Dungeons and Daddies

Dungeon Master: Anthony Burch

Glenn Close​: Freddie Wong

Darryl Wilson​: Matt Arnold

Henry Oak​: Will Campos

Ron Stampler​: Beth May

Episode 43 - Hardcore Henry

[*Cinemasins intro audio*]

**Freddie:** [*doing a Cinemasins guy impression*]Last week's episode was basically just one long unskippable cut scene. Way to take away your player agency DM.

[*Cinemasins ‘ding’*]

[*sound of movie reel starting up*]

**Anthony:** If horsey jams his face into the side of the reel to reel projector, and he goes—

**Horse:** This is fine. This doesn't hurt. This is normal. I love this.

**Freddie:** [*Cinemasins guy impression*]This guy is getting his face torn to shreds, but sure. We can hear exactly what he's saying just fine.

[*Cinemasins ‘ding’*]

**Anthony:** So you see your grandmother scream in terror and everything goes black. And when she opens her eyes again, she's somewhere new.

[*Cinemasins ‘ding’*]

**Freddie:** [*Cinemasins guy impression*]So if Henry's grandmother is the sole survivor of some inter-dimensional event, then who the [*censor beep*] is supposed to be filming this? After all, it's not like they've invented selfie sticks yet.

[*Cinemasins ‘ding’*]

**Anthony:** Henry's screams finally stop as he falls unconscious, and then he comes to in a forest, and he meets a beautiful hiker named Mercedes Garcia, and they fall in love and they get married and they have two beautiful boys.

**Freddie:** [*Cinemasins guy impression*]Sure. Let's just skip over the whole story of their relationship with a quick montage.

[*Cinemasins ‘ding’*]

**Anthony:** Okay. So when you open the door to leave the room... there's a dragon.

[*laughter*]

**Freddie:** That’s a morale roll, please.

**Anthony:** So he rolled really bad—

**Freddie:** [*Cinemasins guy impression*]If he got the bad roll, according to the rules of OD&D, that means he should have attacked. You know what? I'm giving this one five extra sins for now being the second dragon in this show to be a total [*censor beep*] wimp.

[*rapid Cinemasins dings*]

**Ron:** Hey, Mr. Mustache.

**Mr. Mustache:** Yeah, what's up?

**Ron:** You could have your own body, you could be a dog.

**Freddie:** [*Cinemasins guy impression*] Let's just have a whole conversation right next to everyone else, but nobody overhears it. I swear this whole show never clarifies where anybody is, leaving the poor audience just to have to make assumptions.

[*Cinemasins ‘ding’*]

**Henry:** Canary, where is my father?

**Canary:** He'll just be waiting for you at the top of that temple.

**Glenn:** Do you need us to come with you, Henry?

**Henry:** Yeah. I feel like we've been pretty split up from each other.

**Freddie:** [*Cinemasins guy impression*] Did Henry just break the fourth wall and make a reference to how the party's been split for the last few episodes?

[*Cinemasins ‘ding’*]

**Will:** Henry turns into a bear and he says—

**Freddie:** [*Cinemasins guy impression*] Uh, nope, Nope. That's not how wild shape works. When you're in beast form, you can't speak. It's like these idiots aren't even [*censor beep*] playing D&D.

[*Cinemasins ‘ding’*]

[*intro music starts*]

**Freddie:** Welcome to Dungeons and Daddies. Not a BDSM podcast, a loose Dungeons and Dragons podcast about four dads from our world flung into the forgotten realms in the quest to rescue their lost sons.

**Matt:** I feel like when you “loose Dungeons and Dragons podcast,” you're insulting Anthony. Who's like doing all this work to run this game.

**Anthony:** No, it’s, he's right!

[*laughter*]

**Beth:** [*loose complaining sounds*]

**Freddie:** Okay. Fine, a tight-ass, super strict, 5E—

[*laughter and crosstalk*]

**Matt:** This is worse. Nevermind, I apologize.

**Freddie:** ... Wizards of the Coast, approved—

**Will:** [*laughing*]Oh God all mighty!

**Anthony:** This is what happens, Matt. This is what happens.

**Matt:** I apologize. I apologize. I'm sorry, you're right. I shouldn't have interrupted.

**Will:** You guys missed it, right? Before recording, I was like, let's have a clean, fun, safe podcast guys. And we're already off to this kind of nonsense.

**Matt:** I'm sorry. It's my fault, keep going Freddie.

**Freddie:** I will say, one of the nice things about this podcast is that since we don't play D&D, we will never be invited to any official Wizards of the Coast D&D events, like ever.

**Will:** That's true.

**Freddie:** Like I saw this, so someone was tweeting, they're like, "Oh, cool. Like, D&D live, here's all the things." And it was like a DM panel. And I had this thought, I was like, "Anthony deserves to be on that ..." but mm.

**Anthony:** No.

**Freddie:** Actually, no.

**Anthony:** No.

**Will:** I'm just picturing Anthony showing up at that panel and he's like the main character in the *Diablo Cody* movie, and he's hung over and he's got shades out, he's chewing bubblegum and like puts his feet up on the table.

**Anthony:** Haha! “What’s up, nerds?”

**Will:** I don't know why Diablo Cody was my pole for that, but...

**Matt:** He sits down cross-legged and it starts playing a cup, like in Pitch Perfect. Like, whoa.

[*laughter*]

**Freddie:** If Anthony went to one of those, he would be the one on that panel stage who sits with the chair facing backwards and be like, “Let me just like be real with you guys.”

**Anthony:** Like AC Slater?

[*laughter*]

**Beth:** Oh no.

**Matt: “**Let me tell you kids how to DM.”

**Will:** All the other DMs, when they touch the microphone, it makes that feedback noise that happens in every movie when the nervous person touches a microphone.

**Anthony:** Matt Mercer's over there, like looking at me like twirling his hair like, "Who's this guy?”

[*group laughter*]

**Anthony:** “He seems so rude, but there's something about him."

**Matt: “**He plays the cups and he wrote his own song!”

**Will: “**He's got long hair. He wears vintage T-shirts—” I'm sorry, Freddie, do the podcast. We can move on.

**Freddie:** It's all right. My name is Freddie Wong. I play Glenn Close, the rock and roll bard of the group. This was Glenn fact, a short one: Glenn can fall asleep standing up. All right, moving on.

**Beth:** Fucking horse, Glenn.

**Matt:** I like that. No, I was doing the same thing.

**Freddie:** I will say this, he has to be leaning on something. It's not a free standing thing.

**Beth:** Like, leaning on a bed?

**Freddie:** But, if he has like a—

**Anthony:** He has to be leaning on a bed horizontally.

**Freddie:** —solid surface that he can lean on.

**Beth:** Yeah.

[*laughter*]

**Matt:** I like that Freddie clearly wanted us to follow up on that fact, and we were just like, let's move on.

**Will:** All right, moving on. Yeah, you should move on.

**Beth:** Right into his hand. Right into his horse-y hand.

**Freddie:** Will.

**Matt:** See, I was doing the same thing because the world's on fire. And I just was like, you know what? I want easy. I'm tired of not coming up with dad facts. I'm just going to pick an easy five episodes, I got it nice and easy. I'm just going to do the senses. What are his favorite senses? So today, I'm doing what are his—

**Will:** Wait, what the f—

**Freddie:** What are you talking about?

**Matt:** Like, what's his favorite sound? Next week, I'll probably do taste before that.

**Freddie:** Oh my God.

**Anthony:** Okay, that's great.

**Matt:** Nice and simple.

**Anthony:** For a second, I thought you were saying his favorite sense is touch.

**Beth:** Yeah.

[*laughter*]

**Matt:** Oh, sorry.

**Beth:** What's his love language?

**Matt:** His love language is touch.

**Beth:** Okay.

**Freddie:** His love love language is barbecue.

**Matt:** Is barbecue. Hi, my name is Matt Arnold, and I play Darryl Wilson, a stay-at-home coach dad who became a barbarian when he entered the Forgotten Realms. His favorite sound is the sound that a bag of chips makes when you open it. That's it. That's his little pop.

**Will:** Ooh!

**Matt:** Oh, his least favorite sound—I'll do the favorite and least favorite—is least favorite sound is the sound of the door closing because that means everybody's gone to work or school and he's all alone.

**Will:** Aw, that's really sad.

**Anthony:** Great.

**Will:** I think you were just saying like his favorite sound is like—

**Matt:** And then he opens up a bag of chips and he's happy.

[*laughter*]

**Will:** We're back on top, baby.

**Matt:** Back on top. No one can stop me.

**Freddie:** What a fucking rollercoaster every morning.

**Will:** Cool. Hey Freddie, Matt. Thanks for sharing those dad facts.

**Matt:** You're welcome.

**Will:** Thanks for—

**Matt:** It was really hard to talk about, but I'm glad I got through it. I appreciate it.

**Will:** Thanks for bringing those dad facts to the group today. Hey everyone. It's my turn. I'm Will Campos. I play Henry Oak, a fictional character on the podcast, Dungeons *and Daddies*.

**Antony:** Hey!

[*giggling*]

**Will:** A fictional podcast about four dads from our world who get sucked into the Forgotten Realm—

**Freddie:** We've already covered that. Move on, move on.

**Anthony:** [*laughing*]That's my shit.

**Will:** My world's on fire, but here's a question—

**Will and Anthony:**How bout yours?

[*laughter*]

**Will:** That's the way I like it and I'll never get bored. Henry's a hippie. He's a Druid. He's crunchy, he's a little bit munchy. He's a Birkenstock rocking dad of the dad group. That's kind of what he does. And my fact about Henry this week, so there was a bit of a retcon last week where Henry revealed that his TV show is not the sunrise, but is in fact *Cheers*, because we're now going into the dark Henry arc.

**Freddie:** Dark Henry arc. Yes, yes.

**Will:** This is his, like, *Dark Phoenix* moment, was revealing that he likes Cheers.

**Beth:** Yes!

**Matt:** That feels really problematic for Henry to like that but...

**Will:** Cheers?

**Matt:** Yeah!

**Will:** Yeah, I don't know. I told you, man, it's his *Dark Phoenix* arc. This is where we're going to see a whole new side of Henry. So I thought I'd revisit some other Henry facts, some other Henry faves and reveal the real fave.

**Freddie:** Ooh my God, wow.

**Will:** So Henry's favorite drink, brace yourselves guys. It's not ice cold water. Henry's favorite drink is orange juice...

**Matt:** Mm-hmm.

**Will:** Dot-dot-dot... [*breaking into laughter*] Right after you've brushed your teeth.

**Freddie:** Oh no! No, no, no, no.

**Matt:** All right, all right. We're stopping the podcast.

**Will:** It's just, it's one of the most unique flavors on earth, and Henry can't get enough of it!

**Freddie:** Bullshit!

**Anthony:** You replaced one crime with another. A worse one.

**Freddie:** That's— no!

**Will:** It's got vitamin C, it's fresh and it wakes you up in the morning. You brush your teeth, and then you could go drink coffee and get those beautiful teeth all dingy, or you could have some orange juice right after brushing your teeth and—

**Freddie:** Mint orange juice.

**Matt:** Nobody drinks coffee immediately after brushing their teeth, that's not the process.

**Will:** Well, y’know, in today's hurry up and go ever connected social media online world, we don't have the time to drink our coffee—

**Anthony:** In these uncertain times.

**Will:** In these uncertain times, that's what gets Henry up in the morning is—

**Beth:** Now more than ever.

[*laughter*]

**Will:** Now more than ever, Henry drinks extra pulp orange juice from concentrate, right after brushing his teeth.

**Anthony:** Just to feel something.

**Freddie:** Just to feel something.

**Will:** He brings a cup of orange juice into the bathroom with him so he can have it right after he brushes.

**Freddie:** Fuck. Off. That's the worst thing I've ever heard.

**Beth:** Hey girl, are you Will Campos? Because, you're under arrest.

[*group laughter*]

**Will:** And that's my dad fact. Thanks for letting me share that guys.

**Beth:** Hey, Will, thanks so much for fucking sharing that, Fuck Up!

[*laughter*]

**Beth:** I'm sorry, guys. Listen, I'm here. My name is Beth May. It's been a rough uhm... decade.

[*laughter*]

**Beth:** The last 10 years have been hard.

**Matt:** Beth, we're recording the podcast. We're not just chatting.

[*laughter*]

**Beth:** Oh,sorry. You guys all set a precedent of doing absolutely fucking nothing so…

[*laughter*]

**Freddie:** [*laughing*]This energy!

**Will:** Oh my God.

**Anthony:** Spicy Beth!

**Matt:** Damn.

**Will:** Guys, we have to fight Barry today! We got to be on the same side!

**Beth:** I know, I know.

**Matt:** Yeah. We got to be on the same team!

[*laughter*]

**Beth:** We got to come together. We got to come. Together. And so my name is Beth May, and I play Ron Stampler, emotionally detached stepfather and rogue. Fun fact about Ron, at the end of the last episode... I thought of something that Ron could do this episode that would be really cool and successful. And now, I forget what that is; So.

