Dungeons and Daddies

Dungeon Master: Anthony Burch

Glenn Close: Freddie Wong

Darryl Wilson: Matt Arnold

Henry Oak: Will Campos

Ron Stampler: Beth May

Episode 1- A Man and His Handshake

[*theme song*]

**Freddie:** Welcome to *Dungeons and Daddies*, which is *not* a BDSM podcast. That is very important. This is actually a D&D real-play podcast that tells the story of 4 dads from our world, who are transported into the Forgotten Realms and their quest to rescue their lost sons. My name is Freddie Wong, and I play Glenn Close—

[*all laugh*]

**Will:** I’m sorry, I laugh every time I hear it.

**Freddie:** —who is a dad-rock cover band dad, slash bard. Fun dad fact about Glenn: you might have saw him back in 1997 on the side stages of Bonnaroo. Him and the Glenn Close Trio played one of the side stages on the way to the hot dogs.

**Matt:** Oh wow. My name is Matthew Arnold and I play Darryl Wilson, who’s a stay-at-home sports dad, who has now come into his own as a barbarian.

[*all laugh*]

**Matt:** A little fact about Darryl Wilson is that he would be the head coach of the Westrock Elementary Doodlers if it weren’t for some jerk named Darnell. Fuck that guy.

**Will:** I’m Will Campos. I’m playing Henry Oak, nature, Birkenstock, granola dad slash druid. Fun fact about Henry is he rolled in with a big ol’ pack of condoms on this adventure. Not for the reason you might think, but because condoms in an emergency situation can be used to store up to 10 gallons of water a piece!

**Anthony:** Survival basics.

**Will:** Uh, Henry might find a good use for those condoms on the course of this adventure.

**Beth:** If not in one way, then another.

[*all laugh*]

**Beth:** Hi, I’m Beth May, and I play Ron Stampler, emotionally restrained step-father and rogue. Fun fact about Ron, never took a sex ed class. Doesn’t know how to be a father, either from an emotional, supportive standpoint, or a physical standpoint. Nooo clue. But he’s a step-dad, I’m a step-dad, so.

**Anthony:** I’m Anthony Burch, I’m the DM. Oh! I guess that stands for Daddy Master in this game.

[*all laugh*]

**Matt:** You’re like our dad, you’re the dad of dads.

**Anthony:** I’m the dad of dads. I’m daddy daddy.

**Beth:** Double dad.

**Will:** The DD, the Daddy Daddy.

**Freddie:** Let’s get right into it, this is episode one, A Man and His Handshake.

[*theme music*]

**Anthony:** So, today is the day of the regional, peewee league, soccer game, and we’re about to join some dads whose kids go to Westrock Elementary. The Westrock Elementary Doodlers are one of the strongest soccer teams in the region and they’re gonna be highly favored in today’s competition. We’re not going to start at the van though, we’re going to start with one of the dads waiting for the van, the carpool, to come and pick him up for the regional soccer tournament. Glenn Close, and his son Nicholas, are standing out on the street, waiting for the van to come and pick them up for the soccer game. Can you roll perception with disadvantage? So roll twice and take the worst.

**Freddie:** That’s a 10 and a 4. So a 4.

**Anthony:** Okay cool. So everything seems fine and normal to you. Darryl Wilson drives up in his van. Next to him his son, Grant, is playing Fortnite on his phone. What are you doing?

**Freddie:** Soooo, I feel like I’m just kicked back in the grass, and my kid is standing around maybe impatient. Nick is standing around impatient, I’m definitely just like:

**Glenn:** Yo, man, play it cool, dawg.

**Anthony:** Okay. Glenn is leaning back and when you drive up you see that Glenn’s kid is definitely smoking a blunt.

[*all laugh*]

**Darryl:** You excited about that, uh, game there, Grant? And, uh, oh! [*mumbled*] One second, what the? Hey, Grant, turn away there for a second.

**Matt:** I roll down the window—

**Anthony:** He continues to keep looking at his phone, nothing changes.

**Darryl:** Good, Grant, keep doing that. [*clears throat*] Hey, uh, Glenn!

**Glenn:** Ah, hey, yeah, what’s up man? How’s it goin’? Are you, uh, are you my ride?

**Darryl:** Uh, yeah, uh, can you come here? Can we talk for a second? We’ll be right with you, young man! Can you get over here?

**Glenn:** Do you mean like…

**Darryl:** Come, come to the car.

**Gle**nn: Alright, sure.

**Freddie:** So, I’ll walk around, somewhat blindly, around to the driver’s side.

**Darryl:** I hate to embarrass you in front of my boy here, but I think your kid is, uh, smokin’ you know…right there on the grass right now.

**Glenn:** Rock and roll man.

**Anthony:** As you turn to see him, your son just goes like—

**Nicholas:** Heyyy!

**Anthony:** —and waves at you and continues smoking. No shame, no embarrassment.

**Glenn:** Ahh, rock on man. Uh, I think, uh, I expected him to—

**Darryl:** Glenn, you can’t let your kid walk over you, man, you gotta go tell him to put that thing out! I ain’t havin’ that in my car!

**Glenn:** Oh…

**Darryl:** My boy, Grant’s right here; he might see it.

**Glenn:** Oh, hey Grant.

**Grant:** Eh.

**Freddie:** Just a noncommittal grunt.

**Anthony:** He just makes a noise, he’s eavesdropping.

**Glenn:** Okay, uhhhh, yeah, no smoking in your car, I dig that. Alright man, your car, your rules.

**Freddie:** I walk over and I go over to my boy, and I try to persuade him to let me take a hit before we stamp it out.

**Nicholas:** Oh yeah, no problem, pops!

**Anthony:** And he hands it to you.

**Glenn:** Oh hell yeah!

**Freddie:** On the scale from, like, 1 to 20, what kind of dankness are we looking at here, weed wise?

**Beth:** Can you roll for dankness?

**Anthony:** Yeah.

**Matt:** 20. That is the dankest shit.

**Anthony:**

**Glenn:** Uhhh, hey man, where’d you, uh, where’d you get that?

**Nichola**s: [*in a too deep voice*] From you, dad.

[*laughter*]

**Nicholas:** [*in his regular voice*] Sorry! From you, dad!

[*all laugh*]

**Nicholas:** Smoke does weird stuff to my vocal chords! You just seem so happy and you seem so cool when you do it, that I figured I would try it, and it feels great!

**Glenn:** Yeah…

**Nichola**s: I’m very hungry and I kinda wanna fuck!

**Glenn:** Uh, yeah man, I dig it. Well, uh, just tellin’ ya, this poindexter drivin’ the car over here doesn’t want you, uh—

[*Darryl honks the horn, Matt just yells “Honk! Honk!”*]

**Darryl:** Hey, are we goin’ boys!?

**Nicholas:** He sounds like a fuckin’ narc.

**Glenn:** Yeah, he is man. You know what? I’m just gonna take that— let’s just put it in the mailbox here for us, uh, it’ll be our little secret.

**Nicholas:** Alright, it’ll be like a little present for ourselves when we get back.

**Glenn:** Alright, yeah, I dig it.

**Anthony:** Alright, he opens the mailbox and shoves it in and then closes and puts the flag down.

**Nicholas:** We don’t want our mailman finding that, haha!

**Freddie**: I hold up my hand for a fist bump.

**Anthony:** He goes for it.

**Freddie:** Nice.

**Anthony:** Hell yeah.

**Freddie:** I feel like I’m fuckin’ bonding with my kid already!

**Beth:** This is hot as hell.

[*all laugh*]

**Freddie:** Is this what fuckin’ being a parent is like? Because fuckin’ sign me up, this sounds great!

**Beth:** Oh my god.

**Freddie:** Alright, we board the van!

**Anthony:** Yep, you board the van.

**Darryl:** Hey, Glenn, I hope realize, I ain’t no narc. I party occasionally too, it’s just, you know, in front of the kids…maybe someday we could, you know…anyways! That’s not important, I just don’t want you to think I’m-

**Freddie:** I already reclined my seat.

**Darryl:** Alright, let’s just get this baby goin’ then!

**Anthony:** Grant just turns and just makes, like, dead eye-contact with you as he’s saying, “I’m cool, I’m not a narc or whatever” and his gaze tells you everything you need to know about how true that is.

[*all laugh*]

**Anthony:** Okay. Then we will cut to the street outside of Henry Oak’s house. So why don’t you describe what kind of neighborhood Henry Oak might live in?

**Will:** Henry lives in a nice little suburb, probably like, I don’t know San Dimas that well, but if there’s a Silver Lake in San Dimas that’s where Henry lives with his wife who’s a classical music DJ. Their house is full of books, a nice big tree out front, he’s got a Coexist bumper sticker on his car: a Subaru, which is parked in the parking lot, and there is a welcome mat out front that says, like, ‘Good vibes, come on in.’

[*all laugh*]

**Anthony:** Okay.

**Freddie:** It’s a biodiesel Subaru too.

**Will:** Biodiesel, corn oil, ethanol Subaru.

**Freddie:** 100%.

**Anthony:** Okay, so, when the minivan, or sorry *the van*, this is a van right? It’s not a minivan—

**Freddie:** This is a minivan.

**Anthony:** Seriously? Really? It’s very large for a minivan.

**Freddie:** You have not spent a lot of time around *real* vans, my friend.

**Anthony:** Apparently not. When the Honda Odyssey minivan approaches, you see two small children near a tree on a very well-kept lawn and the kids are just punching the tree as hard as they can, just going “Yes! Yes! Yes! Power! Power! Power!” What is their dad doing?

**Will:** I’m clapping for the kids, I’m saying**—**

**Henry:** That’s great, kids! Work up that energy, this is a really good way to empower your spirit! If you could just be a little bit more respectful of the tree, is my only concern, we're supposed to be doing our power cleansing energy ritual into the air, to the open-air which can receive our positive spirits.

**Anthony:** Sparrow immediately starts stripping bark off the tree with his nails that are getting bloody and just being, like**—**

**Henry:** Sparrow!

**Sparrow:** I will make you a naked tree! A naked tree that I will then punch!

**Henry:** Sparrow! How would you like if someone ripped off your skin without consent?

[*all laugh*]

**Anthony:** He just ignores you and just goes “Power!” and continues to punch the tree.

**Henry:** Okay boys, it looks like our ride is here! It seems like the other adults have come in their low mileage van, that's not great for the Earth but, you know, I guess we’re carpooling so it's okay. C’mon kids, let’s go!

**Anthony:** So they will basically continue to ignore you unless you, like, physically**—** how are you gonna get ‘em in?

**Henry**: Lark, Sparrow, I’m gonna need you guys to be real buddies and listen to Dad now, alright?

**Freddie:** Yeah, that’ll do it.

**Lark and Sparrow:** Uhhhhhhhhhhhhhhhhhhhh, power!

**Anthony:** And then they turn to each other and they go**—**

**Lark and Sparrow:** Duel mode!

[*all laugh*]

**Anthony:** **—**and they now start exchanging punches directly into each other’s chests one after the other.

**Henry:** Okay, okay, okay, uh, kids! Let’s focus that energy over here towards dad, okay? Let’s all—

**Anthony:** Your sons *immediately* punch you in the chest.

**Henry:** Okay! That’s not exactly not what I meant but maybe let’s all see who can run to the car the fastest!

**Lark and Sparrow:** Challenge accepted, fatherrrrrrr!

**Anthony:** And they start sprinting as fast as they can but they don’t brake at all, they just run full speed into the side of the minivan. Just, BOOM! Both of them.

