

A vibrant, fantastical landscape featuring a winding river with turquoise water, lush green vegetation, and towering, moss-covered rock formations. Waterfalls cascade down the cliffs, and the scene is bathed in a soft, ethereal light. The overall atmosphere is one of a magical, ancient world.

DUNGEONS & DADDIES

* NOT A BDSM PODCAST

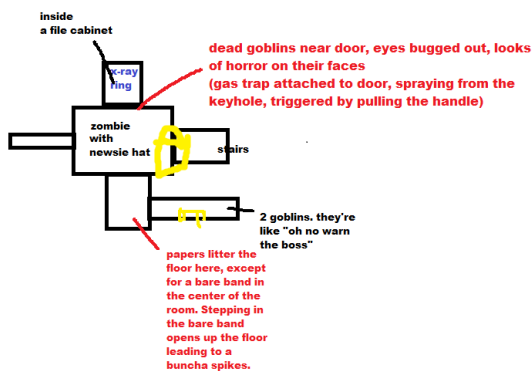
Daddy Master & Edit Notes

EP 41 - OAKLORE

Daddy Master Notes

For the first time, Anthony's notes consists solely of a map he made!

FLOOR 1



X-Ray Vision: The wearer of this ring can see through up to ten feet of rock (or 6 inches of iron) for a total distance of 3' beyond. Lead prevents its functioning, as will gold. The user will note hidden doors and traps when x-raying areas they are in. A 1' x 1' section can be viewed during 1 turn.

Goblin
 No. Enc.: 40-400
 Alignment: Chaos
 Movement: 6"
 Armor Class: 6
 Hit Dice: 1-1
 Attacks: 1 (weapon)
 Damage: 1d6
 Save: F1
 % in Lair: 50%

Treasure Type: 1-6 gp each

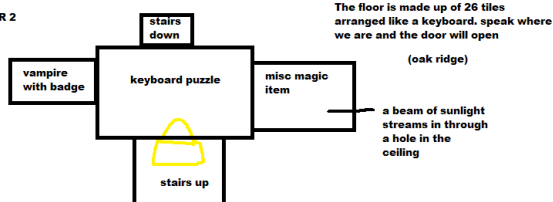
These small monsters see well in darkness or dim light, but when they are subjected to full daylight they subtract -1 from their attack and morale dice. They attack Dwarves and Gnomes on sight. Their hit dice must always equal at least one pip. Composition of Force: When in their lair the 'goblin king' will be found. He will fight as a Hobgoblin in all respects. He will be surrounded by a body of from 5-30 (roll five six-sided dice) guards as Hobgoblins also.

Zombie
 No. Enc.: 3-30
 Alignment: Neutrality
 Movement: 6"
 Armor Class: 7/8
 Hit Dice: 1
 Attacks: 1
 Damage: 1d6
 Save: F1
 % in Lair: Nil
 Treasure Type: Nil

Vampire
 No. Enc.: 1-6
 Alignment: Chaos
 Movement: 12"
 Fly: 18"
 Armor Class: 2
 Hit Dice: 7-9
 Attacks: 1
 Damage: Special
 Save: F7/M12
 % in Lair: 20%

These monsters are properly of the 'Undead' class rather than Lycanthropes. If they are exposed to direct rays of sunlight, immersed in running water, or impaled through the heart with a wooden stake they are killed; otherwise they can be hit only as Spectres, but such hits do not kill them but only force them to assume gaseous form if they lose all hit points. Vampires drain two life energy levels as do Spectres when they hit an opponent in combat. They regenerate during combat as do Troths, but they do so immediately upon being hit at the rate of three hit points per turn. Vampires can command help by calling to them from 10 to 100 rats or bats or from 3 to 18 wolves. They can polymorph themselves into either a huge bat or into a gaseous form, doing either at will. They Charm men-types merely by looking into their eyes (treat as a Charm Person spell with a minus 2 for the object's saving throw against magic). Vampires cannot abide the smell of garlic, the face of a mirror, or the sight of a cross. They will fall back from these if strongly presented. They must always return to a coffin whose bottom is covered with soil from their native land during the daylight hours. Men-types killed by Vampires become Vampires under the control of the one who made them.