**Will:** Damn, a true Ron move.

**Beth:** Yeah.

**Anthony:** Hey everybody, I'm Anthony Burch. I'm your dad.

**Matt:** Hi dad.

**Will:** Hi dad.

**Anthony:** We talked about on social media and stuff that we have some link that you can follow to sign up to vote. And if we got like X number of people, we'd do a *West Wing* style one-shot. But I had a realization, and I tweeted it at the official Dungeons and Daddies account. But apparently, whoever runs that doesn't like me because I didn't get a reply, got left on read, as is so often a case on Twitter. But I did have a thought—

[*extended group laughter*]

**Beth:** You didn't get a like ...

**Matt:** Your own podcast didn't respond to you.

**Anthony:** Yeah, that's...

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

**Anthony:** See how I next-level cucked myself?

**Will:** You're a reply guy in your own podcast!

**Matt:** To your own podcast!

**Anthony:** Yup. I also, I had a thought and I wanted to run it past you all really quickly, which is we could do a *West Wing* episode or—

**Beth:** Guys, ignore Anthony here too. [*cackling*]

[*laughter*]

**Beth:** No, I'm just kidding. Go ahead.

**Anthony:** Or we could do a *Pokemon* one-shot, called “Pokemon go to the Polls.”

**Beth:** No.

**Matt:** Oh, I would love to do *Pokemon*.

**Will:** What if we do... All right. I think we—

**Beth:** I was invested in *West Wing*.

**Matt:** Okay. That's fair.

**Anthony:** What if we do both.

**Will:** That's what I was going to say.

**Freddie:** Let's do both.

**Matt:** Both.

**Will:** I think we need to do it. It needs to be a *West Wing-Pokemon* mashup called Pokemon go to the Polls.

**Matt: “**But I want ice cream!” “But I want pizza!” “Okay, let's get pizza.”

**Will:** I know we got a lot of Sorkin heads who listened to the podcast for our lively Sorkin-esque banter. So I just want to make sure that they—

**Beth:** I will be playing Toby Squirtle.

[*all laughing*]

[*intro music fades them out*]

**Anthony:** So to remind everybody what happened last episode, Henry watched a 20-minute long informational video about his—

**Freddie:** Cue the cut scene, the unskippable cutscene.

**Will:** Real Kojima moment in the uh...

**Anthony:** Yeah, very much so. And basically found out that there's this other worldly entity, demonic, horrible monster presence that has genetically been passed down through his family line. And it is currently split into three parts between him and his two sons. And the whole group went and confronted Barry about this in his temple. Barry handed you the anchor—which is a big ol’ bottle of Overnight Oats—and then told you to leave. And you correctly surmised that he was hiding something, and it turns out that amongst other things, he was hiding the fact that the Lark and Sparrow that you have are homunculi of Lark and Sparrow, not their real bodies.

**Anthony:** After unsuccessfully attempting to convince him to leave behind his narcissism and toxic masculinity, he decided that instead of wanting to keep you around so we could teach you to control the beast inside of you, he instead would much rather see it come out of you by making you angry. And the first way he tried to prove that was by magically summoning a pillar of wood, essentially, to come out of the ground and smack Sparrow really hard with it, knocked him against the wall. And in response, Henry said that he turned into a bear. So we are basically in combat. Everyone, please roll initiative.

[*dice rolling*]

**Will:** Oh guys, fucking Henry Oak with the natural 20. On inish!

[*impressed crosstalk*]

**Will:** He's ready! He's got dad-anger!

**Matt:** One cool thing about barbarians is I get advantage on inspiration, which—

**Will:** You get advantage on inspiration, man.

[*laughter*]

**Beth:** Aw...

**Matt:** Yeah, I get advantage on inspiration.

**Anthony:** I get to shoot a three-pointer on top of a two-pointer.

**Matt:** I get to roll the dice twice.

**Will:** For initiative.

**Anthony:** Initiative.

**Matt:** Oh, what did I say?

**Anthony:** You accidentally a word.

**Will:** Yeah.

**Beth:** And wait, Anthony, did you just say a three-pooner, instead of a three-pointer?

[*laughter*]

**Anthony:** I sure hope I didn't.

**Will:** I sure hope you did, that's cool as hell.

**Matt:** I got 18.

[*die rolling*]

**Freddie:** Anthony, 16+20.

**Will:** Okay.

**Beth:** I got a seven.

**Anthony:** That means that Henry, you get to go first. You just watch your dad, hits one of your children.

**Will:** What is going on with Sparrow? Let's start there.

**Anthony:** So Sparrow hits the wall and it like makes a fucking impact dent in the wall.

**Will:** [*distressed*] Ew...

**Freddie:** A Sparrow-shaped hole?

**Anthony:** No, it's not a hole. He doesn't go all the way through it, but it makes a dent.

**Will:** It's a *DBZ* anime impact. Like when—

**Anthony:** Yes, very much so.

**Freddie:** Ah! Yes, yes, I see, I see.

**Will:** —Krillin gets slapped down by Cell, or something like that.

**Freddie:** Ah, yes, yes, yes.

**Anthony:** And he falls out of it and gets onto his hands and knees. And then he comes up to just his knees and one little like stream of blood is running down his mouth—

**Henry:** Sparrow!

**Sparrow:** [*coughs*]

**Anthony:** And he coughs and more blood comes out and he like tries to wipe it with his fist, but he just ends up smearing it across his cheek.

**Beth:** Oh...

**Will:** So he's still alive though?

**Anthony:** He's still alive but he's wounded.

**Will:** And he's homonculus. That means up.

**Matt:** He's homonculi, so...

**Anthony:** Yes.

**Will:** Okay.

**Freddie:** Could you imagine how great it will be an audio books, like would all just use anime references to describe action scenes? Just like as a visual reference, like “ah, yeah, yeah, it’s—”

**Anthony: “**So this guy in Gatsby's pool, the bullet goes through him.”

[*laughter*]

**Anthony:** “It's kind of like with Goku shot Frieza through…”

[*laugh break*]

**Anthony:** I can't believe I said, "This guy in Gatsby's pool," to avoid spoilers for The Great Gatsby.

[*more loud laughter*]

**Matt:** Yeah. Got to make sure—

**Beth:** [*valley girl voice*] What happens, oh my God.

**Anthony:** He's in Gatsby's pool, but I won't say who he is!

**Freddie:** Read the book, dear readers!

**Will:** And then Gatsby and his friends have to collect all the dragon balls to…

[*laughter dying down*]

**Will:** All right. Okay, so I already turned into a bear, because I thought that would be a cool thing to do at the end of the last episode. But I'm pretty sure that means I can’t cast spells so I can't heal my son. I looked at Glenn, the other healer in the group and I'm like [*gesturing bear grunts*] And I also realized I can't talk because I shouldn't have... I mean, I said, "Let's go," but we're going to assume that Henry said, "Let's go," in bear-speak.

**Anthony:** You've consistently talked this entire time as animals, why stop now?

**Freddie:** Okay, real quick. For all the rule poindexters, here's what happens: Dads have a psychic connection.

**Matt:** It’s dad magic.

**Freddie:** All the dads have a psychic connection. We can talk to each other in animal form. There, done. Done. Retcon! Done!

**Will:** Okay, well. At any rate, I am going to go ahead and charge at—Well, wait a second, wait a second. Because we know that—

**Freddie:** Oh yeah. Hold on. Hold on. There's the anti-violence thing. You got to go for the staff.

**Will:** So there's a staff, and where's the staff?

**Anthony:** He's holding it in his left hand. Specifically, he's holding a staff that at the top of which is a crystal and it's the same crystal that you saw him making in the Kojima cut scene that basically explains why there's an anti-violence perimeter all around Oak Vale.

**Matt:** Yes.

**Will:** All right. Henry, enraged, lets out a feral bear roar and charges at Barry Oak with the goal of clobbering that staff out of his hands.

**Anthony:** So give me... I guess, give me an attack roll, and he's going to make a Dexterity roll opposed.

**Will:** All right.

**Matt:** I haven't heard those words in a long time.

**Freddie:** Mmm, yeah.

**Will:** Yeah, but we did some fighting. We fought a big crab in the—

**Freddie:** [*very quickly*]Giant enemy crab.

**Will:** —in the other thing.

**Matt:** Oh, I wasn't there.

**Will:** All right. So I can do multi-attack. So I am going to do two attacks. My first attack is going to be with my claw… [*dice roll*] and I got 14.

**Anthony:** That hits. So you—

**Matt:** He's AC is less than 14? Oh, we got this.

**Anthony:** So you managed to get a claw on the staff, but he holds onto it tight.

**Will:** Okay.

**Anthony:** You essentially have him grappled so long as he wants to hold on to this staff, and you didn't hurt him at all, obviously, because you weren't trying to.

**Will:** What is the staff made of?

**Anthony:** So the staff is just made of wood. It's a normal staff about this tall. You put—

[*laughter*]

**Will:** About how tall? Just—

**Matt:** How tall?

**Freddie:** How tall, Anthony? Sorry. One more time. Just for the people all listening to this podcast, exactly how tall are we talking about here?

**Matt:** Is it as tall as the circus tent?

**Anthony:** I got lost because I was so excited to describe a staff like Indie does in *Raiders of the Lost Ark*, that I was just quoting him. And he just does that with his hands.

**Freddie:** Oh, does what exactly?

**Anthony:** I'm sorry everyone. It's a staff that is about five feet tall that's just made of wood, it's big enough you—

**Will and Matt:** [*affirmative hums*]

**Freddie:** What about the people using metric?

**Will:** Oh my—

**Anthony:** I don't know!

**Will:** All right.

**Freddie:** Our international listeners.

**Will:** So a little less than two meters.

**Beth:** [*seductively?*] Hey girl, are you from England? Because I got nothing for you.

[*laughter*]

**Will:** What does that mean?

**Beth:** I don't know. It's already gone so off the rails.

**Will:** I'm going to use my second attack to try to bite through this staff.

**Anthony:** Through the wooden shaft of the staff?

**Will:** Through the wood of the staff.

**Matt:** Nice.

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

**Beth:** I've done that to a man before.

**Freddie:** Oh my God.!

**Will:** [*dice roll*] Fuck, I got a nine.

**Anthony:** So at nine is definitely not going to do it. You like chew into the staff and he like—

**Matt:** Like cute.

**Anthony:** It's a little bit cute.

**Freddie:** Strengthens your teeth a little bit. Good gum health.

**Anthony:** He's teething! You bite into it but he manages to grab the snout of your bear face and, like, holds it upward a little bit to prevent you from fully biting down with your full strength, but he's still grappled and he can't move unless he wants to let go of the staff.