**Darryl:** Woah! Hey there, boys! Hey, you must be Henry! How’s it goin’? My name’s Darryl, Darryl Wilson!

**Henry:** H-Hey, Henry, it’s, uh, wait—

**Anthony:** You guys don’t have to actually, physically shake hands in real life!

**Matt:** Hey there, man, it’s just about being polite, you can tell a lot about a man from a handshake!

**Henry:** Hi there, Darryl, these are my two beautiful boys, Lark and Sparrow—

**Darryl:** Sorry, I misheard that, what were their names again?

**Henry:** [*slowly*]Lark and Sparrow, that’s Lark Oak and Sparrow Oak, and we’re so excited for the game today. You know, my kid, Sparrow, drew the Doodler! So we’re really pumped to see these new uniforms.

**Sparrow:** It was born from my brain!

[*all laugh*]

**Henry:** That’s right, Sparrow—

**Sparrow:** He is my seed!

**Henry:** All those art lessons at the Montessori preschool he went to really paid off.

**Darryl:** [*whispers*] Hey Glenn, take a look at this guy, am I right?

**Glenn:** Huh, what? Huh?

**Freddie:** I’m a little bit, uh, hazed out from the strength of the previous, aforementioned blunt.

**Henry:** Now, boys—

**Will:** And then I grab both my boys by their hands and say**—**

**Henry:** Before we get in, what are we gonna do when we get in the car?

**Lark and Sparrow:** Uhhhhh… fight!

**Henry:** No! We’re gonna**—**

**Darryl:** I like your boys!

**Henry:** We’re gonna be very respectful and we’re gonna be very positive, and then we’re gonna go out and we’re gonna have a wonderful time today. Can you say that, can you say we’re gonna go out and have a wonderful time today?

**Lark and Sparrow:** [*unintelligible mumbling*] …time today.

**Henry:** Okay! Close enough! Come on in, guys.

**Anthony:** They go in and they immediately start thumb wrestling and sort of having a whole—they’re roughhousing.

**Glenn:** Hey, uh, what was—sorry, Henry. Your kids, uh, your kids are pretty rambunctious there, man.

**Henry:** Oh, they’re just free-spirited. You know they take after me. Ya know, I was sort of a wild child in my youth.

**Glenn:** Yeah? What was the craziest thing you’ve ever done?

**Henry**: [*scoffs*] This one time, my parents wanted me to come home by 8 o’clock and me and a couple other boys were out having fun, so we stayed out all the way to 9:30.

**Glenn:** Huh.

**Lark/Sparrow:** I burned down my first school!

[*all laugh*]

**Henry:** [*strained laughter*] He didn’t burn down the *entire* school; the fire damage was limited to one or two classrooms.

**Lark/Sparrow:** I’ll do better next time!

**Henry:** Okay, alright, who wants Grape-Nuts? I’ve got a baggy of grape nuts with me.

**Lark and Sparrow:** No one!

**Henry:** Well, I’m gonna be snacking on my Grape-Nuts, and if anyone wants some, just let me know if you want some of these nuts, and we’ll chow down.

**Darryl:** Is everybody buckled up?

**Henry:** Are you boys buckled up back there?

**Lark and Sparrow:** Boy, oh boy, are we ever!

**Darryl:** Alright!

**Anthony:** If you look, they are super not.

**Darryl:** Uh, hey Henry! I don’t mean to call your kids a liar, but—

**Henry:** Oh they’ll buckle up once we get started on the road.

**Lark/Sparrow:** Relationships are built on trust, that’s what you tell me. You should trust that we’re going to buckle up!

**Henry:** You know, I’m tryna’ let them make their own decisions, it’s called free-range parenting.

**Matt:** I stare at the mirror for a very long time and finally I just start driving without saying a word.

[*all laugh*]

**Anthony:** Okay, so we cut to outside Ron Stampler’s house. What is Ron Stampler’s neighborhood look like?

**Beth:** Um, there are several houses on either side of the street**—**

**Anthony:** You know what, forget I asked, what is Ron Stampler doing with Terry Jr.?

**Beth:** Ter— Oh! Terry. Junior.

**Anthony:** Your step-son.

**Beth:** Yeah, um, I am preparing Terry some instant oatmeal, as requested. I, uh, actually my wife, Samantha, has just informed me that I need water in the oat— I can’t just pour the packet in the bowl.

[*all laugh*]

**Beth:** Um, kind of, a little bit, gettin’ into the nitty-gritty there, don’t need the extra, sorta, flourish, but I’ll do it because I love my…step-son. Terry. Junior.

**Anthony:** Roll perception.

**Beth:** That is a 5.

**Anthony:** Okay, so he has not been around for at least an hour.

[*all laugh*]

**Beth:** Well I guess somebody’s not getting their instant oatmeal.

[*all laugh*]

**Ron**: Hey, uh, Tim, Terry? Terry? Where ya at, bud?

**Anthony:** So you hear, outside, a tell tale sigh of just like, utter exasperation with your bullshit. You just hear, like “UGGGGH!” coming from basically outside.

**Ron**: Daddy?

[*all laugh*]

**Ron**: I mean, Terry? Is that you?

**Anthony:** It sounded pretty far away, you might want to open the door and check.

**Ron:** Listen…pal…I know that… I haven’t been there for you. Because I wasn’t married to your wife, I mean to your mom, before your dad died. I’ve written several letters trying to emote on paper what I can’t always do in person and you know, I’m working on that.

[*all laugh*]

**Anthony:** So the Honda Odyssey drives up and you just see a lone kid standing on the sidewalk with his bag, just looking very upset, and you can very distantly hear from inside the house “[*intentional unintelligible mumbling*] …mom…dad…”

**Darryl:** Hey, Terry! Aw, man, this guy is a hell of a center field, Grant! You can learn from him. Come on, Terry, get goin’! Let’s get in here!

**Terry:** Alright, yup.

**Darryl:** Hey where’s your pa?

**Terry:** He’s not comin’! We’re just gonna go right now!

**Darryl:** No I can’t do that. Ron!

**Ron:** Terry? Terry. I was informed to tell you not to get in vans with strangers.

**Darryl:** Oh, hey Ron! I ain’t no stranger, I’m Darryl Wilson! We know each other.

**Ron:** Oh. Hey Dan— Darryl.

**Terry:** Wow.

**Darryl:** Yup, that’s me, Darryl.

**Terry:** Literally just told you his name and you almost said Dan. Typical fucking Ron Stampler move. I will go in the back, Don— Ron you should go somewhere else.

**Darryl:** No, sit next to Grant! You can probably—

**Terry:** That sounds great, I will sit next to Grant.

**Darryl:** Great, great—

**Ron:** Wait, so where am I sitting?

**Terry:** Don’t give a shit!

[*all laugh*]

**Ron:** There is— kinda cramped in here fellas. All fellas, huh? All guys in here, huh? Just guys hangin’ out in the van, I mean I don’t think it’s weird but it’s just kinda cramped in here, not much room.

**Terry:** Holy shit, he’s such a homophobe.

**Henry:** I think it’s really great for men to bond together and boys need such positive role models these days, what with all the toxic masculinity out there. I’m Henry by the way. Anyway, you can scooch on in here next to me, you want a Grape-Nut?

**Ron:** What?

**Henry:** Oh! Is that instant oatmeal without any water in it? You know, that is how I love to eat my oats, call me crazy, but I call it eating them “neat.” That’s my little joke, I’m a teetotaler myself but I like to say “neat,” you know and it makes me feel neat.

**Ron:** Um. Is English your native language?

[*all laugh*]

**Ron:** I’m not racist—

**Terry:** Oh boy, he is!

**Ron:** Here’s some oatmeal.

**Will:** I take a little handful of oatmeal.

**Henry:** I’m gonna save this for later, you know what this goes great with is Grape-Nuts.

**Ron:** Still no idea what that is. Let’s listen to the radio.

**Darryl:** Sounds good! Hey, Ron and Henry, would you mind sharing a seatbelt? I don’t want anybody to not be buckled up and there’s not enough for you back there, so…

**Ron:** No, it’s okay, safety is not a priority—

**Henry:** No problem!

**Will:** I go ahead and I reach the seatbelt around and buckle in with Ron.

**Matt:** Fantastic, I turn on some kick ass dad-rock. Freddie what is good dad-rock… I mean**—**

**Darryl:** Hey, Glenn, why don’t we play some of your music? You got any CDs or cassette tapes?

**Henry:** Actually my wife, Mercedes Oak-Garcia, she’s on KPSC right now doing the Rock Block of Bach! If you guys would like to listen to a little baroque-period music.

**Darryl:** Hey Ron, what sort of music do you like to listen to?

**Ron:** Um, Rufus Wainwright?

**Darryl:** Alright, I’m puttin’ on 60s and 70s greatest hits as we go.

**Matt:** And I turn on and it starts playing Led Zeppelin.

**Anthony:** Okay, you head off towards the regional soccer tournament.

[*music - cover of Led Zeppelin’s “Ramble On”*]

**Anthony:** You are about an hour away from the site where the regionals will take place. It’s been about a two hour drive thus far and the gas tank just put on its warning light. I feel like Darryl would be the kinda guy who'd be like “Don't worry, I know how much gas my van has, don't worry about it.”

**Matt:** I absolutely know how much gas my van has, you can go an extra 42 miles once that bad boy turns on.

**Anthony:** Okay, cool. So the road is getting very very rocky, you’re going up a hill, basically, and you cannot see what’s on the other side of it. What is everyone in the car doing right now?

**Freddie:** Glenn Close is definitely kicked back and takin’ a nap.

**Matt:** Darryl Wilson’s driving and he’s playing *Graceland* by Paul Simon and is trying to explain to his kids just why this is real music.

**Beth:** Yes.

**Freddie:** Very good choice.

**Anthony:** They are playing Fortnite on their phones.

[*all laugh*]

**Darryl:** Grant! Grant! Where’d you droppin’ there, son, where you droppin’ there today?

**Grant:** Tilted.

**Darryl:** Tilted? I told you that’s not the best place to drop, son.

**Grant:** It’s a pretty good place to drop. You just don’t know how to shoot people. But that’s fine.

**Beth:** Uh- Ron is, uh, subtly looking for a place to maybe vomit in, if the road gets any rockier.

**Glenn:** Yeah, why is it so rocky all of a sudden? I thought this was a regional soccer final, is the road closed or something, are we taking a detour?

**Ron:** I don’t wanna say that Darryl is a bad driver who doesn’t know where he’s going, I don’t wanna say that.

**Henry:** Uh, excuse me Mr. Driver, sir, Darryl? Hi, it’s me Henry here—

**Darryl:** I know your name, Henry, don’t worry about it, how’s it going buddy?

**Henry:** —here in the way back seats with my two boys, Lark and Sparrow, I was wondering if you have any band-aids up there? Lark and Sparrow have been goofing around, I’ve been trying to keep these two knuckleheads under control and I think we’ve got a bit of a booboo situation out here.