FLOOR 2

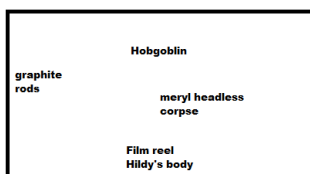


Miscellaneous Magic Items

Roll d100	Item
1-3	Amulet vs. Crystal Balls and ESP
4-8	Bag of Holding
9-13	Book of Levitation
14-18	Boots of Speed
19-23	Brace of Binding and Leaping
24	Bowl Commanding Water Elementals
25	Brazier Commanding Fire Elementals
26-30	Broom of Flying
31	Censer Controlling Earth Elementals
32-35	Crystal Ball
36-37	Crystal Ball with Clairvoyance
38	Crystal Ball with ESP
39-41	Displacer Cloak
42	Drum of Force, 24' Range*
43-44	Elixir of Health
45-53	Even Cloak and Boots*
54	Flying Carpet
55-61	Gauntlets of Ogre Power*
62-63	Girdle of Giant Strength*
64-74	Helm of Chaos Law*
75-79	Helm of Reading Magic and Languages*
80-82	Helm of Telepathy*
83	Helm of Teleportation
84	Horn of Blasting, 10' Range*

63

FLOOR 3



Hobgoblin

No. Enc.: 20-200
 Alignment: Chaos
 Movement: 9"
 Armor Class: 5
 Hit Dice: 1+1
 Attacks: 1
 Damage: 1d6
 Save: F2
 % in Lair: 30%
 Treasure Type: D
 These monsters are large and fearless Goblins, having +1 morale. The Hobgoblin king will fight as an Ogre, as will his bodyguard of from 2-4 in number.

Audio Edit Notes & Commentary

Title and Intro Notes

"oaklore" being a riff on the latest Taylor Swift album, and a nice convenient pun dealing with Henry's family story. The Legends of the Hidden Temple intro is very much an "only 90s kids" sort of intro, and was the rare Matt idea that made it into the final (Dan Marino as simply a "Miami Dolphin" maybe is my favorite touch). Paeden originally had a color, but upon listening, I realized I gave Anthony the color purple twice, so it's omitted in favor of him simply being a pissboy. Rest assured, those of us who remember the show were quite entertained by this small bit of Nickelodeon history.

Episode Notes with Timestamps

2:45 Matt and I continue our non-podcast work outdoors (and have no real exposure to other people outside of each other and we regularly get tested), just in case your eyebrows got raised.

- 5:00 Some small, additional identifying details removed, and a little bit too much of a tangent to make it into the main thing.
- 20:54 Definitely feels like Anthony has a whole thing here that's going to be revealed.
- 27:06 A bit of time spent tweaking the introductions into each scene, as having a clear picture of that is important.
- 28:13 Matt and I also play PGA Tour 2k20.
- 34:29 Lose Anthony counting simply because Will gets the "answer" immediately. If he didn't, would've left it in so the audience gets a clue to puzzle over along with the players.
- 37:10 There's technically a number of videos featuring this mummy. Beth is clearly referencing the joke one with the guy yelling. The "giant enemy crab" bits come from the infamous Sony E3 press conference where someone on stage talks about giant enemy crabs and "dealing massive damage."
- 41:10 Being an Elf, Will should have been able to (up to a certain level) wear some basic armor. Anthony also reads the wrong section of the guides, as the reduction of damage is for special armors that have things like "+1" or "+2" in their names. In this case, two wrongs kind of make a right, as the long and short of it is there's an edit here to keep Will alive, but have him take damage.
- 59:43 In retrospect, it feels like Anthony would be more likely to fuck with us early on, rather than try to blindsight us late in the game.
- 1:00:31 This is a segment from the OD&D manual. These are, somewhat surprisingly, pretty well described as "Hulk hands."
- 1:01:49 I was at a taping of the reboot of American Gladiator and went to pee. Hulk started peeing next to me and, noticing I had my signature flip flops and wasn't wearing a coat, remarked "Kinda cold for sandals, brother!" to which I haltingly responded "Ha! Sure is, Hulk!" That's it that's the whole story.
- 1:05:46 See: Django Reinhardt.
- 1:06:12 The detail that it's only Ron's upper lip moving is moved earlier so that the audience has a chance to figure it out as we don't state what's going on explicitly at any point. Matt, somewhat unbelievably, did not understand what was going on at any point, but went along with it.
- 1:14:41 "Better Nate than lever" is the punchline to my favorite Shaggy Dog story/joke. Recommend you look it up.
- 1:16:05 Vampires have their origins in Werewolf stories as well, so the idea of "silver" working (as a "pure" metal) also crosses over, but is generally less a part of the modern understanding of vampires (see also: gotta sleep in their "home" dirt).
- 1:18:21 Will's reaction trimmed to not give away that we know more than we're letting on.
- 1:26:36 A bit more juggling here to get the reference to Hildy in there a bit earlier in terms of the setup.
- 1:29:54 Matt somehow figures out a fart joke is coming like some kind of stinky Nostradamus.

1:35:36 My riff on the weather here isn't quite supported by the text, so it's removed.