**Will:** Okay.

**Anthony:** So next up in the initiative is Glenn.

**Freddie:** Okay. I feel—

**Matt:** Are you going to burn this place down?

**Freddie:** Listen, this is the back pocket move. But right now, I'm going to invoke a little gift, a little weapon that we got that we forgot about up until this very moment. I'm going to draw the sword of pocket sand—

**Will:** Oh!

**Freddie:** —with a sharp cry of—

**Glenn:** Daddy, daddy, ho!

**Freddie:** And I'll draw it. And if I recall, what it does is as I draw it, a bunch of sand comes flying out towards Barry's face.

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

**Freddie:** And it's a +1 long sword.

**Beth:** That's cool.

**Matt:** That's good.

**Will:** And it's a *King of the Hill* reference! For those of you playing along at home. “Pocket sand!” It's a Dale Gribble special!

**Anthony:** So he's going to roll Dexterity. And if he misses, he's going to be unable to Dodge the sand as it heads towards his eyes. [*dice roll*] He rolled a 6. [*pshh noise*] So a sheath-full of pocket sand, hits him in the face. And for the entirety of his next round, he will be blinded.

**Will:** Whoa!

**Freddie:** Ah, hell yeah.

**Anthony:** Which means he'll have disadvantage on any attacks that revolve for him using his eyes.

**Freddie:** I'll throw that attack. I'll blind him and then as he's stumbling around blind, I'll be like—

**Glenn:** [*sing-song*] Better go check on the kiddo…!

**Anthony:** You move yourself right next to Sparrow. And he is like—

**Sparrow:** I-I could do it. I can fight!

**Anthony:** And he tries to stand up and his knees waiver for a second and he immediately falls back down onto his knees as they buckle.

**Beth:** Aw!

**Will:** Oh no!

**Freddie:** And then Glennkind of like temples his hands together and then just like very quietly says to Sparrow, be like—

**Glenn:** I think it would be really cool if you gave your brother the other gauntlet so he could have both of them.

**Sparrow:** But I just got it but... you're right, that is a good idea.

**Anthony:** So maybe that's what he'll do on his turn.

**Freddie:** I'll also burn a bonus action to do Bardic Inspiration!

**Anthony:** Hey!

**Freddie:** Yeah.

**Will:** You can heal people, can't you Glenn?

**Freddie:** I hate to break it to you, but unfortunately I don't think... I have massage— Oh no, sorry. Message. That's not... a massage—

[*laughter*]

**Freddie:** I think a spell is a whole thing, Will.

**Anthony:** Spells differentiate, so if you have Healing Word, that's usually a bonus action versus like full Cure Wounds as a standard action.

**Freddie:** No, unfortunately I don't have any of those. I have some full on spell-ass heals.

**Anthony:** Okay. That's fine.

**Will:** Oh, okay. Nevermind.

**Freddie:** Sparrow's not covered under my spells HMO so...

**Beth:** [*laughing*]Damn.

**Freddie:** And I'm going to give the bardic inspiration to... Who's after me?

**Anthony:** Darryl is next.

**Freddie:** Darryl, I think you're getting this one.

**Matt:** What you whispering in my ears?

**Freddie:** I'm just going to scream the *Led Zeppelin* [*does the wordless yell rom “Immigrant Song”*]

**Matt:** Yes. That is ringing in Darryl's ears.

**Freddie:** [*sings the drumbeat*]And then like, I'm going to go longer than you would expect with it. As you're doing your thing, I'm also still doing the thing like... Oh yeah. And then the live version, the base comes like [*sings the base line*] Like, I'm kind of like in my own world, sort of thinking about Led Zeppelin as well.

**Matt:** Nice. As that starts playing, Darryl confidently just pushes Paeden back. Like very clearly. And with his motion, clearly he's telling both kids, Lark and Sparrow, like, “Step back.” He sees everything that Henry has been through. He evokes Rage. He grasps his axe and he's going to try to chop the staff in half now that—

**Freddie:** It's being held in place, right?

**Matt:** Yeah, now that's being held in place. It's like that scene in *Titanic...* with the axe when he's teaching Rose how to—

**Beth:** Yeah, yeah, yeah, yeah, yeah.

**Anthony:** Oh yeah, when she tries to hit the same spot twice.

**Matt:** Yeah, yeah.

**Freddie:** I was like, what scene in Titanic with--

**Matt:** The one where they make love in the car? Yeah, you know the scene?

[*laughter*]

**Beth:** Where God takes his acts to the center of *Titanic* and splits it apart.

**Anthony:** Darryl just grabs Paeden, he's like, "Please, I have a child!"

[*laughter*]

**Matt:** Yeah. Darryl runs away.

**Anthony:** Okay, so because—

**Beth:** Hey girl, are you that axe, because I'm never going to let you go.

**Anthony:** So because the staff is being held onto by both a bear's face and Barry's hand, you are going to roll with disadvantage to hit just the staff and not anybody else. Because if you hit anybody else, it's going to... *wa-tang!* off of the magic spell, essentially.

**Matt:** Okay. I'm just double checking because once it attacks, it's good because I get extra shit. [*dice rolling*] And 15 is my lower one, which 15+6+2 for Barbarian. So yeah, that's a 20-something. I lost track.

**Anthony:** Jeez Louise.

**Freddie:** 23!

**Anthony:** Okay. So describe to me exactly how you managed to destroy the staff, but not Henry or Barry.

**Matt:** Well, the way I do that is—to make sure I don't hit his head—is I take one giant leap and land on the back of Henry. So I'm riding him, and I hold the axe above me and I bring it right down right next to his head.

**Freddie:** With the confidence of knowing that you can't hurt him anyway. Right?

**Matt:** Yeah. Exactly, I feel good.

**Freddie:** All the psychological—

**Matt:** It's all psychological.

**Freddie:** All the psychological stuff is out of the way.

**Will:** Yeah.

**Matt:** And like having the head very close to where I start swinging, like right there, like my legs are wrapped around there, it's like I know exactly where it's going. I'm not going to hit my own legs. So yeah, I slash that thing in half.

**Anthony:** The staff shatters and its midpoint, and the crystal atop of it begins to fall. So Barry is going to make a reaction, try to catch it... [*dice roll*] and he gets a nat 20.

**Freddie:** So he just sensed it even though he was blinded.

**Anthony:** Oh! He's got disadvantage. You're right, you're right. [*dice roll*] Okay. He got a 19.

[*laughter*]

**Freddie:** Holy shit, really?

**Matt:** He gets to grab it.

**Freddie:** Damn.

**Matt**: Does he do that before I do my second attack?

**Anthony:** He's definitely grabbed it, now you can do your second attack.

**Matt:** Cool. It's like slow motion, like a kung fu movie right here. So then as I see him grab this thing that falls, I'm going to do a grapple action.

**Will:** It's like a fumble in football. Now you guys are wrestling over the ball.

**Matt:** [*dice roll*]Oh shit. I got a 19. So I'm essentially rolling off of Henry's head. And as I'm doing that, I'm like—

**Henry:** I got you buddy.

**Matt:** And as I'm whispering into his ear, because I'm doing like that Black Widow move where I'm, like, swinging around his neck.

**Beth:** Nice.

**Matt:** Or the Legolas around the horse, but in reverse.

**Freddie:** [*laughing*] Wait.

**Matt:** So I’m dismounting off of Henry's neck while then wrapping myself around Barry's neck. So I'm like transferring like a gymnast from one neck to the other and I'm just going to pin him down like a wrestler.

**Anthony:** So you managed to do that with your 19. So you basically do a transitional Hurricane Rhonda to Hurricane Rhonda move, and pin him on the ground.

**Matt:** And I whisper into his ear. I go—

**Darryl:** You're a shitty dad.

[*laughter*]

**Anthony:** And—

**Freddie:** There's so much in there.

**Anthony:** Barry goes—

**Barry:** That may be, but at the end of this, I'm still going to be a dad.

[*gasps*]

**Anthony:** So—

**Matt:** Oh damn. Darryl like flinches as if he got hit.

**Anthony:** So it's Paeden's turn next, and seeing you pinning—

**Beth:** Really? It's Paeden's turn before my turn?

[*laughter*]

**Anthony:** You're turn is literally last.

**Beth:** That fucking sucks. Paeden's not even on this podcast.

[*all laughing*]

**Will:** Anthony, can you please role play Paeden as a guest on the podcast next week? Like he's playing the game with us.

**Anthony/Paeden:** [*in the Paeden voice*] Okay. So for my turn, I'm going to...

[*extended laughter*]

**Anthony/Paeden:** I see that Darryl is pinning Barry.

**Beth:** I hate this.

**Anthony/Paeden:** And I just run up, and I look good. My legs look muscular. I'm like, I've been training for this moment my whole life.

**Will:** Yes!

**Matt:** All right, we get it Paeden. Just what move are you doing? What are you rolling?

**Anthony/Paeden:** I run up and I slide on my belly towards Barry and Henry, and I raise my hand up and I slam the ground and I go—

**Paeden:** One!

**Anthony/Paeden:** And I raise it up again and I slam the ground again and I go—

**Paeden:** Two!

**Anthony/Paeden:** And I raise it up again, and I slam the ground and go—

**Paeden:** Three!

**Anthony/Paeden:** And you officially now defeated Barry in a wrestling match.

**Beth:** Nice.

[*laughter still going*]

**Matt:** Good move, Paeden. No, that's better than stabbing somebody I guess. He's learned.

**Will:** Hey, and that's why you're the favorite member of the podcast team.

**Matt:** Yes.

**Beth:** Do we level up? We beat him, right?

[*laughter*]

**Anthony:** Okay. So now it's Lark and Sparrow's turn.

**Will:** Wait, is that all he does?

**Anthony:** Yeah.

[*even more laughter*]

**Matt:** I love Paeden.

**Anthony:** Spent his whole action doing that.

**Matt:** Oh, he's learned, little guy.

**Freddie:** Yeah, that's a full three count.

**Anthony:** Yeah, he did a move and he did a three count. I know, whatever you want. Okay. So now it's Lark and Sparrow's turn. So Lark looks back at Sparrow and he goes—

**Lark:** Brother!

**Anthony:** And reaches out and Sparrow, still bleeding from the mouth, goes—

**Sparrow:** Lark, you remember what I told you about being a love wolf?

**Anthony:** And Lark goes—

**Lark:** Of course, brother, of course.

**Anthony:** And Sparrow goes—

**Sparrow:** Forget it.

**Will:** [*loud gasp*]

**Anthony:** And he throws Lark the other gauntlet, and Lark is going to try to catch it in midair... [*dice roll*] He gets a natural 1!

[*laughter*]

**Freddie:** Oh no, no, no!

**Anthony:** So the gauntlet comes full force and it hits him square in the fucking face and does...

**Beth:** Oh my goodness.

**Matt:** Oh no, poor kids.

**Anthony:** [*dice roll*]...does 4 damage.

**Beth:** Oh dear.

**Will:** No!

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

**Anthony:** It cracks his forehead open, and now there's a little bit of blood trickling down his head as well.

**Beth:** Oh my God.

**Anthony:** But he smiles. He goes—

**Lark:** Thank you brother, that is just what I needed.

**Anthony:** And he turns around and still just with the one glove because he can't see through the blood in his eyes—

**Will:** Does he do the Bruce Lee, where he like rubs the blood and tastes it to get pumped up?

**Anthony:** Yeah, exactly.

[*laughter*]

**Anthony:** So he just runs and leaps into the air and is going to aim and try to bring the fist down onto the crystal to smash it. So I'm going to give him a roll for that, with disadvantage because he's blinded. [*two dice rolls*] All right, so with a 9, he hits the crystal and it just barely hits it from the wrong angle and deflects a little bit and his fist ends up landing right next to Barry's face. And he sort of lands atop both Darryl and Barry in this weird like three-man like dog pile, and the blood from his face is streaming down onto Barry's and mixing with the sand on his face and turning into this horrible like red mud and Lark just goes—

**Lark:** First one's a warning.

[*laughter*]

**Will:** Oh, shit!

**Matt:** Wow. By the way, this is just Thanos. Sparrow just did Thanos.

**Anthony:** Yeah, pretty much. So now it's Barry's turn. So he—

**Matt:** Are we going to solve this before Beth gets a turn?

**Beth:** Yeah.

**Anthony:** So he is going to—even though he's got disadvantage on any visual stuff—he is going to say—

**Barry:** I suppose it's time—

**Darryl:** Stop talking to yourself, stop talking to yourself, asshole.

**Barry:** I’m talk— I'm talking to you! Whatever.

**Darryl:** Shut up.

**Barry:** Eat my ass!

**Anthony:** And as he says that, he transforms.

**Freddie:** What?

**Anthony:** Beneath you, Darryl, you feel all of a sudden his flesh starts to push towards your body in a way that doesn't make sense. Like little spikes are come out of his flesh.