**Darryl:** Grant, give ‘em some bandaids from that survival pack right there underneath your seat.

**Grant:** [*exaggerated sigh*]

**Anthony:** He does it without hesitation, doesn’t even look.

**Henry:** Thank you, Grant, say thank you to Grant, boys.

**Will:** They don’t say thank you to Grant.

[*all laugh*]

**Will:** They’re shouting at each other.

**Beth:** It’s a construct.

**Henry:** Okay now hold still and let me put these Band-Aids on. Okay, hold still!

**Freddie:** Hey, Will, quick question, your guy’s not gonna do a little Neosporin or something first?

**Henry:** You know what, shoot, that’s right. Thank you for reminding me, Glenn Close, I’ve got some iodine here in my pocket so hold still Lark; I’m going to try to apply this iodine without spilling it all over Mr. Wilson’s wonderful backseat.

**Anthony:** Roll dexterity

**Will:** 9.

**Anthony:** Alright, you miss with the iodine. The bottle spills all over the backseat of the Odyssey.

**Freddie:** Oh my God.

**Ron:** Aw, I think I’m gonna throw up…[grumbling] ‘cause of the iodine.

**Freddie:** Iodine has a very distinct smell.

**Henry:** Oh geez! Oh geez! Oh! Oh geez! I’m so sorry, Darryl.

**Matt:** I can’t even respond to him, Darryl just keeps driving. He turns up the volume of “Graceland”.

**Freddie:** And from the back I notice his knuckles: white, as they grip the steering wheel.

**Anthony:** Lark and Sparrow are almost excited to have you be more upset at yourself than you are at them so they just continue to roughhouse even harder.

**Henry:** Just be a little bit more quiet, boys, okay?

**Anthony:** They do not change their volume one deci-decibel. Okay so, as you approach the apex of this hill and as the road gets rockier and rockier, which you especially find strange, Darryl because—

**Matt:** It’s a road.

**Anthony:** It’s a road. And you MapQuested this like any good dad. You do not have a GPS; you just sort of printed it out, I’m assuming?

**Freddie:** Holy shit.

**Matt:** I definitely have a— not only do I have my phone but I have a GPS in the car as well.

**Freddie:** One of the old school Garmin GPSs.

**Anthony:** Oh, hell yeah, nice. That, the old Garmin GPS, says there should be a road here but you’re just seeing that there isn’t one.

**Darryl:** Hey, Grant, can you pause that game there for a second and check the good ol’ Google Maps there?

**Grant:** It’s multiplayer; I can’t pause; I’ve told you this so many times.

[*Freddie laughs*]

**Darryl:** Alright, just be good if anybody could help out ol’ Darryl here. This road’s not—

**Will:** I wanna do a geology check!

**Anthony:** Sure.

**Will:** To see if I can suss out anything from the rock formations.

**Anthony:** Sure, sure. So what stat do you think you would use?

**Will:** I was just gonna roll a d20 and hope for the best. I guess that would be…

**Matt:** Investigation, maybe?

**Will:** …Wisdom?

**Anthony:** Let’s do Investigation, Investigation’s good.

**Will:** Can I get a bonus or something since this is my literal career, is hanging out in a geology museum?

**Anthony:** Yes, you will have advantage. So roll twice and take the better of the two rolls.

**Will:** Okay. 19! Oppa! 14. I’m gonna take that 19.

**Anthony:** Alright, you got it. So you learn that this does not make sense. What you saw behind you was paved road and then very suddenly and abruptly it turned into stone. And not in the sense like they stopped paving because there would be a fall off period, there’d be a fade to rock. This rock, a) just came seemingly out of nowhere and b) isn’t something that you recognize as somebody who knows all the rocks. You know all the rocks, and you’ve never seen these rocks before.

**Beth:** The only person who knows more rock is Glenn.

**Freddie**: It’s true.

[*all laugh*]

**Henry:** Gentleman, I would like to talk about the rocks for a second. I can’t help but— do you remember that scene in Jurassic Park where Ellie Satler, the very attractive Laura Dern, is looking at the leaves, and she notices that the leaves are different and that’s kinda the first clue that—

**Matt:** Darryl Wilson’s turning up the volume.

[*all laugh*]

**Henry:** [*louder*] —that something strange is going on! I can’t help but notice that these rock formations are quite unusual, I really think we should pull over!

**Anthony:** As you say that, you reach the apex of the hill and as the car sorta goes over it, you see that, basically in front of you where there should be more rock, more road, anything, there is instead a very large, very purple, very swirling vortex. [*wind whirling*] And it begins to suck on the car…

[*snickering*]

**Freddie:** Interesting way of putting it.

**Anthony:** It begins to vacuum in the car, essentially.

**Darryl:** Oh mighty!

**Matt:** I slam on the brakes.

**Anthony:** They stop but the car keeps skidding toward it. Does everybody have their seatbelts on? If not-

**Freddie:** I definitely do not.

**Matt:** Darryl Wilson definitely asked everybody to have their seatbelts on.

**Will:** I do not because I was dabbing up the iodine in the backseat.

**Anthony:** I thought ‘cause you were dabbing, you were Fortnite dabbing.

**Will:** ‘Cause I was dabbing on ‘em.

**Matt:** I make the sign of the cross.

**Darryl:** Darryl!

**Matt:** Oh, Darryl, that’s my own name.

**Anthony:** [*laughing*]You pray to yourself.

**Darryl:** Grant! Grant! Grant, call your mom, Grant! Something’s happening, Grant! Call your mom!

**Anthony:** He- He’s… He goes, uh**-**

**Grant:** Oh, I got a victory royale. Hell yeah.

[*all laugh*]

**Darryl:** Grant!

**Beth:** Can I roll to throw up?

**Anthony:** Roll Constitution. 18! You keep**—**

**Beth:** +2.

**Anthony:** You manage to keep it down.

**Beth:** I do.

**Anthony:** And as you're feeling pretty proud of yourself for managing to stomach that vomit, and as Glenn Close looks into the heart of the vortex and thinks that perhaps he has taken one too many-

**Freddie:** A little bit too many.

**Anthony:** **—**too many of his drugs, the Honda Odyssey is sucked in and very suddenly everything goes purple. Not black. Purple.

**Freddie:** Okay.

**Anthony:** Every single sense that you have is overtaken, you feel with more certainty than gravity exists, that up is up and down is down, that you have not been a good father to your child.

**Matt:** Darryl Wilson takes his sunglasses that are on the top of his baseball cap and puts them over his eyes so nobody can see him crying, because he is absolutely weeping.

[*all laugh*]

**Beth:** Ron remains unchanged. He already was certain of this information.

[*all laugh*]

**Anthony:** You hear a screaming; you hear a scuffle; you hear dragging feet, and then suddenly everything goes dark. And then there is the sound of scratching, and slowly, each of you begin to wake up to find several things: a) You are wounded, if you did not have your seatbelt on, you take a d6 of damage. If you didn’t have your seatbelt on.

**Freddie:** Oh boy.

**Matt:** Darryl Wilson’s rolling his eyes right now.

**Freddie:** That’s 1 damage.

**Anthony:** Alright.

**Will:** 1 damage!

**Anthony:** Nice. 2) The van is nowhere near the last place you saw it, and 3) All of your children are gone.

**Matt:** Are we in the van?

**Anthony:** Yes. You are still in the van; you are still— everything’s as it was, except for the fact that the car seems to have sustained weirdly no damage, but the doors are wide open, the side door’s wide open, your kids are gone, there doesn’t seem to be any sign of them—

**Darryl:** Roll call! Darryl Wilson here, roll call!

**Henry:** Henry Oak, sounding off from the back, Darryl!

**Darryl:** Don’t care about Henry, anybody else, roll call! Grant? Roll call! Kids, Grant?

[*all laugh*]

**Glenn:** Aw man.

**Ron:** Uh, is Terry— Terry’s here. No, no, Terry is not here. I thought that Terry was here, but Terry is not here.

**Henry:** I don’t wanna be a bother, but my sons are also missing.

**Freddie:** I look to the right where my son was—

**Glenn:** Aw, shit, he’s probably around here somewhere, man; he’s such a free spirit. We should get out of this car and look for them, guys.

**Matt:** I put the child safety locks on—

**Darryl:** Everybody stop for a second!

**Freddie:** Point of order - you can’t do that in the 2013 Honda Odyssey. I should know as I own one.

**Matt:** I modified mine.

[*all laugh*]

**Freddie:** Oh, modifications, alright. Black market modifications.

**Matt:** Can I do an Investigation check of what’s outside?

**Anthony:** Yes.

**Matt:** Is that Investigation, or…?

**Anthony:** Yeah, let’s do Investigation.

**Matt:** It’s a 14.

**Anthony:** Okay, so you can tell almost immediately that something is very wrong. Not just the fact that, you know, your kids are gone, but the sun is not in the right position from where you just were. When you were driving it was about to become noon, and now it looks more like it’s almost sunset. The trees around you are not trees you’ve ever seen in California before, and there’s a lot fewer mountains than you thought. You remember you were right next to a mountain, and you don’t see the mountain anymore.

**Darryl:** Guys, it’s pretty weird out here.

[*all laugh*]

**Will:** I’m slowly trying to curtail the excitement I’m feeling about all this new discovery stuff, I’m freaked out about my kids but I’m also like “Whoa, this is crazy; something crazy’s going on!” so I try to project an air of authority to mask the fact that I’m more excited than I care to admit.

**Anthony:** Roll Persuasion.

**Freddie:** And that’s on all of us, right?

**Anthony:** Yeah.

**Will:** That would be a natural 1!

**Anthony:** Henry Oak looks more terrified than you’ve ever seen a human being look.

**Henry:** Alright! Alright! Everybody listen up! It is very important that when we’re in a survival situation, we all stay calm! So please stay calm, please stay calm! Our sons are not dead *probably*, although they might be! And there has been many scary rocks and new trees unlike anything I’ve ever seen before, so I just think it’s really important that we all stay calm. I just wanted to say that again, I’m Henry Oak, it’s nice to meet you all and I’m sorry about the iodine.

[*Anthony and Freddie laugh*]

**Matt:** Can I do a Stealth check?

**Freddie:** Stealth check? For what?

**Anthony:** What for?

**Matt:** I wanna grab my secret item from below my**—**

**Anthony:** Okay, go ahead, roll Stealth check.

**Matt:** 15.

**Anthony:** Alright, everybody else roll Perception.

**Freddie:** 13.

**Beth:** 1.

**Will:** A 4.

**Anthony:** Alright, you manage to access your secret item.

**Matt:** I grab a secret item and I slowly unwrap the secret item and I chew the secret item very quietly-

[*all laugh*]

**Matt:** **—**while trying to stay calm and breathe deeply.

**Beth:** Is it a Snickers?

**Darryl:** [*taking deep breaths*] Alright everybody, we lost our kids.

**Glenn:** I think we should start lookin’ for ‘em, man.

**Darryl:** That’s a good idea there, Glenn.

**Freddie:** I unbuckle my not-buckled seat belt and I step outside and have a look around.

**Anthony:** Alright, so you see a river headed to what appears to be north from wherever the hell you are. Behind you is basically just a big ol’ plain, a flat plain that doesn’t match the hill you just went up and it doesn’t seem like there’s anything of note in that direction. To your left is a forest, and to your right is basically just more of— the river just sorta continues onward to the right.

