All right.

Will: I turn to my boys and I say—

Henry: If anything fucking crazy happens right now, you run. You run the other way and if you don't run away and back out the door away from this bad lady, you're never getting the cool gauntlets, okay?

Will: And I look at them.

Lark&Sparrow: [*sounds of frustration*]

Will: I have serious, serious eyes. And then I say—

Henry: Ron, look after my boys. Oh my god, I can't believe I just said that.

Freddie: [*laughter*]

Henry: But you can't possibly do any worse than Glenn, so Ron, be a good boy and look after my boys.

Ron: Oh, yeah, okay.

Beth: I sit. On the kids.

[laughter]

Will: I step forward and lean in to whisper to what this woman has to say.

1920s Girl: [whispering] A little bit closer.

Henry: [nervous] Okay.

1920s Girl: [whispering] Just a little bit closer.

Henry: [even more nervous] Mmm... Okay.

Anthony: And she goes... [inhale] [fart noise] And she farts on you. And she goes—

Horse: Oh, you got pranked again by the number one! The only! Horse! Sy! Oak!

Henry: God dammit! Ah!

[laughter]

Horse: [air horn sounds]

Henry: Horsey, you ding dong! Ugh!

Horse: Yeah. When Bear Ry wanted somebody to take this job I was the first! one! He said, 'Hey, look like this dude's grandma and then fart on him.' He didn't say the second part I just thought it would be funny! [more air horns]

Henry: Wait, what?

Horse: Watch the video, turd!

[laughter]

[outro plays]

Freddie: Dungeons and Daddies is Matt Arnold as Darryl Wilson, Anthony Burch and our DM, Will Campos as Henry Oak, Beth May as Ron Stampler, and, myself, Freddie Wong as Glenn Close. Theme song and outro is a song called Alright by Maxton Waller. Special thanks to Jason Dutton, Phil Cuvion, and David McCarthy for names we used in this episode. How did they do that? Well, they're Patreon supporters. Folks like Black Mesa Radio, Alexandra Lily, Eric Whitworth, Alyssa Scheby, Justin Peters, Jacob Gladio, Aaron Patterson, Daned Aftipa, John Nall, Hamilton Wynn, Zach Veldtschmetz, Potted Penguin, Justin Hoffmaster, Keenan

Kosinski, Nicholas Swerchek—oh Polish names, you get me every time—Mary Sol, Nick Gorman, Jared Lee, Pearl Simmons and David NS. You know, when you don't have your last name, I'm never quite sure if I should just figure out your last name or if you're laying low and you're in witness protection or something.

Freddie: Anyway, some merch news: we've partnered up with DFTBA—Don't Forget To Be Awesome, Hank Green's company—to fulfill our merchandise. So, practically, what this means is that we'll actually have decent international shipping rates, and it'll also give us the ability to get new merch stuff spun up way faster than before. We're putting the finishing touches on transitioning everything over on the storefront this week. We're planning on relaunching on Wednesday, September 2nd, so head on over to dungeonsanddaddies.com or dftba.com to see the new store. Going to try and get some new items in there as well for pre-order. For updates follow us on Twitter, [dungeonsanddads](https://twitter.com/dungeonsanddads), reddit.com/r/dungeonsanddaddies for the subreddit. Thank you so much for listening. Our next episode is coming at you September 15th, we will see you then.

[outro finishes]

[thud]

Anthony: *[sing-song]* O-ow!

Will: You okay?

Anthony: Sorry, yeah, just hit my foot.

Will: Oh.

Freddie: Oh, that wasn't the crab doing some voice acting?

[laughter]

Will: Ah!

Anthony: No, no, no, that was what happens when I'm in pain.