[*laughter*]

**Matt:** His flesh grows and pushes toward my body?

**Anthony:** And then it starts to grow hard, and then you realize his entire body is beginning to spindle outwards and grow hard and black and he's turning into a large bipedal tree called a Black Thorn—

**Matt:** Oh shit.

**Freddie:** Woah...

**Anthony:** —with like little like twigs on it, as sharp as blades. And it's still blinded. It's a blind tree for this turn.

**Matt:** What am I holding onto now?

**Anthony:** So you're basically holding onto the tree itself as he stands up and you're sort of dangling from the branches of the tree as he's—

**Matt:** Do I need to roll for like Dexterity or something? It feels like this tree—

**Anthony:** Yeah, yeah. Go for it.

**Matt:** My Dexterity is 7+1, so I got an 8.

**Anthony:** Okay. So you fall off of the tree as he like very suddenly transforms and you get knocked back and you take a d6 of damage as you hit the ground.

**Matt:** Oh shit.

**Anthony:** And then he is going to... Oh, it's in a cone. Oh, it's in a cone. Okay. He's going to open his mouth. And because this doesn't require him to make a two-hit, his disadvantage isn't going to matter for this particular one. He's going to open his mouth. And he exhales a green gas in a 30-foot cone, which I imagine hits Darryl and Lark and Paeden and Henry, but probably nobody else because you haven't run up to him yet.

**Will:** Okay...

**Anthony:** So all of, and by all of you, mean both of you and the two fictional characters, make a Constitution saving throw. You're looking for more than a 14 on your Constitution.

**Matt:** [*dice roll*]That's a 20.

**Will:** [*dice roll*] I got a 19.

**Anthony:** Paeden and Lark both rolled very poorly.

**Matt:** He's just counting that poor boy, leave him alone.

**Anthony:** You take half damage on a successful save, so you both take—

**Will:** Wait, I thought we have the crystals up though. Isn't there a crystal that—

**Anthony:** So yeah, you say that as that's happening and Barry goes—

**Barry:** Do you think that I wouldn't make myself an exemption to the spell—

**Henry:** Oh you prick! Ah!

**Matt:** He just gives you the finger.

**Barry:** Do you not understand? I've been trying to tell you Hen, over and over, we are superior to other people. The rules don't apply to us, especially the rules about pain!

**Anthony:** And he does this, and you and Matt take 3d6 damage. And then the two boys are gonna take 6d6 damage.

**Will:** Oh my God!

**Matt:** Paeden's dead.

**Beth:** Holy.Shit.

**Matt:** [*dice roll*] I took 8 damage.

**Will:** [*dice roll*] I took 8 damage.

**Anthony:** Okay. So Paeden takes... [*dice roll*]17 damage, which is a lot. He's bloodied, but he's still alive. Lark... [*dice roll*] takes 27 damage.

**Will:** Oh my God.

**Anthony:** And... I'm sorry, this is not going to be a pleasant description, but you see Lark trying to anger his way through the pain that is coursing through him as he begins to hack and cough. And he's looking Barry, dead in the eye, with nothing but hatred as he falls to his knees and then just falls over.

**Will:** [*gasps*]

**Freddie:** Woah...

**Beth:** Oh my God.

**Anthony:** And he's not moving. And now it's Ron's turn.

**Beth:** Fu— What?

[*all laughing*]

**Beth:** I was a lot more excited about this turn a few turns ago!

**Will:** Holy shit!

**Beth:** Okay.

**Matt:** Ron, you got to save everybody.

**Beth:** Okay. Yeah, sure. So the tree can't see, right?

**Anthony:** The tree's blind, correct.

**Beth:** Tree's blind.

**Matt:** But it has a mouth.

**Beth:** I have no mouth and I must tree.

**Matt:** You just gotta get that crystal. That's your specialty, pickpocket.

**Beth:** Yeah. Okay. So can the tree feel anything? Does the tree bark function at all like skin?

**Anthony:** Yeah. He'll feel stuff.

**Beth:** Okay, okay. Cool cool cool.

**Anthony:** And just so you know, the crystal, now that he's in tree form, it's dangling from one of his branches, like a Christmas ornament.

**Beth:** I want to, like, attack him physically and then have Mr. Mustache fetch the crystal.

[*gasps*]

**Will:** Oh shit.

**Anthony:** Oh wow.

**Freddie:** Oh shit.

**Anthony:** Okay. So then what you'd be doing is you'd be rolling in attack, and it doesn't matter whether you succeed or not, because you're just doing it to distract him. And then that would give Mr. Mustache advantage on a Slight of Hand roll to try to bite the crystal off of the branch.

**Matt:** That's like playing Hunter in World of Warcraft now, which is my favorite class because you get an animal.

**Anthony: Yeah.** Yeah, you're now a pet class.

**Matt:** So now you going to have two— A pet class. Is there a pet class in D&D?

**Anthony:** I'm pretty sure there is.

**Matt:** Well, there is now.

**Anthony:** But it's definitely not a rogue with a dog who has a mustache that is also her friend.

**Matt:** I'm going to say that I'm going to chop at him with one of my business cards. So I've got 17+4.

**Anthony:** So with a 21, you would hit if the crystal were not an issue, but as it is, your business card comes up and it comes down to a beautiful slicing motion as you jump through the air. And with all of your might, you slash downward, but it still stops a hair's breadth away from actually hitting the bark. And Barry, the tree is like—

**Barry:** [*scoffs*] See, the friends you've made are so stupid, Hen. I don't understand—

**Anthony:** And as he's saying that, Mr. Mustache, who I just rolled for, gets advantage on his Slight of Hand roll. Mr. Mustache fucking gallops toward the tree and jumps into the air with like a silent whisper, he like sails through the air with that open, good boy mouth. His mustache, tail's like flapping in the wind.

**Will:** Yeah!

**Matt:** Mr. Mustache!

**Freddie:** Yes.

**Anthony:** And wide-mouthed, he clamps his jaw around the crystal and plucks it off the tree like a fucking ripe apple, and then just lands with it. And he's got it in his jaw now.

**Matt:** And then he runs down the street and you're like, "Come on, boy. Come back. You don't have a leash on. Come on!"

**Anthony:** Yeah. And then he gives it back to Barry. He goes, "Throw it for me." Now it is Henry's turn again.

[*laughter*]

**Will:** Okay. Henry, who just saw—and again, he knows it's a homunculus—but he just saw his son get wrapped with pain and drop over dead, basically.

**Matt:** Yeah.

**Will:** And is just blinded with rage. He sees the crystal in Mr. Mustache's hands, or his maw, rather. And runs up bear style, and just swipes the— I'm just going to smash the crystal.

**Anthony:** Mr. Mustache can read the room and he just drops the crystal out of his mouth and then backs away.

[*laughter*]

**Will:** I say—

**Henry:** Give.

**Anthony:** So go ahead and give me a roll.

**Will:** All right. I got a 17 for my first attack.

**Anthony:** That does it. Will you bring down your claws on it?

**Will:** Yes.

**Anthony:** With the strength of a bear empowered by the strength of an angry father, your claw comes down and just slices the fucking crystal in twain. It's just like [*mouth noises adjacent to ‘kwsh kwsh’*] Like again, like in an anime, slow motion, is sharp.

[*laughter and kwsh noises*]

**Antony:** And Barry goes—

**Barry:** Wha— ! [*frustrated noise*]

**Anthony:** And then like turns and looks and sees the crystal shattering. And even though he's only in tree form, you can still see and sense that for the first time he is at a loss for words. So you've got another attack.

**Will:** All right, Henry lets out a vicious roar and just chomps into the side of this tree and just starts ripping bark out with his maw.

**Anthony:** Awesome. Give me a roll.

**Freddie:** Or just gets a good back scratch from—

**Will:** [*laughter*]

**Beth:** Nice, yeah.

**Freddie:** You know.

**Will:** [*dice roll*] Oh, natural 20.

**Anthony:** Whoa. Okay. Roll your damage, die trice.

**Freddie:** Oh big boy rolls!

**Will:** Check out the big brain on Brad. [*dice roll*] Oh man, shitty roll. That's a 3+4 is 7 damage.

**Anthony:** Did you roll damage twice?

**Will:** Yes I did. So I've got, it's 2d8+4. So I rolled 2d8 and I guess that's what I got.

**Matt:** 1 and 2.

**Will:** Yeah, yeah.

**Anthony:** Oh no. Okay.

**Will:** Whiff city.

**Anthony:** You've managed to shake a chunk out of him, even though you can tell it didn't actually hurt him that much, he like yelps in surprise and looks down and he just goes—

**Barry:** How dare you?

**Anthony:** The psychic damage of having his son raise a hand—or a mouth to him, I guess—is almost more damaging than the bite itself.

[ad break]

**Anthony:** Glenn.

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

**Matt:** It was a lot of work for that oil thing when we just broke the crystal.

**Freddie:** Listen, this is—

**Will:** [*laughing*]

**Matt:** No, a good backup plan.

**Anthony:** It's not any less of a good plan.

**Matt:** That's true. That's true.

**Anthony:** Yeah.

**Matt:** We can still burn down the whole place.

**Beth:** Yeah.

**Freddie:** It's not enough to defeat Barry. I want to burn down his entire thing. And that's just laying the—

**Will:** Yeah, we need to ruin the lives of a bunch of innocent people who had nothing to do with it, too.

**Freddie:** Eh, y’know, they'll figure themselves out.

**Matt:** I mean, they're a bunch of good Germans, let's be honest.

[*all laughing*]

**Matt:** They know what's going on.

**Will:** God!

**Matt:** They knew what was going on. All right.

**Beth:** Oh man.

**Freddie:** So I'm going to cast, Bestow Curse.

**Will:** Whoa.

**Beth:** Yes.

**Anthony:** なんでい?/Nandei? (*Japanese for “why” or “how*).

**Freddie:** So Bestow Curse, this is a spell I picked up. Just a little trick I picked up on the road. You touch a creature and that creature must succeed on a Wisdom saving throw, or become cursed for the duration of the spell. The Wisdom save is 14, Anthony.

**Anthony:** Okay.

**Freddie:** When you cast the spell, choose a nature of a curse from the following options, which have a number of things. Glenn pulls out his index finger like a six shooter and blows on it and goes—

**Glenn:** Boop motherfucker.

**Freddie:** And he touches him. Is like—

**Glenn:** You're hereby cursed!

**Anthony:** [*dice roll*] What happens if he saves?

**Freddie:** If he saves, then nothing happens.

**Anthony:** Great game, Gygax. Unfortunately, he saves. So your turn means nothing, apparently. I'm sorry.

**Will:** Because Glenn does not have the actual power to curse people, he just thinks he has.

[*laughter*]

**Freddie:** Glenn's like—

**Glenn:** Oh man, I thought this would work!

**Freddie:** In the meantime then Glenn, for like the additional or the movement, bonus, action is going to like head on over to the window. I assume that Erin’s familiars are smart enough to kind of keep an eye on us?

**Anthony:** Oh, for sure.

**Freddie:** Are they out there? Is one of them out there?

**Anthony:** Yeah. You can see the owl is particularly making circles around the temple tower, trying to catch sight of you. When he does, it sees you and then sort of starts hovering in place, like it cocks its head as if waiting for instruction.