**Freddie:** Uh, I pull out my phone and I see if there’s any sort of signal whatsoever.

**Anthony:** There is some signal, you’ve got one bar but, roll— just roll a d20.

**Freddie:** 17.

**Anthony:** 17, not bad. Okay, so you got 25% battery left, which basically equates to—

**Freddie:** Oh, I’m gonna mark that down.

**Anthony:** —let’s say 15 minutes of time.

**Freddie:** Listen, as a rockstar that’s been on the road before, I know immediately that it’s time to put this bad boy in low-power mode. That extends my—

**Anthony:** It extends it to 30, but you’ll be able to do less things.

[*all laugh*]

**Freddie:** And also my games will run at lower FPS.

**Anthony:** Yeah, you won’t be able to get any fuckin’ battle royale wins.

**Freddie:** So, if I have a phone, I’m gonna go ahead and give a call to AAA.

**Anthony:** Okay…

**AAA Employee:** [*voice modified to sound like a phone call*] Hello, this is AAA, how may I help you?

[*all laugh*]

**AAA Employee:** Is your car in a safe space?

**Glenn:** Uh, yeah— you know I don’t— Hey! You got OnStar in this thing?

**Matt:** Freddie, does the 2013 Honda Odyssey have OnStar?

**Freddie:** It would not, no.

**Will:** But he does have a Garmin GPS, doesn’t he?

**Matt:** I do have a Garmin GPS.

**Glenn:** You know, yeah we’re— I think we’re safe here. We’re on the side of the road, hold on man, I’m just tryna figure out where we are. Hey, what does the GPS say?

**Anthony:** The GPS, when you look at it, is frozen in the last spot you were at, before you went into the vortex, and it’s basically just spinning around like a fucked up compass.

**Darryl:** It says we’re right where we were.

**Freddie:** I relay the last known location and the route that we were driving to AAA.

**AAA Employee:** Uh, yeah, absolutely we will send a technician out there as soon as we can. Make sure to stay within reach of your car, stay on the phone. Did you have a busted tire, keys in the car, what’s the—?

**Glenn:** Yeah, I just think we’re a little bit lost and we could use—

**Henry:** Tell them about the vortex!

**Glenn:** Yeah, we drove through this weird, um, there was something in the road…

**Freddie:** See, I’m not quite sure if this is an LSD flashback or event, so I’m just gonna be a little vague here.

**Anthony:** Neither is the AAA technician.

**Matt:** I grab the phone from him.

**Anthony:** Roll dexterity.

**Matt:** Does Freddie try to fight it?

**Freddie:** That’s a contest; that’s *my* phone.

**Matt:** 12 plus 1.

**Anthony:** Okay, so 13 versus…

**Freddie:** 18 plus 3, 21.

**Anthony:** Glenn manages to snatch it out of your-

**Glenn:** Bro! Bro, relax man.

**Darryl:** Darryl! G-Glenn…

[*all laugh*]

**Anthony:** Do you just yell your own name when you’re excited?

**Will:** Darryl!

**Matt:** Darryl.

**Darryl:** Tell them about our kids! Tell them where we’re at, tell them what’s happened! What are you doing?

**Glenn:** Oh, yeah, right. And yeah, we had some kids with us; they’re missing!

**AAA Employee:** Sir, if there’s an emergency you need to hang up, dial 911, this sounds prank-adjacent, so…

[*all laugh*]

**Ron:** That’s what I’m saying. I don’t trust these people.

**Freddie:** I do hang up, and I dial 9-1-1.

**911 Operator:** [*exact same voice as the AAA employee*] 9-1-1, what’s your emergency?

[*Freddie laughs*]

**Freddie:** I relay to him where we are, I tell him that the kids are missing, to the best of my ability where we are and what happened before all this went down.

**911 Operator:** Stay calm, stay on the line, we’ll send an officer out to assess the situation.

**Freddie:** Alright, I hang up**—**

**Glenn:** Don’t worry guys, cops are on the way.

**Ron:** Where?

**Glenn:** Here?

**Darryl:** Are any of you thinking that we’re not in California anymore?

**Henry:** You know, I have to say, it sounds a little silly, but I think, given that we’ve seem to have fallen through some sort of space-time vortex, that I would agree with you Darryl. Also, again, I can’t stress this enough: these rocks and trees are very different and very strange, and not of any California region that I’m aware of. These are not redwoods, y’all.

**Anthony:** Everyone roll perception.

**Freddie:** 19. That alcohol helped apparently

**Matt:** 8.

**Beth:** 2.

**Will:** 24.

**Anthony:** Ooo! Okay, so Glenn and Henry notice that from the forest to your left, a rustle of leaves.

**Henry:** Glenn, you seeing what I’m seeing? You seeing those leaves rustling over there?

**Glenn:** I think so, [*whispers*] but I’m also not sure.

**Henry:** I would like to draw our attention to the rustling leaves that I definitely saw, and I think he also saw, although he may be high.

**Glenn:** Aw, yeah.

**Anthony:** As you all are looking in the direction, with sorta dumb looks on your faces, an arrow comes sailing through the trees at Henry and**—**

**Will:** Son of a bitch!

**Anthony:** **—**what is your AC?

**Will:** My AC is… 15.

**Anthony:** Okay, so it lands right at your feet.

**Henry:** [*cries out*]

**Anthony:** Basically, you see three men in red cloaks come out of the trees. One of them is holding a net; one of them is trying to restring an arrow into his bow, and another one has two axes. He charges you. Everybody roll initiative real quick.

**Freddie:** That’ll be a 9.

**Beth:** 2.

**Anthony:** Okay.

**Matt:** 9.

**Will:** 3.

**Anthony:** Okay.

**Will:** [*quietly and close to the mic*] Guys, which dad do you think has the biggest dingdong?

[*all laugh*]

**Matt:** I think Ron.

**Freddie:** Stick around long enough, we may find out.

**Will:** Stay tuned, podcast listeners.

**Anthony:** Okay, the first guy who fucked up his bow attack is going to restring a bow--restring an arrow, take cover behind a tree, and then lean out to try to hit Darryl because he seems to be the alpha male.

**Matt:** I was just gonna say, because this probably means I’m not well prepared, I definitely do not think these are dangerous soldiers at first or anything. Darryl’s like-

**Darryl:** Woah there gentlemen, watch where you’re shooting that thing!

**Anthony:** Oh nice, okay. I’m assuming this hits, 23 is probably gonna hit you, right?

**Matt:** For my armor class?

**Anthony:** Yeah.

**Matt:** Yeah, it’s a 13.

**Anthony:** Okay, so that does— woof, that does 6 damage to you.

**Darryl:** You’ve gotta be kiddin— [*dying noise*]

**Anthony:** So the arrow hits you directly in the shoulder blade— or not shoulder blade, you’d be facing the wrong direction— directly in the shoulder, and it’s sorta sticking out of you like in *Ace Ventura: When Nature Calls.*

[*all laugh*]

**Matt:** Okay.

**Freddie:** Good reference.

**Beth:** I wasn’t sure…

**Matt:** I drop to one knee and my eyes look at him and now they’re red with rage.

**Anthony:** Alright.

**Freddie:** Oh boy, are you activating your Rage?

**Anthony:** On your turn, you can.

**Matt:** Darryl gets angry quickly.

**Anthony:** The second guy with the net is going to attempt to throw it at Ron. He misses horribly and the net just sort of lands limply next to you.

**Ron:** This fish cannot be caught.

[*all laugh*]

**Anthony:** And then the final guy, the axe guy, is going to run at you full force, Glenn Close. He’s gonna attack with his axe and**—** does 16 beat your armor class?

**Freddie:** 14 armor class, yeah.

**Anthony:** So he does three damage.

**Freddie:** Alright.

**Glenn:** Ah-h-h, ooh! That, that—

**Freddie:** I am definitely back to sober at this point**—**

**Anthony:** Yeah, basically his axe, rather than cleaving into you, the flat side of it just smacks you across the face like a fucking dueling glove, just POW! and your ears ring, and your jaw jangles.

**Freddie:** Oof, we’ve all been there. Um, okay, who's up?

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

**Beth:** I am very suspicious, and I'm wondering if maybe I could call the police and make a difference here.

[*all laugh*]

**Beth:** Do I have, do I have uh, cell power?

**Anthony:** You do. You have— roll a d20.

**Beth:** 15.

**Anthony:** Alright, you also have 25% power.

**Beth:** I'm gonna use that to call my step-son.

**Anthony:** Okay, alright.

**Freddie:** Interesting, in the middle of battle.

**Beth:** Yeah.

**Terry:** [*voice modified to sound like a phone call*] What is it, Ron?

**Ron:** Terry, Jr., I'm in the middle of battle. I'm wondering what I should do?

**Terry:** Uh, probably die. Sounds like that’s something you would do.

**Will:** Oh no!

**Ron:** Terry…I'll call you back.

[*all laughing*]

**Freddie:** I feel like that definitely did a morale hit.

**Beth:** Alright—

**Anthony:** Take 1d4 psychic damage.

**Beth:** Two.

**Anthony:** Take two damage.

**Beth:** Seems a little low, but…

**Ron:** Guys, we need to beat these people or whatever they are. For the sake of our sons, or who they used to be.

**Anthony:** Okay, next it is Henry Oak.

**Will:** Henry Oak is going to— ahh geez louise— Henry Oak is very flustered, he's never been in any kind of combat before. Henry Oak is really concerned about that arrow wound in Darryl's chest, and Henry still has his iodine on him—

**Freddie:** Oh, Christ.

**Anthony:** What's left of it.

**Will:** —so Henry's gonna try to pour some iodine over that nasty cut and maybe remove the arrow to help Darryl out.

**Anthony:** Okay, why don't you roll Medicine?

**Will:** Medicine? Oh boy, I’m a trooper at that! I’ve got a +3 to Medicine! I got a 7!

**Anthony:** Let’s say you definitely hit sorta the general area of the arrow with iodine. Do you try to yank it out or just disinfect?

**Will:** I definitely try to— well, I think in the heat of battle I would be like, I don’t want more blood loss but I do want to disinfect.

**Anthony:** Yeah, so you have disinfected it. It’s not gonna give him any healing benefits and you also get some in his face so his face just kinda smells funny now.

**Freddie:** It’s got that weird stain, that iodine stain.

**Anthony:** Yeah. [*to Matt*] Now it is your turn.

**Matt:** Okay, Darryl’s going to activate Rage. This is as a bonus action I enter Rage for one minute, 10 rounds, I gain an advantage on strength checks and saving throws, not attacks, and +2 melee damage with strength weapons, resistance to Bludgeoning, Piercing, and a bunch of other shit.

**Anthony:** Okay.

**Matt:** Okay. Darryl Wilson is very upset, so to clarify, what are the three people here?

**Anthony:** One has an axe; one just threw a net and seems to have nothing else in his hands, and the other has a bow and arrow and is taking cover in the trees.

**Matt:** How far away is that guy who shot me with an arrow?

**Anthony:** Uh, you could— you could run to him.

**Matt:** Okay, I stand up and I grab— we’re near the minivan, so I could grab my toolbox axe, one of those— like a little hatchet.

**Anthony:** Sure.

**Matt:** What do you call those, Freddie?

**Freddie:** It’d be a hatchet.

**Matt:** A little hatchet, okay, I get a hatchet—

**Darryl:** [*heavy breathing*] You son of a bitch! You son of a bitch, Grant doesn’t listen to it for two seconds, if he would listen to it for two seconds he’d fuckin’ like Graceland if he’d fuckin’ listen to it. I listen to m-aye-gos [*Migos*], six-ex-eye-nine-eye, [*6ix9ine*] or whatever it is, and Logic, doesn’t listen to me whatsoever!

**Matt:** And I charge the guy and raise my axe…

**Freddie:** Wait, you generate your rage from the fact that your son doesn’t listen to you? Holy shit.

**Darryl:** Fuckin’ doesn’t listen, Darryl doesn’t— nobody listens in this goddamn car. Don’t have their seatbelts on, no wonder they’re fuckin’ hurt!

**Matt:** And I start charging the guy…

**Freddie:** Wow.

**Anthony:** Okay, do you attack with your axe?

**Matt:** Yes.

**Anthony:**Okay so,give me a roll.

**Matt:** The roll is… that is a 14 plus, what do I—

**Anthony:** Doesn’t matter. You hit him.

**Matt:** Okay.

**Anthony:** Now roll your damage.

**Matt:** That’s gonna be a handaxe, that’s gonna be a 1d6+3, that’s gonna be a 5 plus a 3, that’s an 8 and then I get +2, so that’s a 10.

**Anthony:** Wow, so the hatchet goes right into his neck. It doesn’t go enough, you know, far enough to be like “oh cool you killed him,” but it gets jammed in there. Arterial spray begins to mix with the red of his cloak and you get some blood on you right where the iodine is, and you’re just covered in a lot of things right now.

**Matt:** I whisper to him as he’s bleeding and I go**—**

**Darryl:** [*quiet and angry*] Where’s my son?

**Beth:** Is the arrow still in you?

**Matt:** Yes.

**Will:** Also the iodine stinks pretty bad right now.

**Matt:** I don’t feel anything but the blinding hate and rage right now.

**Anthony:** Yeah and he— the Red Cloak just [*dying/choking sounds*] when you ask him that question. And now it is Glenn Close’s turn.

**Freddie:** So Glenn is stumbling back from getting hit by the broad side of an axe, and his first instinct, I think’d be self defense. So I’m gonna run into the van and try and shut the doors.

**Anthony:** Alright, let’s just say you do that, ’cause there’s nobody who’s really in a position to stop you.

**Freddie:** Now are the keys still in here?

**Matt:** Yeah they would be, I think Darryl Wilson was too upset at everyone being gone, I don’t think he**—** I didn’t specifically pull them out.

**Freddie:** So I’m gonna**—** is the car pointed at anybody?

**Anthony:** Right now it is pointed 90 degrees from the attackers. So if you wanted to, you’d have to turn 90 degrees to the left and then it’d be pointed at them.

**Freddie:** I’d like to try and aim the car and run down the closest person who’s been attacking us.

**Anthony:** Okay. That would be net guy, or no, or yeah it’d be net guy, so**—** let’s see, what’s a good stat for using the car…?

**Freddie:** I do wanna point out that I do have a proficiency with land vehicles because I did drive the tour bus for the Glenn Close Trio…

**Anthony:** Okay.

**Freddie:** …so I do know my way around a variety of vehicles and vehicle classes.

**Anthony:** Let’s say that survival is driving the car.

**Freddie:** I feel like animal handling**—**

**Anthony:** I was gonna say animal handling, I just felt like it was less likely that you would actually have stats for that. So yeah we’ll do animal handling because I think that’s funny.

**Freddie:** 15. +1, so 16.

**Anthony:** Okay. So. Your car is now successfully**—** you didn’t have time to get it up to super high speed, it’s going about fifteen miles an hour, and next turn it will hit net guy, if he doesn’t succeed at a pretty significant…

**Freddie:** Saving roll?

**Anthony:** Dex saving roll. Alright**—**

**Freddie:** This has got to be a D&D first, right? That’s got to be the first character to take damage from a Toyota**—** oh, sorry, from a Honda Odyssey, right?

**Anthony:** Alright, so he’s going to try to dodge and boy oh boy does he not. So, what we’re gonna do is that getting hit with the car will be a modifier based on how fast you were going, and that’s how many dice you will roll. Going at 15 miles an hour is, let’s say, 1d8.

**Freddie:** Alright.

**Anthony:** And every 10 miles above 15 is another d8.

**Freddie:** 7.

**Anthony:** Okay so 7 is pretty good. With a loud and deep WHOOMP, the Red Cloak gets smacked by the hood of the car and he is splayed out on top of it, almost like he’s hugging the hood of the car and as the car continues to drive he gets dragged forward on it. His legs aren’t touching the ground anymore, he’s completely on the hood of your car. He’s also knocked prone, which means that you’ll have advantage if you try to do melee to him or whatever.

**Freddie:** Can I turn on the windshield…wiper fluid? Hit him with wiper fluid?

**Anthony:** Yeah, it adds insult to industry**—**

**Freddie:** Nice!

**Anthony:** Toindustry? Injury.

**Beth:** Is the wiper fluid iodine?

[*all laugh*]

**Anthony:** Alright, the guy with the axe in his neck is gonna try to attack Matt… nope! So he tries to slash at you with his axe, but it just bounces off of your non-arrow shoulder. He just didn’t angle it correctly, and he just looks at you and it’s the terror of the hatred in your eyes that makes him fail to connect.

**Matt:** Nice.

**Anthony:** Arrow guy is**—** oh no, you hit arrow guy, right?

**Freddie:** Axe Guy, Double Axe Boy.

**Anthony:** Axe Guy, Double Axe Boy, is going to attempt to attack Henry. That is a 16.

**Will:** 16 beats my armor class.

**Anthony:** Dang it. He does, ooh, 7 damage?

**Will:** Ooh! Hey diddle diddle!

**Anthony:** So he carves a chunk out of your flank.

**Darryl:** How hurt are ya there, Henry?

**Will:** How do I see my HP**—** I have 2 HP left!

**Anthony:** Woah!

**Matt:** So you had 10 overall?

**Will:** Ooh! That stings!

**Anthony:** So it’s not looking great, at least on that road, but now it is**—** I did the orders wrong last time so actually it’s Freddie**—** it is now your turn.

**Freddie:** So my guy in front of me is hurt and still hanging onto the hood of the car.

**Anthony:** Mm-hmm.

**Freddie:** Um… Okay, so this is what I’m gonna try and do**—** am I hurtling towards somebody right now?

**Anthony:** Right now you are just sorta hurtling towards the trees. If you want to veer towards the guy that Matt is currently attacking you could, but you would also basically hit Matt.

**Matt:** Can I glance at Freddie— can we set up a thing where I throw this guy into his way?

**Anthony:** Well cause he goes first, it would— as a free action, yes.

**Freddie:** I’m gonna definitely angle the car**—** because I don’t wanna slam the car into a tree, I’m gonna angle the car kinda towards where Matt is, but I’m not gonna aim it at him. So that gives you the idea, I’m honking the horn—

**Matt:** The moment I heard my, because I call it The Beast, the moment I heard The Beast rev its engine I definitely looked and I was very happy to see it take down a guy. Also I think I smiled…

[*all laugh*]

**Anthony:** So you’re driving kinda parallel to the tree line?

**Freddie:** Exactly. I think the hope here, Matt, is that your guy being thrown into the path of the car will hurt both of them, I assume. And I’m accelerating, I’m going faster.

**Anthony:** Essentially, mechanically, you’re holding an action until he throws the dude and then you’re gonna gun it even harder?

**Freddie:** Yes, correct.

**Anthony:** Okay, cool. Now it is your turn, Matt.

**Matt:** Okay, I hold the guy and I say—

**Darryl:** [*deep and angry*] Sorry for the language.

[*all laugh*]

**Anthony:** Alright, so do a Strength check.

**Matt:** Okay.

**Anthony:** He will contest, but with disadvantage.

**Matt:** I got a +5 so I have 19.

**Anthony:** Okay, so he fails, so you throw him**—**

**Matt:** Wait, I get an advantage so I just wanna double-check how strong I was…I rolled the exact same thing, so still a 19.

**Anthony:** Okay, good, still very good. So you throw him directly into the path of the oncoming van, the van accelerates like you said it would, you are now going 25 miles an hour, which means that you hit both of them for 2d8.

**Freddie:** That’s 5 plus 7.

**Anthony:** Now do it again.

**Freddie:** That’s 7 plus 1, 8.

**Anthony:** Okay, so they are both *instantly***—**

[*all laugh*]

**Anthony: —**what once was two human beings with lives and dreams [*all laugh*] is now two fleshy bags of broken excuses for bones.

**Freddie:** Ugh.

**Beth:** I’ve never related more.

[*all laugh*]

**Matt:** I give Glenn a thumbs up, like as he’s driving past.

**Freddie:** I throw the fuckin’ horns out the window, baby!

**Anthony:** Do you hit the brakes or do you keep on truckin’?

**Freddie:** To paint a picture, I hit the brakes hard enough for them to slough off.

**Anthony:** That’s exactly what I wanted to know, do they do a comedy**—**

**Freddie:** They definitely slough off the front of the car.

**Matt:** The moment they slough off, while I’m giving him the thumbs up, and the moment I hear that wet meat slap, I stare at it, and, I don’t know how it’s gonna affect my next thing, but I start— I get ready to vomit.

[*all laugh*]

**Matt:** Like instantly.

**Anthony:** Okay.

**Freddie:** I feel like I’m also vomiting in the front seat, just on myself.

**Anthony:** It is Henry’s turn

**Will:** So who all’s left standing?

**Anthony:** There’s only one guy, the guy who had the net.

**Will:** The guy who had the net…

**Anthony:** —who now looks terrified. Because you just took some sort of monstrosity made of metal and turned two of his friends into dirt.

**Will:** Henry, having seen this crazy display by Darryl, feels something inside him he’s never felt before, an ancient elemental power seems to activate within him! And his eyes go green! And he stretches out his hand! And a poison spray blasts forth from his palm!

**Anthony:** Oh shit!

**Freddie:** Woah!

**Will:** It's my Conjuration cantrip, Poison Spray.

**Anthony:** Fantastic!

**Will:** I’m gonna go ahead and use it, so I extend my hand towards the net boy, and he must make a Constitution saving throw or take 1d12 poison damage.