**Freddie:** I go—

**Glenn:** Not yet, but you'll know.

**Anthony:** It makes a thumbs up as much as an owl possibly can with its talons. Darryl, is your turn.

**Matt:** Darryl is shaking some lack of confidence as he's looking through his sheet and realize there's a ton of things he could've done, like advantage on Dex rolls and he could have probably reduced the damage to save Henry's boys if he paid more attention to what he was fucking doing. So anyways, Darryl shakes that off. And first thing, he looks at Henry. He's giving the nod of like, you want me to go hard on this? Are we doing this? Are we smashing your dad up? He's like—

**Will:** Henry's not paying attention to Darryl. Henry is too pissed off and is trying to take this tree down.

**Matt:** All right. Then Darryl, seeing that Henry's enraged, like he's got it. And Darryl— his first move is I'm going to run to pick up Paeden.

**Anthony:** Okay.

**Matt:** So I run and I pick up Paeden.

**Anthony:** He's still coughing.

**Paeden:** [*coughing*] Baby boy, baby boy!

[*laughter*]

**Beth:** Aw...

**Matt:** Yeah, Darryl's, he’s so overwhelmed, while he—

**Paeden:** Are you okay, son? [*coughs*]

**Matt:** He goes—

**Darryl:** I got you, Dad!

**Matt:** Darryl runs and puts Paeden to the far end of the room and then turns around and with a second action, he throws his axe at Barry.

**Freddie:** It feels like you don't want to let go of your thing, but okay.

**Matt:** Whatever, man, it's happening.

**Anthony:** I go for it. Give me a roll.

**Matt:** [*dice roll*] That's a 7.

**Freddie:** Bardic Inspiration.

**Matt:** Oh, Bardic Inspiration. What do I do? Roll a d8?

**Freddie:** Roll up 1d8.

**Matt:** [*dice roll*] I got 1 on your 8.

**Freddie:** What? Zeppelin gave you a one?

**Matt:** Yep, sorry bro. It's what happened.

**Anthony:** Yeah. So unfortunately, Barry just slaps the axe out of the air with one of his branchy hands. And now it is Sparrow's turn. He just saw his brother fall to the ground in front of him.

**Will:** Oh no!

**Anthony:** And he turns and he sees Paeden coughing and hacking up in the corner, like completely helpless to do anything. And Sparrow goes—

**Sparrow:** [*breathing hard*]All right, it's fine. I'm good. You got to do something, you do it yourself.

**Beth:** Oh God!

**Anthony:** He walks across the room while you guys are fighting, like limping, like fucking John McClain at the end of *Die Hard*.

**Beth:** Oh, God!

**Anthony:** And he picks up the glove of his that he gave to his brother. And then he picks up his brother's glove, gently taking it from his limp hand, pausing to like put a hand on Lark and go—

**Sparrow:** I'm going to fuck him up real good, brother.

**Matt:** He closes his eyes.

**Anthony:** He closes his eyes, but with the big Hulk hand.

[*laughter*]

**Anthony:** And he punches his hands together and he goes—

**Sparrow:** Power. Power. Power! *Power!*

**Anthony:** And he runs and does a diving—like both of his fists out like fucking Captain Marvel.

**Freddie:** Holy shit.

**Anthony:** And he rolls... [*dice roll*] Oh, and he hits!

**Will:** Yeah!

**Beth:** Nice!

**Freddie:** Really quick. Wait, wait. Anthony, do you realize that this scene is foreshadowed in literally episode one?

**Anthony:** No.

**Will:** Cause they’re biting a tree!

**Anthony:** They’re punching a tree!

**Matt:** Punching a tree!

**Beth:** Fuck!

[*laughter*]

**Will:** When we first met Lark and Sparrow, they were—

**Beth:** That's wild.

**Freddie:** Isn't that crazy?

**Beth:** That is really wild.

**Anthony:** That’s crazy...

**Will:** That’s rowdy as hell!

**Anthony:** That's crazy!

**Matt:** That's so good. Power. And they're saying power the whole time.

**Will:** Holy shit.

**Anthony:** Cut out all this so it seems intentional!

[*laughter*]

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

**Anthony:** Oh shit. Wow.

**Anthony:** So yeah, he's going to basically get a double attack. One with each glove—which is definitely not something those gloves say you should do, but fuck it, it's cool. Once he's hit him with both gloves, he like reaches back before he even falls down and hits the ground and then just slams him again and hits him both times. So he's going to do—

**Will:** Now, Anthony, these are weapons from D&D 1.0, so you have to adjust for inflation, which means they're five times as powerful—

**Beth:** Yeah, absolutely. Yeah.

[*laughter*]

**Will:** ...because this is D&D 5.

**Anthony:** No, unfortunately these are actually 5E weapons that I put in 1.0 dungeon.

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

**Anthony:** I cheated.

**Freddie:** So what are they actually?

**Will:** Yeah, what are they?

**Freddie:** From this attack, can we figure out what they are?

**Anthony:** Okay. So this is now a homebrewed version of the Gauntlets of Ogre power. He hits him with these gauntlets and it does more damage than would usually happen from an unarmed attack and is easier to hit and it does a lot of damage.

**Will:** Sounds a little ogre powered to me.

[*small laughs*]

**Anthony:** So it's going to do... [*dice roll*] 16 damage—

**Freddie:** Whoa!

**Anthony:** —with those two hits.

**Matt:** Strong boy.

**Anthony:** Barry just looks at him with shock and horror and he goes—

**Barry:** There it is. That's what I've been wanting to see. That's what I want to see!

**Anthony:** And now it is Barry's turn. He feels you ripping at the bark of his tree body. And he goes—

**Barry:** Oh, enough of this. Enough of this!

**Anthony:** And he again, begins to morph and his branches begin to turn green and slimy and they turn into tentacles as his body begins to turn into a large, almost frog-like creature. And his head turns into an eye stalk of three eyes all next to each other. And he's turned into a frog-hemoth.

**Will:** Whoa.

**Freddie:** What?

**Anthony:** And in frog-hemoth form, he's going to take out his tentacle—

**Beth:** [*wheeze-laugh*] Sorry.

**Anthony:** —and he is going to grapple Henry with it. So he's going to roll to see if he can grapple. [*dice roll*] So unfortunately, with your armor class being as low as he is, he only rolled a 2, but he has a +10 to hit with the tentacle.

**Will:** Oh shit. Okay. Fair enough.

**Anthony:** So he's going to do 3d8+6 bludgeoning damage to you.

**Will:** 3d8+6 bludgeoning damage.

[*sympathetic* *hisses*]

**Beth:** I thought it was just grappling! We're getting carried away. He was just grappling. He's not going to do—

**Anthony:** And he's going to grapple you.

**Beth:** [*defeated sigh*]

**Will:** Okay. Oh shit, I have bear HP, don't I?

**Anthony:** You do.

**Will:** God fucking damn it. I just realized the bear has way less HP. Okay. Let's see... [*dice roll*] Ten... So 17, I got 9 HP left. But I think, what if I turned back into a human form, I don't come back with 9 HP. Right?

**Anthony:** You will still lost whatever HP you had lost, but it goes from your human maximum, I think.

**Will:** Got you. Yeah, yeah, yeah.

**Anthony:** So he's got four tentacles, and every individual tentacle can't attack more than once if it's grappling somebody, but he can attack twice. So with a second tentacle, he's going to reach out. And Barry, in his massive frog-hemoth form is going—

**Barry:** Now, which one of these do you like the most? Hm... Darryl, the big one. The big boy. Yes, you.

**Anthony:** And he's going to lash out with his tentacle.

**Freddie:** And Glenn goes—

**Glenn:** Whew!

[*laughter*]

**Beth:** And Ron's like—

**Ron:** Hey Glenn, you want to get her out of here? I mean...

**Freddie:** We can just go.

**Anthony:** So he lashes out with his tentacle at you, Darryl.

**Matt:** Okay.

**Anthony:** What is your AC?

**Matt:** Well, not wearing armor, your AC equals 10+Dex modifier+Constitution modifier + any shield bonus.

**Anthony:** Holy shit.

**Matt:** So it's actually, my AC is 17.

**Freddie:** Whoa.

**Anthony:** Wow.

**Freddie:** We need to get you a shield, dude.

**Anthony:** So he only rolled a five. So a 15 does not beat your 17. So he tries to wrap his tentacle around you. What is it that Darryl does that prevents him from gaining purchase?

**Matt:** Like all belts that don't quite fit around Darryl…

[*extended* *laughter*]

**Matt:** It begins to wrap around, and then with a big sigh, he goes, ooh. And he just kind of like pushes his gut out and flicks the tentacle right back at him.

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

**Will:** But... Darryl's pants fall off at the same time.

**Matt:** [*laughing*]But Darryl’s pants…! But he realizes his zipper's down.

**Freddie:** Oh my God.

**Anthony:** That's so good. It's Sparrow's turn again. He is going to attack twice… [*two dice rolls*] and he whiffs with both, gets a 1 and a 2. So unfortunately he misses with both fists.

**Will:** Dang.

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

**Beth:** I'm going to pick up Darryl's axe, and I'm going to try to cut off one of the tentacles.

**Anthony:** Give me a roll.

**Beth:** [*dice roll*] That is a 14+3. 17.

**Anthony:** That is going to do it. Go ahead and give me damage.

**Beth:** [*dice roll*] 7+3 is 10.

**Anthony:** Okay. So you do 10 damage to him. Describe what happens as you bring this fucking axe down, because this is actually a pretty hardcore looking Ron move.

**Will:** Yeah, this is some Ronald The Barbarian stuff.

**Beth:** Ron looks super cool and—

[*laughter*]

**Matt:** Even Darryl was like—

**Darryl:** Whoa.

**Beth:** And super badass. Mr. Mustache is like cheering him on. They're really like a great *Air Bud* duo right now, where it's like, “Yo dog, you did a great job. I'm doing a good job for my dog.” And then Ron, just like his delts... I don't know what the thingy, the muscle thingy on the side of your arm is, but like when they're big, but like defined, they're kind of hot. He's looks—

**Anthony:** Bicep or tricep?

**Beth:** No, no. He looks really hot. Like the thing is he looks really hot.

**Anthony:** Okay, okay.

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

**Beth:** Brings the axe down. I think that the tentacle makes its own noise, like [*high-pitched*] Ah!

[*laughter*]

**Beth:** Like a Medusa sort of [*high pitched*] Ah! [*normal voice*] And then yeah, that's what happens. And I think that Ron is going to use the rest of his turn to try it and see if he can shepard any of the children sort of away from the situation.

**Anthony:** Okay. You slice through the tentacle and it goes limp immediately. So now Henry is no longer grappled, which is pretty good. Are you trying to get Sparrow away?

**Beth:** Yeah.

**Anthony:** Okay. So Sparrow is still trying to punch at the frog is probably going to fight back against you. So you're going to have to make an opposed Strength check. And he's wearing Gauntlets of Strength.

**Beth:** Actually, I'll just try to convince him.

**Anthony:** Okay.

**Will:** There you go, all right!

**Beth:** How to convince...

**Ron:** Uh… This is pretty boring, right?

[*laughter*]

**Anthony:** Roll Persuasion with... I want to say Triple Disadvantage.

[*all laughing*]

**Ron:** I'm just saying, it'd be a lot less boring over out there. That's where—

**Anthony:** Make your horrible Persuasion roll.

**Beth:** [*dice roll*]Disadvantaged. So let's see here. [*two more dice rolls*] I got a 7.

**Anthony:** Yeah. He turns back at you and you have literally never seen more blood-lust in a human being in your entire life.

**Will:** Oh my God.

**Beth:** I am so sorry. I'm just trying to save you!

[*laughter*]

**Anthony:** And he goes—

**Sparrow:** There's no saving this.

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

**Will:** Henry is going to de-bear, and then he is going to cast Blight on his father. “Necro-mantic energy washes over a creature of your choice that you can see from within range, draining moisture and vitality from it.” So it's a Constitution saving throw.

**Anthony:** [*dice roll*]Oh, unfortunately, Constitution is something this frog-hemoth is very strong at so he saves.

**Will:** Oh fuck.

**Anthony:** You got a natural 20+5.

**Will:** God damn it. All right. All right, well, let's see. Hold on... All right, so he's going to take 4d8 damage.

**Anthony:** Oh, lovely. Oh, that would have been 8d8 if he hadn't saved?

**Will:** Yeah, it would have been 8d8. Yeah.

**Anthony:** Wow.

**Will:** It's one of my specials. It's one of Henry's limit breaks.

**Anthony:** He takes [*dice rolls*] 16 damage.

**Will:** Henry looks to Ron and to Sparrow and sees this argument going on and he says—

**Henry:** Let him fight, Ron!

**Ron:** Henry, let's get out of here. Come on, we... You don't want to do this to your dad.

**Henry:** Ron, I don't want to hurt my dad, but I got to know where my kids are! I need to know and he knows and we're going to make him talk!

**Glenn:** Just like Jack Bauer!

**Ron:** He's not going to tell you!

**Henry:** I mean, we got to find that out though, man! Like, I can't... He knows where my kids are.

**Anthony:** Okay. So as you say that, your eyes briefly dart to the inert form of Lark on the ground. Actually, give me a Perception roll.

**Will:** This doesn't have to do with smelling, does it?

**Anthony:** Uh… I… You know what? It can.

**Will:** Oh, I thought I had like a... Hold on, one second. Oh no, it was in my brown bear form, which I just turned out of. Dammit.

**Anthony:** Actually, you know what? No, give me a retroactive roll for your brown bear form, because you would have smelled this regardless of what was going on at the time.

**Will:** Okay. In that case, I get Advantage on rolls based around my keen sense of smell.

**Anthony:** Perfect.

**Will:** [*two dice rolls*]So I got a 17.

**Anthony:** So in this moment, there was a scent on the air that you couldn't quite place initially when you were in bear form. But as you were arguing with Ron about what to do to find your kids, you smell—and then you hear—a voice from the wall going—

**Lark:** [*muffled*] Father. Father! The afterlife, it is dark.

**Anthony:** And then Sparrow begins to hear it too. And Sparrow's like—

**Sparrow:** Brother! Brother, where are you?

**Anthony:** And you just hear Lark's voice going—

**Lark:** [*muffled*] I jumped out, but I can see you and you’re uncon— you're sleeping! Aw, you look like a little angel when you’re sleeping.

**Anthony:** He goes—

**Sparrow:** Thank you, brother!

**Anthony:** Yeah, you can definitely hear them within earshot.

**Will:** Okay. So they're within— I'm not hearing that like in mind or anything?

**Anthony:** No, you're physically hearing that in the space.

**Will:** They're in earshot. I'm like—

**Henry:** Guys, the kids, I can hear them! They're in the walls! It's like in that movie with the aliens where they're in the walls!

**Freddie:** ”Murph! Murph!”

**Darryl:** The clock, the clock? The one with the clocks in the walls?

**Henry:** In the *Interstellar*! Remember when the hot guy from *Dazed and Confused* is stuck in the wall? It's like that!

**Ron:** Oh!

**Henry:** I don't know if they're in another dimension, but I can hear them. Make some noise, Lark! Just bang around on stuff. You're getting a one-time pass from your dad to make as much of a ruckus as you want right now.

**Anthony:** You hear the sound of somebody struggling and you hear the familiar voice of your son, Lark, going—

**Lark:** [*muffled*] Ah! Noise, noise, noise! Party time. Somebody find me, I want to beat up my granddad! Ah!

**Anthony:** And so basically, on anybody's turn, you can use a bonus action to make a Perception roll. And if you succeed, you'll narrow down where in the room he is.

**Will:** I am going to also use Balm of the Summit Courts, as a Bonus Action to cast some heal-skis for real-skis on my boy.

**Anthony:** On Sparrow?

**Matt:** How about Paeden. Freddie didn't heal Paeden. Paeden's hurt.!He's a real boy. Oh wait. No, he's a homunculi, too!

**Will:** No, but like he doesn't have a real form. So we don't know what happens to Paeden—

**Anthony:** Yeah, he might vanish.

**Will:** —if Paeden gets... Yeah.

**Matt:** That's true.

**Will:** But Paeden's also kind of out of the fight right now.

**Matt:** That's true.

**Will:** And Glenn can also heal so—

**Matt:** I didn't say anything because he was doing it, but I just laughed because the turn before Freddie's two kids got freaking destroyed—

**Anthony:** [*laughing*]

**Matt:** —and then he just walked past them and did his curse, instead of healing them.

**Freddie:** I'm trying to role play Glenn as actively as possible.

**Matt:** No, no. It was perfect. I didn't say that. I didn't want to make you feel bad about it.

**Freddie:** So if you get in the way of my method, Matt, I will not have it.

**Matt:** [*laughing*] That's why I didn't say anything, I want you to do it.

**Beth:** Wait, so are we trying to heal these kids that aren't real kids?

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

**Freddie:** Good question.

**Will:** I guess you're right. And if anything, if they're both over there, I can hear them both better—

**Beth:** Yeah.

**Will:** —they can make more noise. Fair enough, I'm going to heal Paeden for 10 hit points of damage.

**Anthony:** Great. Paeden's coughing stops and he like tries to get back up. He goes like—

**Paeden:** Oh no.

**Anthony:** And grabs his chest and then he just sort of sits back down. He's like,

**Paeden:** Moral support! I got you from back here! Thank you, though!

**Anthony:** Glenn.

**Freddie:** So wait, so this creature has three eyes, is what you're saying, right?

**Anthony:** はい。/Hai. (*Japanese for “yes”*)

**Freddie:** So if I cast Hypnotic Pattern, will that work like three times as strong because it's... You know what I'm saying? Like—

**Anthony:** Well, I mean, if anything, presuming an enemy that has two eyes, a third eye would just mean that it works 1.5 times as strong.

**Matt: [*laughing*] Ye**ah.

**Freddie:** Dude, I'm just listening. I'm just following the math that Mr. Gygax laid down.

**Anthony:** [*laughing*] Yeah, let's say it's 1.5 times as effective.

**Freddie:** Okay. So I'm going to cast... Hypnotic Pattern. Before I do, I'm going to yell—

**Glenn:** Eye muffs!

**Anthony:** [*laughs*]So immediately, Sparrow puts his Hulk Hands up to his face.

**Freddie:** Now, do the other dads think about this?

**Will:** Henry does, because he knows the term, eye muff, so he covers his eyes.

**Freddie:** Okay.

**Matt:** Wait, what did you say, Freddie?

**Anthony:** So Darryl doesn't do it.

**Freddie:** Okay. So Darryl misses it.

**Matt:** You said “Imma?”

**Freddie:** Eye muffs.

**Matt:** Oh, eye muffs!

**Anthony:** That's the last thing you say before he does it.

[*all laughing*]

**Freddie:** Then Ron, would you put your eye muffs on?

**Ron:** Uh, yeah.

**Anthony:** You definitely see Mr. Mustache do it with his little doggy paws and go like [*aroo*] And—

**Beth:** Aww! And I try to do that with my ears too.

[*laughing*]

**Anthony:** Okay. So whenever you do, both Darryl and Ron are probably going to also suffer the consequences.

**Freddie:** So I will cast Hypnotic Pattern. I “create a twisting pattern of colors that weave through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw,” saving a 14 here. Failed save, you're charmed. While charmed, you're incapacitated and have zero speed.

**Anthony:** Whoa, okay.

**Will:** It's basically, it looks like one of those old iTunes music visualizers.

**Freddie:** Yes, exactly. It's like I found some bootleg fireworks when we were like walking through— Glenn just picks up bootleg fireworks whatever city they go into, and this one's like the iTunes visualizer bootleg fireworks. We got this in Water Deep. Just, yeah.

**Matt:** I honestly really wanted to fail this one. I wanted you to... I don't know. I just wanted to sit there, but now I got 19+1 on my Wisdom so that's a 20.

**Anthony:** Ron?

**Beth:** [*laughing*] [*dice roll*] Let's see. +1. So that's going to be a 3!

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

**Anthony:** Okay. So both Ron and the frog-hemoth look at this conflagration of colors and really cool visual effects. They stare dumbfounded and dumbstruck at it, the frog-hemoth's jaw just sort of goes slack and his big old tongue lols out, and you can see on the end of his tongue is another smaller like tentacle sucker thingy.

**Will:** And he goes, "Bud...wie...zer..."

[*laughing*]

**Anthony:** Oh my God.

**Will:** Don't remember them funny frogs?

**Anthony:** They were great.

**Freddie:** Oh my God!

**Anthony:** Okay. So yeah, he is Charmed and incapacitated.

**Freddie:** So Anthony, this lasts for one minute.

**Anthony:** One minute!?

**Freddie:** So the spell ends—

**Anthony:** No, ah, but ah! But when you get hit, the Charmed goes away, right?

**Freddie:** Yes. When you get hit, you'll get kicked out. And if someone uses an action to shake you out of your stupor, which we can do for Ron.

**Anthony:** Okay. Yeah.

**Beth:** Hey girl, are you this spell or my ex? Because you lasted for one minute.

[*laughing*]

**Freddie:** That's like really long, right?

**Anthony:** That's— That's like 10 turns or something.

**Beth:** That is so long.

**Matt:** Yeah. It's a long time.

**Will:** Hey! That's great. I like that.

**Freddie:** So wait, we have 10 turns to just kind of chill for a second, y’all.

**Anthony:** It is Darryl's turn.

**Matt:** So can you tell that he's charmed? I just saw a cool fireworks show.

**Anthony:** Yeah. I mean, you saw his mouth go—*duhh*—Like, something happened to him.

**Will:** Wait, Glenn, this is the perfect time to bust out your Crocodile Hunter impression to talk about he subdued this big frog.

**Freddie:** [*Australian accent*] Now boys, have a look over here.

**Matt:** Why? Why do you do this?

**Freddie:** [*Australian accent*] What we got here’s a frog-hemoth.

**Anthony:** That knocks him out of his charm state.

**Freddie:** What? No!

**Beth:** Oh my God. Yes! [*Australian accent*] Uh-oh, she's going to the death roll?

**Will:** [*Australian accent*] Oh crikey.

**Freddie:** [*Australian accent*] Oh crikey, it woke right up!

**Matt:** Darryl runs over to Ron and grabs his axe and he goes—

**Darryl:** Ron, snap out of it.

**Beth:** Do I?

**Anthony:** You do.

**Matt:** Alright.

**Anthony:** That was the main action on your turn, was snapping around out of it.

**Matt:** That was my main action, but I'm a Barbarian, so we're still in combat, right?

**Anthony:** Great. Yep.

**Freddie:** Hell yeah.

**Matt:** So I got a second action. I try to listen for the kids' voices in the wall, as my second action.

**Anthony:** Okay, great. Give me a Perception roll.

**Matt:** [*dice roll*]That's a five.

**Anthony:** So—

**Matt:** I walk into the wall.

[*laughter*]

**Anthony:** Just straight into it.

**Will:** It's like, “They're inside the frog!” And he just starts punching the frog.

**Anthony:** So Sparrow is going to make a Perception roll. [*dice roll*] So he gets a 15. So he can tell there are four pillars of tree things holding up this room on the four corners of the room and he can sense that it's in one of those four corners and he's going to spend another action—

**Matt:** Basic video game design. Obviously, you got to smash the pillars open.

**Will:** I'd be careful. These feel like they could be load bearing trees, though.

**Freddie:** A little bearing. Yeah, careful. You want to call OSHA before we—

**Anthony:** He would attack, but because he has a full action essentially while Barry is incapacitated, he's just going to roll again to see if he can narrow it down. [*dice roll*] And he does. It's one of the two on the east side of the room and that is his turn. Now, it's Barry's turn. He is completely incapacitated and Charmed. So he just [*bleh sounds*] And his just tongue is continuing to lol around and—

**Will:** [*dazed voice*] “Winamp, it really whips the llamas ass, uuhh...”

**Freddie:** Glenn, as part of the concentration, is like doing like [*starts singing the melody of Standstorm by Darude*]

**Anthony:** That's great. Yeah, you're still— [*laughs*] You're like one of those guys at a rave with little lights on the end of your fingers that are just like—

**Freddie:** Yeah, yeah. Oh no, that's exactly what it is! Glenn has two glow sticks and he's doing glow stick like stuff. You know what I mean?