**Anthony:** Alright, boy he fails! So he takes d12 of damage. So the spray gets him directly in the mouth as he’s opening his mouth to say something [*makes an indescribable noise*], you see the acid begin to eat away**—** or it’s poison, not acid**—**

**Will:** Poison.

**Anthony:** —it’s poison…

**Beth:** It’s iodine.

[*all laugh*]

**Will:** It’s iodine!

**Anthony:** The iodine just like—

**Freddie:** Your ability to disinfect was inside you all along!

**Anthony:** **—**it just shotgun blasts him in the face, essentially, and he’s racked with confusion and horror. You see complete panic in his eyes, and he begins to turn his feet, as if to run. Okay, now it is Ron’s turn.

**Freddie:** Wait, so Ron sees Henry just explode poison from his fingertips?

**Anthony:** Yep! How does that feel?

**Beth:** Emasculating.

[*all laugh*]

**Beth:** Desperate to join the fray in some sort of violent… fray-joining thing… I attempt to take the arrow out of Will’s shoulder and use it as a weapon of my own.

**Matt and Will:** Darryl’s shoulder?

**Beth:** Darryl’s shoulder.

**Anthony:** Okay…

**Beth:** Like, really the wrong person.

**Anthony:** Alright, go ahead and roll medicine.

**Beth:** 11.

**Anthony:** Yeah! You yank it out. It’s not pretty, it doesn’t feel good for you; you have to take a d4 of damage.

**Matt:** Thanks, Ron. I don’t notice because I just, she**—** okay, d4, that’s 6.

**Anthony and Freddie:** That’s not possible!

**Freddie:** Not possible, my man. Not a real number, not possible.

[*all laugh*]

**Matt:** That’s a… 4.

**Anthony:** Alright, oof, you take way more damage from the arrow coming out than from it coming in! But now, look who’s the owner of a shiny, new, bloody arrow that was just in—

[*all laughing, especially Beth*]

**Matt:** You see, I looked away from the gore and went [*dry heave sound*] and then Ron pulls the arrow out and I see the ligaments and I just instantly vomit all over my own wound.

**Freddie:** Oh, god!

**Anthony:** Perfect, perfect.

**Matt:** And I drop to the floor.

**Anthony:** And you’re covered in blood and iodine.

**Matt:** Yeah.

**Anthony:** Okay!

**Freddie:** That’s a typical Friday for Glenn Close, let me tell ya.

[*all laugh*]

**Anthony:** Alright, it is the remaining ruffian’s turn and he, having seen the series of things you just described, in addition to a car ramming two of his friends, says**—**

**Ruffian:** God damn it, I said— I knew we shouldn’t have come back for the adults! I knew it!

**Anthony:** —and he runs.

**Freddie:** Oh, shit.

**Anthony:** And he is still in view.

**Darryl:** Do something.

**Matt:** —Darryl says to anybody who’s listening.

**Will:** Well, so the guy is still running away, right?

**Freddie and Anthony:** Yeah.

**Will:** So once more Henry, still horrified by the spray of poison that flung out of his hand, looks up and sees the guy running away and thinks of his two beautiful boys being lost in this scary world and another veritable nature orgasm shoots through his body, and he seizes with green energy, and vines shoot from his hands!

**Freddie:** Gross.

**Will:** Out of his hands?

**Anthony:** You can say—

**Will:** No, from the ground! He slams the ground in rage and he casts Entangle.

**Freddie:** Woah.

**Anthony:** Ooo! Okay, cool.

**Will:** So grasping weeds and vines sprout from the ground in a twenty-foot square, starting from a point within range, so I’m gonna say that I’m trying to—

**Anthony:** Yeah, you’re trying to grab him, makes perfect sense.

**Will:** —trying to grab him. Must succeed on a strength saving throw or be restrained by the entangling plants.

**Anthony:** Okay, so he’s definitely going to do that with disadvantage.

**Will:** Okay.

**Anthony:** He does not succeed. So the vines come out from under the ground and encircle each one of his limbs and then at the same exact time just— WOOH— yank him right down to the ground and leave him completely prone and helpless. The combat is over, you are triumphant.

**Freddie:** Yay, we did it everybody!

**Anthony:** So what do you do now?

**Freddie:** We took quite a bit of damage, what are we at? Real quick, what are we at? ‘Cause I’m at 5 out of 9.

**Anthony:** Yeah, everybody’s pretty low.

**Will:** I’m at 2 health, we’ll get to that in a second.

**Anthony:** Also, just as a warning to y’all, the way that D&D works currently in fifth ed. is that basically levels 1-3 are survival horror, in terms of how fragile you are. And that will less— You’ll become the Avengers as time goes on, but yeah, you’ll be pretty fragile.

**Matt:** Darryl Wilson, I get up and my eyes are just dead inside and I walk straight to my minivan. I open up the trunk and I pull out, my “It’s a Pale Ale” 6-pack and I just start pulling them off and handing them to everybody.

[*all laugh*]

**Matt:** I haven’t said anything yet; I just hand it to them whether or not they want it, and I start walking towards the guy who’s tied up in the weeds, also pulling one out from him, walking towards him.

**Anthony:** If anybody drinks from one of those, you get to heal 1d4.

**Matt:** I’ve already taken half—

**Freddie:** Yeah, I’m taking a sip.

**Anthony:** But you’ll be at a mild disadvantage for any perception checks.

**Freddie:** That’s fair, that’s fair. I’m healing one off of that.

**Matt:** Also, as I’m handing them, I also kind of mutter. I point to the label, which is a beer in a pail and I go**—**

**Darryl:** [*quietly*] It’s a pail…

[*all laugh*]

**Matt:** **—**kind of laughing to myself.

**Will:** I heal 3!

**Matt:** I heal 3 as well.

**Will:** I’m still in shock, I have no idea what just came over my body, so I’m pretty much just out for the count just trying to recover right now.

**Matt:** I’m also—

**Darryl:** [*muttering*] They’re twist-offs, they’re twist-offs…

[*all laugh*]

**Matt:** This gentleman is wrapped in vines.

**Anthony:** Uh-huh. And he is looking up at you all with utter terror. You cannot see his face because he is wearing**—**basically his cloak is also a scarf which encircles everything except for his eyes, which are just very, very wide and very, very frightened.

**Beth:** Hold up. Ron did not take the beer because he knew somebody who drank too much beer, so he gave his other beer to… Glenn.

**Freddie:** So I’m two in…

**Beth:** Yeah…

**Freddie:** I double-fist it because I’m a rockstar.

**Anthony:** Okay, so you’ll be at full disadvantage for Perception and stuff for the rest of the session.

**Freddie:** But I did get 2 more health.

**Anthony:** Alright.

**Matt:** Well, if nobody else is doing anything, I walk right up to the gentleman and I hold a beer out and I go**—**

**Darryl:** [*sounding tired*] You boys put up a hell of a fight.

**Matt: —**and I reach the beer out to him and I go**—**

**Darryl:** My name is Darryl Wilson.

**Anthony:** And he, like, tries to reach at it but he’s constrained by the vines.

**Matt:** I look over at Henry and I’m like**—**

**Darryl:** You did this…

**Henry:** [*frantic*] I don’t know how! I don’t know what’s going on!

**Darryl:** [*sighs*]

**Matt:** I pull the hatchet out, and I raise it above my head and I go**—**

**Darryl:** You promise not to hurt us if I let you out?

**Captive:** Uh-huh. Yep. Yep.

**Glenn:** What the fuck?

**Henry:** [*angry noises*]

**Captive:** Yeah, absolutely.

**Will:** Henry recovers himself just enough to say**—**

**Henry:** Sir, before you do that maybe we should bind him with this rope; I have some rope in the minivan!

**Darryl:** That’s a good idea…

**Will:** I hurry over to the minivan and get some rope and then I use my skills I learned from the Scouts to hogtie the guy.

**Anthony:** Alright, cool.

**Matt:** While he’s doing that I run over and I take two more pieces of my secret stash and I do meditation exercises.

**Anthony:** Roll Stealth again.

**Matt:** Okay.

**Anthony:** Everybody roll Perception.

**Matt:** This should be advantage, I mean they’re— nobody’s near the minivan, right?

**Anthony:** No, you get an advantage on it.

**Matt:** Okay.

**Will:** Perception, is that what we’re rolling?

**Anthony:** Yeah, you’re rolling Perception.

**Freddie:** 4. I mean, don’t think I can go much lower than that.

**Beth:** I got 15.

**Matt:** 17 plus Stealth…

**Anthony:** Okay, so you’re fine**—**

**Will:** 21.

**Anthony:** Ooh! Okay…

**Will:** Well minus**—** what did I get for drinking the beer.

**Anthony:** Oh, that’s true, that would be minus three.

**Will:** Okay, well then 20…

**Anthony:** You still do see it, I’m gonna email you…

**Matt:** I look at Henry with a little bit of guilt in my eyes**—**

**Freddie:** What the fuck is this?

**Matt:** [*sighs heavily*] and I breathe…

**Will:** I am looking forward to this email**—** okay! I just**—**

**Anthony:** Let’s see it.

**Will:** I ask the guy**—**

**Henry:** Who are you? Where are we? What’s going on? Where are our children?

**Captive:** [*stammering*] I work for The Lance, I’m not gonna bring you in anymore, obviously, so that’s fine, so we’re good on that, we don’t have to do that… anymore.

**Ron:** Who’s Lance?

**Henry:** Who’s Lance!?

**Captive:** No, The Lance; he’s called *The* Lance. You know The Lance.

**Henry:** No! We’re not from around here, we don’t think.

**Captive:** Where— what?

**Henry:** We’ve already said too much. Tell us where our children are, you son of a bitch!

**Captive:** [*stammering*] They’re, they’re at The Lance’s— they got auctioned off— a week ago—

**Henry:** Auctioned!?

**Captive:** Well, yeah—

**Henry:** A week!?

**Ron:** How much?

[*all laugh*]

**Captive:** [*stammering*] We saw— we came by, we were going to the auction in Phandalin and we saw the kids, we took the kids and we didn’t have enough room for you so I thought “Oh, we’ll come back after we do the—” and we came back and you were here and— don’t kill me! I’m just doing my job! Just doin’ my job, it’s good work.

**Matt:** Darryl Wilson— I go ahead and I clean myself up with one of the many cleaning utensils I have. Utensils? Rags and everything I have in my car and I come out and I feel like a new man and I’m back to my Darryl Wilson self.

**Anthony:** Okay, good.

**Darryl:** Say that again, young gentleman.

**Matt:** And I hold out my hand out and go**—**

**Darryl:** My name’s Darryl Wilson—

**Captive:** I’m still tied up.

**Darryl:** What did you do with the child?

**Matt:** I’m still holding my hand out.

[*all laugh*]

**Darryl:** Now tell us there again, without stuttering, what happened to our children.

**Captive:** Your children were taken by his eminence, The Lance, to . At which point they were put on auction. They were sold. I know not where. The end.

**Henry:** What’s your name, son?

**Three:** My name is Three.

**Henry:** Three?

**Three**: I’m the third of The Lance’s corporals, well not corporals, hunters.

**Ron:** Is that like a son?

**Three:** I consider myself to be his son in many ways, yes. He dotes on me basically more than everyone else in the entire organization, with the exception of two other people.