**Beth:** Yes!

**Will:** Yes, the glow sticks! Yes.

**Freddie:** I love that he yelled. Like—

**Glenn:** Hey everyone, look away because I know how powerful this is.

[*laughter*]

**Freddie:** Here's the best part about Hypnotic Pattern, and this is in D&D. I'm not making this up. This is in D&D. “Components, a glowing stick— “

[*all laughing*]

**Freddie:** “—of incense or crystal vial filled with phosphorescent material.” If that's not just a glow stick and I don't have—

**Matt:** Is that really what it says?

**Freddie:** That is literally what the component says.

**Matt:** That's incredible.

**Freddie:** Glenn cracks two glow sticks and is sitting there like it's a rave. He's got a binky, and he's doing sick moves and he's humming *Sandstorm* this whole time, he's like—

**Glenn:** Don't worry about it, I'm just working on this. This is 1.5 times as effective, guys. I did the math. [*sings Sandstorm again*]

**Anthony:** Okay.

**Matt:** So Barry is just overwhelmed like I was at like a middle school dance, just avoiding the dancing and just watching the kid in the corner playing with the glow sticks. Pretty cool.

**Beth:** Listen. I went to a Modest Mouse concert in 2012, where Isaac Brock drank a glow stick. And I heard that he had to go to the hospital after.

**Will:** Oh my God!

**Freddie:** Whoa!

**Matt:** Yeah, it's not good.

**Beth:** So yeah, you could definitely do something with that.

**Matt:** I love this whole time, Barry's just staring at Glenn doing glow sticks.

**Freddie and Will:** [*laughing*] Glow sticks.

**Matt:** He defeated them with glow sticks.

**Freddie:** D&D rules, D&D rules, dude.

**Anthony:** It's moments like these I wonder if I should have added minions to the fight so that they could wake up their dad.

[*laughter*]

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

**Beth:** I'm going to drink a glow stick. No. I think I'm just going to go knock on one of those pillars.

**Will:** Knock on wood.

**Beth:** Knock on wood.

**Will:** If it's the right one—

**Anthony:** Okay, so you have a 50/50 chance of being the correct pillar.

**Will:** Then no consequences if it's not.

**Beth:** Yeah.

**Anthony:** So give me an evens or an odds and I'll roll a d20.

**Will:** Give me your favorite character from the show, *Even Stevens*.

**Beth:** Okay. I'm going to go for beans.

**Anthony:** What?

**Will:** Is that... What is—

**Anthony:** So is that evens or odds?

**Beth:** That's an *Even Stevens* reference. Will like literally just left me hanging in the grossest most upsetting way.

**Will:** The second you moved from the fact that I know the name of the show is *Even Stevens*, you were out of my depth of *Even Steven*s lore.

**Matt:** Will yelled at you for a layup and you jumped in midair and Will was just turning around and dribbling in the other direction.

[*laughter*]

**Anthony: “**I didn't really mean it!”

**Beth:** Man.

**Anthony:** It was an Irish layup!

**Freddie:** Drinking Gatorade by the bench.

**Beth:** [*singing*] “We went to the moon in 1969.”

**Will:** Beth, that joke was only for me to be funny. It wasn't for you to take and be funny as well.

[*laughter*]

**Beth:** Oh, okay.

**Will:** I was just doing a joke for me.

**Beth:** Oh, okay. Dude, sorry.

**Will:** Sorry if we miscommunicated.

**Beth:** I totally misread that. I'm so sorry, dude. I—

**Freddie:** One of the important things in improv is make sure you're the only one who looks good.

**Beth:** Yeah. No, like Will said in an email earlier that like, we can only be funny like at this certain time and like— So like that, it's really my bad, dog.

**Freddie:** We had slots reserved.

**Beth:** We did, yeah.

**Will:** Yeah. That was my reservation.

**Beth:** Yeah, sorry.

**Matt:** We'll put up a Post-It on the mirror so that all of us could see it.

**Beth:** I know. It's like—

**Matt:** It said, "Hey..."

**Beth:** I'm only allowed to be funny during the elderly Trader Joe's shopping hour, between 8:00 AM and 10:00 AM, and then I'm not allowed to be funny other than that.

**Anthony:** Beth, would you like evens or odds?

**Beth:** Well Anthony. Well Anthony, what should I— I'm going to go with evens.

**Anthony:** All right [*dice roll*] So I rolled a five, unfortunately. So you start like hacking away at one of the trees, I presume. Inside, there's nothing. It's just more wood. But now you know exactly which one he's in.

**Beth:** Yeah. [*Johnny from The Shining impression*] “I'm not going to hurt you, I'm just going to bash your fucking head in.”

**Anthony:** So now appropriately, it's Henry's turn.

**Will:** I go—

**Henry:** Ron, give me your axe.

**Beth:** I throw the axe—

**Matt:** My axe, but it's cool.

**Beth:** —but like in a polite way where he's... I throw it well.

**Will:** And I say—

**Henry:** Hey, I'm sorry I didn't say please. I know like—

**Lark:** [*still muffled*] Father! It’s dark!

**Henry:** —I try to be more communicative.

**Beth:** I say—

**Ron:** Hey Henry, I'm really sorry. I'm really sorry about everything.

**Lark:** [*muffled*]End the game, father!

**Will:** Henry takes the axe and busts open the tree to find his boys.

**Anthony:** I don't feel like you have to make a roll for any of this.

**Freddie:** You have to roll to see if it's exactly like in *The Shining*, where you hit the axe and you stick your head in with a big old Jack Nicholson grin.

**Beth:** Yeah.

**Anthony:** Here's Henry!

**Beth:** That’s what I was— I made the joke that was, like, worse than that?

**Anthony:** Oh, that's what you were doing with the “I'll bash your fucking head” in bit.

**Beth:** Yeah!

**Anthony:** I see, I see, I see.

**Will:** Oh!

**Beth:** Yeah, see. See, it all works out guys.

**Will:** Here's Ronnie.

**Beth:** Here's Ronnie. Yeah.

**Anthony:** So retroactively, you got that joke.

[*laughter*]

**Anthony:** In the scorecard at the end of this episode, that one will be in your column.

**Freddie:** Yeah, yeah. For the score keeping on the jokes, let's just make a quick asterisk on that one.

**Beth:** Yeah. Thanks guys. Really fought hard for that one.

**Anthony:** Okay. So yeah, you hack open the tree and inside of it, you see your two beautiful boys, their real bodies, entangled in a bunch of roots and sort of pinned up against this wall. And you can see almost like big gerbil feeders of water and food and stuff, sort of going into them.

**Matt:** That's nice. They’re fed.

**Anthony:** Sparrow is totally unmoving in there. The real body of Sparrow is unmoving. And the real body of Lark is awake, and it goes—

**Lark:** Dad-dy!

**Anthony:** And he like rips off the roots and he reaches through the hole in the tree and just hugs me real big.

**Will:** I hug him tight and I say—

**Henry:** Oh my God, Lark. Oh, it was so scary. I'm so glad I found you.

**Will:** And then I look and I see... So Sparrow's still conscious, right?

**Anthony:** Yes. The homunculus Sparrow is still conscious. So his real body is unconscious.

**Will:** I gently pick up Sparrow, and say—

**Henry:** Guys, let's get the fuck out of here.

**Freddie:** Okay, that sounds good.

**Matt:** Oh yeah.

**Will:** Right?

**Beth:** Yeah.

**Will:** Like, let's go.

**Beth:** Yeah, let's get out of here.

**Freddie:** Glenn’s looking around like—

**Glenn:** I'm getting to the drop though. I'm getting close to the drop.

**Henry:** And we can do your cool EDM show later, but let's move out. We got to go!

**Matt:** Darryl picks up homunculus kid also, I guess. He's just doing what Henry tells him. So he's picking up homunculus kid and Paeden.

**Will:** We only have one homunculus left.

**Matt:** You're carrying the two real boys and there's one that's not dead. So I'm confused. So Darryl just picks up the homunculus one who's awake.

**Will:** Sparrow can still move.

**Anthony:** Yeah, Sparrow's like—

**Sparrow:** I'm ambulatory!

**Matt:** No, I pick it up by like the—

**Beth:** We just end up with this other kid that isn't ours.

**Matt:** Yeah. I'm holding them like the back of their shirts, like they're luggage. I'm just sprinting out of there.

**Anthony:** And Sparrow's like—

**Sparrow:** This is not dignified!

**Anthony:** Okay. So here's the thing, because it's a concentration spell, as Freddie has mentioned, the second he breaks this—

**Freddie:** The second I break.

**Anthony:** —he is going to come out of it.

**Freddie:** But hold on, hold on. Here's the question: we got via elevator, right?

**Anthony:** Yes. And it was an elevator that was basically controlled by a tree growing. So you get the sense that it was Barry that was raising and lowering that thing. So there’s just a pretty precipitous drop and then a really long set of stairs that you could all certainly take back down.

**Will:** Oh, it's like a Shinra building situation.

**Matt:** Darryl's holding these kids like luggage and he's pressing the elevator. He's like—

**Darryl:** Guys, are we going or what? I'm holding the luggage here.

**Henry:** Guys, wait.

**Will:** So first of all, Henry grabs his Overnight Oats on the way out because that would suck to have done all this and then not—

**Beth:** That would fucking suck, yeah.

[*laughter*]

**Will:** No pretty.

**Freddie:** Oh no, we forgot! Oh no!

**Henry:** I don't know if I need to eat this or break it or what, but I'm just going to take it with me. But like guys, my mom's still up here. We got to save my mom!

**Anthony:** Right as you say that, and as you're considering what to do with the concentration spell and how Glenn’s going to keep him there, you hear the door to her bedroom open and she walks out holding her knitting needles, one in each fist as if they're daggers. And she looks at you, Henry, and she goes—

**Autumn:** You broke the crystal?

**Henry:** Y-yeah. I broke the crystal. We got to go, mom. We got to go. We got to get out of here.

**Anthony:** She shakes her head and she goes—

**Autumn:** You have to go.

**Anthony:** And she starts walking toward the frog-hemoth form of Barry.

**Henry:** Mom, what are you doing?

**Autumn:** I told you don't ever come back here and that's what I want you to do. I have unfinished business with your father.

**Will:** Henry realizing the situation and what his mom wants to do and realizing how serious she is about it, he turns to her and he's like—

**Henry:** Mom, I-I love you.

**Autumn:** I love you, too, son.

**Freddie:** So during all of this, Glenn is just like making up techno now. He's just been trying to extend this drop.

[*laughter*]

**Anthony:** It's very important, listener, that when you imagine that heartfelt scene between mother and son, that you also imagine Glenn in the background with glow sticks, just punching the air and doing Sandstorm.

**Beth:** [*techno noises*]

**Freddie:** What you hear is this, what you're hearing is [*singing increasingly strained and high-pitched techno*]

**Matt:** Backing up slowly.

**Freddie:** And he's like looking around like—

**Glenn:** I can't go much higher than this, guys!

[*laughter*]

**Will:** And so Henry hugs his mom, and then as he hugs her, he casts stone skin on her.

**Anthony:** Oh cool.

**Will:** The spell turns the flesh of a willing creature you touch as hard as stone until the target spell ends, the target has resistance to non-magical bludging, piercing, and slashing damage.