**Ron:** Sounds like a good guy.

**Freddie:** I mildly, drunkenly, kind of stumble up to him. I flick out my Kershaw brand, everyday carry, pocket knife and I go, in a somewhat drunken slur-

**Glenn:** [*slurred*] Give me one good reason not to gut ya like a pig right here….

**Three:** Uh—

**Anthony:** Roll Intimidation.

**Freddie:** 12 plus 3, 15.

**Anthony:** Okay, tears begin to run down his face.

**Three:** [*stammering*] I can find out how to— I know where your kids might be.

**Henry:** That— that— that would be great.

**Three:** Okay, so, there’s always a registry of whoever The Lance sold anybody to that he keeps in his home in Phandalin. You could get that, you could let me go, and then you would know where your kids were.

**Henry:** You— guys, okay, team huddle.

**Freddie:** Dad huddle!

**Henry:** Dad huddle. Henry Oak calls for a dad huddle. Guys, what do you guys think?

**Glenn:** [*slurred*] I think we gotta keep this guy in the back of our— of our van ‘cause I think he knows what’s goin’ on around here, man. I don’t like letting him go, either we kill him right now… or we bring him along with us.

**Henry:** Okay, I’m against killing him because I think he could be useful. I do worry that he seems like he has a pretty tight bond with this Lance fellow, and I’m worried that if we let him go he’ll betray us and set us up.

**Glenn:** So we gotta kill him right now, okay, alright.

**Ron:** He talks as fast as an auctioneer. I think that maybe he knows a good thing or two about business. I think he could be useful, even if he has no information on where our kids are, but he probably does, yeah so I think at least we could use him for negotiation in the future.

**Henry:** That’s true! He might— If he’s the third favorite of this Lance, we might be able to use him for ransom, to barter him and parlay him for our children. Or at least one of them, my children! I called it!

[*Anthony laughs*]

**Anthony:** Dibs.

**Matt:** I put my glasses down to hide the tears welling up in my eyes and I look at the three of them, I go**—**

**Darryl:** [*sighs*] Guys, this is tough but I feel like we’re a team. I think we can do this if we all stick together.

**Matt:** **—**and I hold— I put my arms out for a group hug.

**Freddie:** What does he think there, tied up and seeing four bloodied, vomit covered, men just giving themselves a hug?

**Anthony:** He thinks, “I am going to die. This is going to be the last thing I see, is these blood, vomit, and iodine-stained psychopaths embracing each other over the corpses of my friends.”

**Darryl:** Do you men care if I quickly call Carol for a second?

**Glenn:** Oh yeah, man. Call your wife.

**Matt:** I quickly pull out my Nokia 3310, which is the cheapest possible— it’s not a smart phone. As I’m pulling it out, muttering that I gave my nice phone to Grant because he said that it had better graphics for Fortnite.

**Will:** To be fair, it does have better graphics for Fortnite.

**Freddie:** It does have better graphics—

**Beth:** Pulls out the Jitterbug…

**Freddie:** —but this one has Snake and I want to be clear**—**

**Anthony:** It does have Snake.

**Freddie:** —his battery life has gotta be insane, right?

**Anthony:** Way better.

**Matt:** 16.

**Anthony:** You got a 16, so that means you have 50% battery life left.

**Freddie:** And on a Nokia that means 18 years.

**Anthony:** That’s a lot. So basically you have two days worth of keeping it on. So you can determine if you want to keep it on, you basically have a half hour of talk time. An hour of talk time.

**Matt:** I call Carol, which by the way, every time I press a button I hum. I have a little song when I call my wife.

**Anthony:** You’re gonna have to do that right now.

**Matt:** Oh, I go**—**

**Darryl:** [*sing-song mumbling*] Three, one, zero, five, two, three, ten, two, five, four… I love Carol. [*makes popping noise*]

[*all laughing while talking over each other*]

**Anthony:** Alright…

**Will:** Wait, wait, wait, wait, wait—

**Beth:** What is the**—**

**Anthony:** There are a few too many numbers there!

**Matt:** I thought that was nine numbers!

**Anthony:** You did nine and then you did, like, five more!

**Matt:** I said I love Carol.

**Anthony:** Okay, okay…

**Carol:** [*voice modified to sound like a phone call*] Oh, hey honey! How’s the soccer game goin’?

**Darryl:** Oh my god, Carol! Where are you right now?

**Carol:** Oh, I’m just— I’m at work!

**Darryl:** Has Grant called you?

**Carol:** No, why would he call—

**Darryl:** How long—

**Carol:** You sound so tired, what’s goin’ on?

**Darryl:** When was the last you’ve heard from me?

**Carol:** Last you— what are you talking about, when I saw you this morning before you went off for the—

**Darryl:** Alright, honey—

**Carol:** Are you at the game, what’s goin’ on?

**Darryl:** No, it’s not—

**Matt:** I look at the other men, because I’m crying now—

**Carol:** I’m kinda busy right now, can we talk later, what’s going on?

**Darryl:** I’ve lost Grant and there’s—

**Carol:** You what?

**Darryl:** I’ve lost Grant and I don’t know, I think I also dented the hood of the car. I’m so sorry.

[*all laugh*]

**Carol:** [*loud and angry*] You dented the hood of the car!?

**Darryl:** And I don’t know where we’re at—

**Carol:** Oh my god, I fucking knew you would do something like this one of these days. I knew— I told myself, I said “Carol, no he’s a nice man, he always seemed so prepared” and then you go and fucking lose a kid! How did you do that!? What do you mean lost, where is he!?

**Darryl:** I don’t— I was driving, I was straight ahead with my hands on ten and two, and I knew exactly where I was going and I look back and I told him, “Stop playing Fortnite” I’ve been saying he’s been playing too much Fortnite, I was trying to talk to him like you told me to—

**Carol:** Oh my fucking god—

**Anthony:** So you hear her go like, off-mic basically and you hear her say—

**Carol:** Darnell! Darnell! We’re fucking going.

**Anthony:** Darnell is, you recognize, the name of the head coach who was supposed to have gone to the game today but had called in sick, mysteriously.

[*Everybody gasps*]

**Carol:** We’re fucking going… no he— he apparently lost he the fucking kid, I don’t know.

**Darryl:** Hey, is that Darnell over there?

**Carol:** It doesn’t fucking— why don’t you focus on finding our kid!

**Darryl:** Okay, but can you really quick tell Darnell I did put a set of plays— did he see my set of plays I emailed him?

[*all laugh*]

**Anthony:** She hangs up.

**Darryl:** Oh, no.

**Matt:** I take a big breath and I compose myself and I wipe my tears away. I turn and I look at everybody with that look, of like, “Just pretend you don’t see me feeling things.”

**Henry:** You know, Darryl…

**Matt:** I roll my eyes instantly and [*groans*]. I know he saw me.

[*all laugh*]

**Henry:** We’re in a crazy situation, Darryl, you know this is something we’re all gonna have to chew on. You know I could be dancing the Charleston right now, but I’m really scared, so I think we should all just trust each other and relax and I know you’re gonna be okay. It’s okay to cry, it’s okay to let it out.

**Matt:** I move my hand and I grab his beer and I just take it away from him, looking at him, and I start drinking it.

**Ron:** Hey, Darryl…

**Darryl:** Yeah?

**Ron:** Who’s Darnell?

[*all laugh, Ron creepily laughs*]

**Matt:** I just keep drinking and glare at Ron.

**Anthony:** Both beers at the same time?

**Matt:** And I just glare at Ron.

**Henry:** Okay, well, I can see that tempers are high, tensions are high—

**Glenn:** We gotta figure out what to do with this guy, man.

**Henry:** —we’re all coming down off the thrill of battle— what’s the name of that city again, youngster?

**Three:** Phandalin.

**Henry:** Phandalin…I think we gotta take number Three here to Phandalin and see if we can parlay him back for our kids. That’s my vote, that’s Henry’s vote, I’m just a guy though.

**Matt:** I use this opportunity, I step in front of him and I get my, I go full coach mode now, because I just got emasculated, I go—

**Darryl:** Damn right, that’s a good idea there, son.

**Matt:** I slap him on the back. I go—

**Darryl:** Glenn, why don’t you pick that little guy up there and start dragging him on our way. Let’s get back in the car everybody.

**Anthony:** The little guy is like—

**Three:** I’m fine with this plan, yeah, give me back, he’ll totally barter for me.

**Darryl:** Alright, let’s get in the van, everybody—

**Henry:** Cool, sounds like a good plan.

**Freddie:** I flick out the knife and I hold it to his throat and I say-

**Glenn:** [*low and close to the mic*] You’re ridin’ in back with me, kemosabe.

**Three:** [*quiet and scared*] Ooh no, oh no, oh no, oh no, oh no…

**Matt:** I nod.

**Freddie:** That’s a 15 in case you were wondering my Intimidation, 18 Intimidation**—**

**Anthony:** No, he is well intimidated.

**Matt:** I hop in the front seat and I go [*honk sounds*] threw a little honk so everybody would know to get in. I open the doors, they’re automatic.

**Beth:** I ask Henry what kemosabe means.

**Henry:** Kemosabe is a Japanese term, I believe, he also might be referencing *The Lone Ranger*, I believe that may be something Tonto says? I’m not quite sure—

[*Darryl honks the horn very loudly, which is just Matt making honking noises with his mouth and slapping the table*]

[*all laugh*]

**Henry:** You know, rocks and geology are more my area, that’s more my bailiwick—

[*Darryl honks more*]

**Matt:** I’m just repeatedly honking for everybody to get in.

**Henry:** I think Darryl’s ready for us to go.

**Anthony:** Okay, do you all get into the van?

**Freddie:** Let’s all load up into the van.

**Anthony:** Okay—

**Matt:** The one thing I would like to— we definitely have that first aid kit, can we—

**Anthony:** Yes, so everybody can now use— yeah, you can short rest now.

**Freddie:** So you’re gonna roll 1d8 and you’re gonna recover a little bit. Oh my god, seriously? I got— I recovered 2.

**Matt:** I am back to full health.

**Beth:** I think I’m still at full health…

**Anthony:** I think you are, nothing hit you.

**Will:** 1d8+2, okay. Oh 7 plus 2, so 9. I’m full health.

**Anthony:** Cool!

**Glenn:** Hey, Henry, what’s up with those vines, dog?

**Henry:** Oh, I figured we were gonna have to talk about this at some point. I was there and then I felt a presence inside me…

**Anthony:** Henry, roll Religion.

**Will:** Okay, I got a 10.

**Anthony:** You got a 10. Okay, so you hear a voice coming from inside of you and yet somehow outside of you as well. It feels like the voice of a powerful entity. You cannot, unfortunately, make out what it says, but you definitely know that some, some— force just contacted you and may be responsible for granting you these powers.

**Henry:** [*extreme stammering*] Uh, let’s talk about something else! I don’t know— it’s been a long day, uh, let’s talk about something else.

**Darryl:** I feel like that’s pretty much the only thing I wanna talk about. You had vines that shot out of you.

[*all laugh*]

**Henry:** Well—

**Ron:** And that weird mist.

**Darryl:** Mist too. That was odd.

**Henry:** You know, I think maybe, I think maybe something’s happening to me and I’m still trying to get my bearings on it, so I would really enjoy it if you guys respected my privacy and let me work through what’s going on on my own.