**Matt:** Oh, so you're not turning her to stone. You're just making her strong.

**Anthony:** Making her strong.

**Will:** No. He turns his mom to stone.

**Matt:** Okay.

**Will:** And he's also going to... I'm seeing if I have any other buffs for her. Got to just—

**Matt:** Just buffing your mom.

**Will:** His last part of the act is going to buff up his mom to kick his dad's ass. So—

**Ron:** Well, maybe we can give her something besides the knitting needles, because I mean what you going to do? Make him a sweater? [*weird chuckles*]

**Henry:** Ron, it's my mom, she's a badass cleric. She knows what she's doing.

**Ron:** I'm so sorry. I’m so— Yeah.

[*all laughing*]

**Anthony:** No hesitation!

**Ron:** No, I'm sure she's really... Yeah.

**Freddie:** Oh my God, man.

**Will:** We have a couple of turns before he's going to wake up. Right?

**Anthony:** We can be out of Initiative now. You have essentially as much time as you want to do all this stuff, presuming your character is thinking relatively quickly, which I imagine you would be.

**Will:** Okay. So he casts Guidance on her. So once before the spell ends, she can add a d4 to any ability check of her choice. She's also going to have Resistance, which means she can add a d4 to the number roll, do one Saving Throw. I know we're not even going to see this fight, so it doesn't matter.

**Matt:** I know. This reminds me of like when we fight like amiibos in Smash Brothers, like it's just going to be two NPCs.

**Will:** And then the last thing he does is he is going to conjure, at third level, he's going to conjure a whole bunch of animals to fight with her.

**Anthony:** Oh wow.

**Matt:** Damn.

**Will:** Yeah. So he summons a... giant constrictor snake to fight by her side and says—

**Henry:** You fight with the forest. You fight for the Oaks. Goodbye, Mother.

**Anthony:** Despite the fact that her skin is now made of stone, you can see a tear roll down her cheek as she nods solemnly at you. And she looks at the snake and she nods and then turns back and walks toward your father, brandishing her knitting needles like fangs in her hands as the serpent next to her also brandishes its fangs.

**Beth:** Can I roll up Perception to see if I can take anything else out of here that might be handy?

**Anthony:** Yeah, go ahead.

**Matt:** Nice.

**Freddie:** [*laughing*] Yes! That's the rogue we wanted the whole time, baby! Looking for loot.

**Matt:** Beth, you're always the rouge we wanted the whole time. Don't listen to Freddie.

**Beth:** Damn, thanks.

**Matt:** You're welcome.

**Beth:** [*dice roll*] Well, I rolled a 3. So…

[*laughter*]

**Matt:** Nevermind.

**Anthony:** Yeah, you don't see shit. You don't see shit. What you do is we go into your vision, like a first-person camera and we see your eyes go over like a shimmering gold goblet—

[*laughter*]

**Anthony:** —and like a scepter made of fire and a necklace that's talking. And then we come back to you and you're like, "Nope, there's nothing in here."

[*laugh break*]

**Anthony:** All right. So are you going to break your concentration?

**Freddie:** I'm going to tell everyone else—

**Glenn:** Guys, go ahead. I'm going to hold this until the first attack is made.

**Freddie:** And then the moment that the attack happens, I'm going to cast Greater Invisibility on myself.

**Anthony:** You see as Autumn Oak leaps into the air with her knitting needles held high and she... [*dice roll*] [*in-transcribable “ehoehoeho” sound and laughter*] leaps far higher than anybody should be able to leap, and brings the knitting needles down and spears his left and right eyes leaving only the one in the middle un-speared. And then she just opens her mouth and she goes—

**Autumn:** Fuck you, hubby.

**Anthony:** And she fucking— that's horrible, that's horrible. She goes—

**Autumn:** I want a divorce.

[*laughter*]

**Beth:** Fuck you, hubby!

**Anthony:** She opens her fucking mouth— She opens her mouth and she just bites down on the third eye and bursts it. And just fucking goop just comes out and just like hits her in the fucking face.

**Matt:** Oh my God!

**Will:** Oh my God!

**Freddie:** And Glenn goes—

**Glenn:** That's my cue!

**Matt:** So only Glenn saw that?

**Anthony:** Yeah. And then the door slammed behind you as you run out. And you just hear all kinds of fucking fighting.

**Beth:** I think that Glenn does a Jeff Goldblum impression from *Jurassic Park: The Lost World*. Is like, "Mommy's very angry."

[*group laughter*]

**Anthony:** So yeah, you hear hissing and you hear stabbing and then you hear the sound of a frog-hemoth coming back into consciousness, going “Uh! Uh!” And fighting and stuff like that as you all run down the stairs. As you get to the entrance, you see the two gards that you told that they were making soup or whatever the fuck, or fried chicken or whatever the hell.

**Freddie:** They were making french fries!

**Anthony:** French fries. Thank you. You see them at the front door eating handfuls of french fries. They're like—

**Guards:** What's going on? What's—

**Freddie:** I want to roll Perception to see how well done those french fries are because that's going to be an indicator of what temperature the oil is at.

**Will:** Oh my God.

**Anthony:** And you roll.

**Freddie:** That's a 17.

**Anthony:** They're pretty well done.

**Freddie:** Okay. Okay. Okay.

**Will:** Henry says—

**Henry:** My mother is fighting for the future of this place. She's fighting for us and for your salvation. Go to her aid!

**Anthony:** They go—

**Guards:** Oh! Oh, okay!

**Anthony:** You don't even have to roll for that because you're a prince. They run up as well. As you exit the temple, you see everybody in the village is over eating french fries and laughing around the big bubbling pot of oil. Except for Canary, who is standing with her back to the entrance. And she turns around, she sees you, and you see that she's holding a bunch of seaweed snacks in her hand. And she goes—

**Canary:** Oh! Oh, boys, a-are you okay? Is everything okay? I heard fighting and I thought that maybe... father Barr had done something horrible to you. You look so wounded. Please, take some healing.

**Anthony:** And she basically opens her hands up and offers you the seaweed snacks. There's 18 of them. And she says—

**Canary:** Each of these will heal you a little bit. So take us as many as you want to get back up to full health.

**Matt:** Darryl's like—

**Darryl:** Nah.

[*laughter*]

**Anthony:** Does Darryl not get hit?

**Matt:** No, he did. But Matt doesn't trust Canary right now. I don't know why. Darryl just looks at the seaweed, is like—

**Darryl:** No, I'm good. Thanks though.

**Will:** Yeah. So first thing I'm going to do is make a Perception check on—

**Anthony:** Insight.

**Will:** ...Insight. Dammit. I'm not as good as insight. [*dice roll*] I got a natural 1. So Henry says—

**Henry:** Canary, thank you. I have so much to tell you, I just learned a bunch of crazy stuff about my dad and right now, you have to trust me that he's an evil man, and despite the fact that he's my dad and I love him, he's this just... It's very complicated. And right now, my mother is battling and I need you all to go fight for her and to help her. And we can bring peace and we can make the horrible things he's done, right again.

**Will:** He starts eating some of these seaweed snacks.

**Freddie:** Glenn doesn't hear the “sea”, but he does hear the “weed” part so he grabs a bunch.

**Beth:** Nice.

**Anthony:** Imagining that each one of them restores a d8 of health, how many do each of you take?

**Freddie:** I would grab like a handful. So I feel like it would be like four.

**Will:** Henry is going to take three.

**Matt:** Ron, are you eating any?

**Beth:** Yeah, I'm taking two. And then Mr. Mustache is taking two, too.

**Matt:** Paeden's with me, he's looking at that greens stuff, like where’s the fries.

**Paeden:** Uh-uh, no thank you.

**Anthony:** Canary fans out the seaweed in front of you and you guys take it—like from a fucking Lunchables commercial where the mom brings out the platter and all the hands come in.

[*laughter*]

**Beth:** Nice.

**Anthony:** You see Canary smiling and she goes—

**Canary:** Thank you so much for doing this. Thank you. So. Much.

**Anthony:** And do you remember? A couple episodes ago...

**Beth:** [*squeaking*] No?

**Will:** Uh-oh... No!

**Matt:** I knew it.

**Anthony:** I rolled on the encounter table for you and you guys—

**Freddie:** Yes, that's right.

**Beth:** Yeah, I remember.

**Anthony:** You got a natural 1. You remember that?

**Beth:** Yeah, I remember that.

**Freddie:** Yeah, I remember that.

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

**Anthony:** That was when you guys were sleeping, taking a rest on the way to Oak Vale. And that night, you heard something shuffling around in the foliage and you didn't think much of it. And the rest of the night went on, totally fine. Everything seemed okay. But the next morning, if you'd just been a little bit more alert, you would have noticed when you picked up your pack, that it was just a little bit lighter than it had been last night when you put it down. And in this moment, as you take the seaweed snacks from Canary, you realize what it was, because these seaweed snacks—you expected them to be really like fragile and soft and edible in the way that seaweed snacks tend to be. But they're like pretty firm and pretty smooth.

**Anthony:** And Canary looks a little bit different. Like, there's something going on with her. And after she says, "Thank you so much," you see that the magical visage falls away and you're not looking at Canary. This is not Canary. You were looking at somebody who has glamored themselves. And that person is Lizard Boy Scales McStuffins, a.k.a Cern.

[*group gasping*]

**Freddie:** No.

**Will:** What?

**Anthony:** And as you look down into your hands, the seaweed snacks are not seaweed snacks.

**Freddie:** Is this the—!

**Anthony:** And she is holding what remains of the Deck of Many Things.

**Beth:** Fudge!

**Will:** What!?

[*yelling*]

**Anthony:** And each of you just drew from the Deck of Many Things.

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

**Freddie:** Are you kidding me?

**Will:** I did heal 18 points of health, I do want to say that.

**Beth:** Yeah, can we level up?

[*laughter*]

**Freddie:** You—I should have fucking known!

**Will:** You motherfucker!

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

**Will:** Oh my God!

[*outro music fades in*]

**Freddie:** Dungeons and Daddies is Matt Arnold as Darryl Wilson. Anthony Burch as our DM. Will Campos as Henry Oak. Beth May as Ron Stampler. And myself, Freddie Wong as Glenn Close. Theme song and outro is All Right by Maxton Waller. Blackthorn creature is a homebrew monster by Sir Sprinkles. A little help this week on our intro. So thank you to Andrew Brownsville, Zachary Leonard, Cassie Rosen, Nicole Agniti, Noel Palmer and Nikki Miller. Thank you also to Benjamin Sipser, you know what you did.

**Freddie:** We have a Patreon on at patreon.com/dungeonsanddads. There's tons of bonus content. And I shout out the fine patreons at the end of every episode. So thanks to folks like: Scott Elliott, Todd Blanic, Marcus Cartier, Caleb Johnson, Rhinus Peterson, Colson Barnhart, Kyle H. Charlotte Ivy, Marie Abby, Johnson D. McLane, Phillip Reynolds, Jeff Chamberlain, Fridge. The whole name, Fridge. Stephen Graham, Christian H., Andrew Wicks, Alexandra Fortman, Corey Foot, Pix McCall, Cole Tomlin, and Kyle Quigly.

**Freddie:** Join their ranks, get all kinds of bonus content, cool perks and support this podcast directly at patreon.com/dungeonsanddads. We're working on some merch for the end of the year, but there is a new shirt on sale now. It's a shirt that says “DILF: dedicated, involved, loving, father” on it. And may God have mercy on all the souls who purchase it.

**Freddie:** You can find it at our merchant store at dungeonsanddaddies.com or dftba.com. You can follow us on Twitter, Dungeons and Dads. Reddit.com/r/dungeonsanddaddies for our subreddit.

**Freddie:** Quick side-note here, we are partnering with the UCLA Core Kidney Program to raise money for a new kidney center and awareness for the cause. So if you’ve been a kidney doner or recipient we’re inviting you to share your story and play a one-shot DMed by Anthony. Just shoot a DM over to @StuffIveNoticed if you’re interested.

**Freddie:** Thank you so much for listening. Our next episode is October 13th. So we'll see you then.

[*outro music finishes*]

**Beth:** Sorry guys, I'm looking something up. “Best way to get a spray tan during COVID.”

[*laughter*]