**Ron:** Do you still have the condoms?

**Henry:** I sure do, and you know what? Just in case— I don’t know when the next time crazy shit is just gonna spray out of my body. So I’m gonna go ahead and put 10 condoms on my fingers for the time being, just to make sure that nothing bad happens.

**Darryl:** I appreciate that, I try to keep this car pretty clean there, Henry, I appreciate that.

**Henry:** I already feel bad about the iodine so I don’t wanna make any more messes in here, so you can consider me condomed up.

**Anthony:** Okay.

**Darryl:** Regarding the iodine, [spoken similarly to “iodine”] I-don’t-mind…

**Freddie:** Oh god…

**Henry:** Ha! It’s been awhile since I’ve had a laugh, I appreciate a good dad joke, so…

**Anthony:** Okay, so Matt, give yourself 50 exp…

**Will:** Oh no.

**Anthony:** But! But! Everyone else also has to take 1d4 of psychic damage.

[*all laugh*]

**Freddie:** Oh my god, I just took 4 damage. It’s just regular damage, huh?

**Anthony:** Yeah, it’s psychic. I mean, if you have an ability to withstand psychic damage…

**Freddie:** Holy shit.

**Matt:** I feel like other dads appreciate the dad joke.

**Freddie:** I think it’s— I think it’s an acquired taste.

**Will:** I take 2 psychic damage from your dad joke.

**Beth:** 3. Yeah, 3. I took 3. I took 5 on the other one, but that was the wrong dice, but I feel like, yeah, I did take 5.

**Freddie:** I whisper over to Three, who is again being held at knife-point—

**Matt:** Does Three take damage?

[*all laugh*]

**Anthony:** Oh god yeah, he does.

**Will:** Wait, wait, wait, I would rule that Three does not know what iodine is.

**Anthony:** That’s actually a really good point.

**Will:** But he would now that iodine sounds like “I don’t mind” so…

**Darryl:** Hey, Three, I noticed you didn’t laugh at the joke—

[*all laugh*]

**Matt:** And I proceed to explain the joke.

**Freddie:** Holy shit, explaining a dad joke has gotta be more damage.

**Anthony:** Yeah everybody’s gotta roll another d4.

**Freddie:** Christ, that’s another 3 damage.

**Beth:** I also got 3.

**Will:** I also got 3 damage, thank you, Matt.

**Freddie:** I’m at 2 hitpoints.

**Beth:** Oh my god.

**Anthony:** Okay, so Three takes 3 damage, incidentally.

**Matt:** Okay.

**Freddie:** I whisper to Three after this volley of blows**—**

**Glenn:** You ever see anything like those vines before, man?

**Three:** No. Well, I mean, yes, I suppose there are certainly whispers of men of magical calculation that are capable of performing feats such as that. Yeah, sure, why not. Why not? I don’t know, what do you want from me?

**Glenn:** Hey, Henry! This guy says you’re like, some kind of wizard dude!

**Henry:** Far out! You know, I’ve always read fantasy novels. Maybe when we crossed through that threshold there was some sort of— Yeah. I don’t wanna talk about it.

**Matt:** I lean over to Ron and I go**—**

**Darryl:** Liberals…

**Matt:** And I roll my eyes.

[*all laugh*]

**Beth:** I nod and then I smile like I’ve already told the joke.

**Anthony:** Ok, so you have like 200 exp now.

**Matt:** Hell yeah.

**Anthony:** So as you come up to the city of Phandalin, any suspicions you had that you are still in California are completely nuked. This is a town that looks straight out of a storybook. You see bipedal, dragon-esque, humanoids walking side-by-side with people that look to be human except they’re incredibly beautiful, incredibly young looking, have pointy ears, and are very tall. What are clearly gnomes and dwarves and halflings—

**Freddie:** And Norwegians.

**Anthony:** Three begins to scooch towards the front of the van and say—

**Three:** The Lance’s house should be on the southeast corner of the town, next to the tavern.

**Matt:** I stop the car and I look at Three—

**Freddie:** Wait, how are people reacting to this…

**Matt:** That’s why I was gonna stop the car and be like**—**

**Darryl:** Three there, you’d never seen one of these iron beasts before, had you?

**Three:** No, no I hadn’t.

**Darryl:** I don’t know everybody, do you think we should drive right in there or uh?

**Henry:** You know, I will say I was thinking about this in the car and it strikes me that as little as we know about wherever we are, they know just as little about us and it might help us to keep it that way.

**Ron:** Yeah, says the man with vines for arms.

**Henry**: [*yelling*] I’m wearing the condoms, Ron!

[*all laugh*]

**Henry:** Sorry, sorry I’m just a little sensitive about the changes that are happening to my body, so--

**Darryl:** I suggest that we pull the minivan over and hide it underneath some branches here and maybe walk the rest of the way.

**Glenn:** I don’t know, because I got this guy at knifepoint, man. And I feel like if we’re walkin’ around with a dude tied up at knifepoint that’s gonna draw undue attention to ourselves.

**Darryl:** Compared to a minivan in what appears to be a land of dragons and wizards and men who shoot trees out of their fingers.

**Glenn:** Yeah, but you’ve got a bitchin’ tint on this thing, you know what I mean?

**Darryl:** Thank you.

**Matt:** I smile and I’m pretty happy that he likes my tint.

**Freddie:** I give him a nod, I give him a bro nod and I’m like “I see what you’re doing with your minivan.”

**Henry:** Perhaps we could disguise that fact that we’ve got this man shackled up? Like maybe we could conjure some sort of— maybe we could use some sort of deception or arrange some coats or blankets…

**Darryl:** You know what I’ve found is even more binding than rope? A gentleman’s agreement.

**Matt:** I put my hand out to Three, and I go—

**Darryl:** Darryl Wilson, I know we’ve already met but if we untie you do you promise you’ll stay with us?

**Anthony:** Are you telling the truth when you make this promise?

**Matt:** Yes, absolutely.

**Anthony:** That you will basically won’t hurt him?

**Matt:** Yes.

**Three:** Yeah, yeah I promise…that I won’t hurt you?

**Darryl:** That you’ll bring us to where you said-

**Matt:** ‘Cause he’s taking us to The Lance, right?

**Three:** Yeah, no, yeah, I said I—

**Darryl:** That you’ll take us there?

**Three:** Yeah, no, totally.

**Darryl:** Gentleman’s agreement?

**Three:** Yeah, no, absolutely.

**Darryl:** Darryl Wilson’s word is final. I never break it.

**Three:** Who’s Darryl Wilson?

**Darryl:** That’s me, Darryl Wilson.

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

**Three:** Oh yeah, right. Three.

**Darryl:** What do you guys say? I say we untie him and treat him like a gentleman.

**Will:** Can I do a detect bluff, or something?

**Anthony:** Yes, so you would do a Perception check.

**Matt:** I’m gonna roll it as well, I’m staring into his eyes.

**Will:** I got a 13.

**Darryl:** I got a natty 1.

**Freddie:** I got a natty 20.

**Beth:** I got a 4.

**Darryl:** Guys, he’s really honest.

**Anthony:** Okay, so only Glenn can tell that he's telling the truth that he will not hurt you or do anything untoward, but you get the sense, you get the very strong sense because of your nat 20, that that is a variable state of affairs. That the second he can find a way to turn the moment to his advantage or fuck you over, he will, but only when it becomes very obvious that the cards are going to turn in his favor anyway. He’s very scared of you, but if he finds a way to very easily maneuver you into a trap or something, he’ll probably try to take it but he’s also very intimidated.

**Freddie:** Okay, knowing that— there’s got to be a way to disguise him, he needs to still lead us.

**Darryl:** There’s four of us, gentlemen, what are we afraid of?

**Glenn:** Here’s what we’re gonna do guys: we’re gonna surround him, I’m gonna take off my Harley Davidson leather jacket, cover the knife with it— you know what I’m sayin’? I’m gonna point the knife, poking him in his back, and cover it with the jacket, kinda make sure that he’s feelin’ it. And we’re gonna march him right down to where he said he was gonna lead us.

**Darryl:** That is a good idea.

**Ron:** So wait, is he disguised as goods? Like auction goods?

**Darryl:** No, he’s just walking with us, he’s just a friend walking with us.

**Ron:** Oh, a *friend*.

**Glenn:** He’s just my cold friend. The coat is over him, the knife is underneath the coat.

**Anthony:** Which is also over his red cloak?

**Freddie:** Yes.

**Anthony:** Okay.

**Ron:** Cold friend…

**Matt:** I take my pocket knife out and I cut the rope and I also hand him that beer that he couldn’t grab before and I go—

**Darryl:** Gentlemen’s agreement.

**Three:** Cheers.

**Darryl:** Cheers.

**Matt:** And I pop it open for him, it’s a twist off, but I pop it open for him.

**Anthony:** He takes a drink…and he is healed back from the psychic damage that you inflicted upon him by explaining**—**

**Darryl:** How does that bad boy taste?

**Three:** Uh, it’s fine. It’s not the best I’ve had.

[*all laugh*]

**Darryl:** Alright.

**Matt:** I’m very hurt by this.

[*all laugh*]

**Anthony:** You take 1d6 psychic damage.

**Matt:** Yeah, I was gonna say I would like to take psychic damage.

**Anthony:** Yeah, you take 1d6.

**Matt:** Okay, it's a two.

**Henry:** I suggest we venture forth but maintain our caution, for who knows what we shall find in these strange lands!

**Freddie:** And really quick I'm gonna to grab the rest of it from him, so I'm going to take a swig as well ‘cause I'm super low on health and I could use the hit. I'm going to heal back for 4, baby! I'm gettin’ a little bit buzzed, which, to be fair, for Glenn Close… right in the pocket, baby.

**Anthony:** Okay.

**Darryl:** How did that taste there, Glenn?

**Glenn:** Loved it, man.

**Darryl:** See, that’s a man who knows beer.

**Anthony:** So did you hide the van or…?

**Matt:** Yes. I would say that we put start putting branches and stuff all around it—

**Freddie:** Really, in the middle of the town, huh?

[*Matt, Anthony, and Will all saying no*]

**Will:** No, outside the town.

**Anthony:** You can see from a distance people walking, and they haven't seen you. So, Three leads you past a market where people are hurrying— they’re just yelling languages you never heard before and don't seem to be any Earth languages. Some of them are speaking what is definitely English, but a lot of other people seem to be saying things that are just guttural noises and growls and stuff like that. You see creatures unlike any you’ve ever seen before, unless you've seen literally any fantasy movie ever… And, uh…

**Glenn:** This is some *Lord of the Rings* shit right here, y’all.

**Anthony:** At the end of this lane, sort of in its own cul-de-sac, is one house at the end of an alley, and Three looks at you guys and says**—**

**Three:** This is The Lance’s house. So… I can go now? I’m good?

**Glenn:** We’re bartering…

**Darryl:** No!

**Henry:** No, we’re bartering you, remember?

**Darryl:** What exactly is— Now who exactly is this Lance?

**Three:** He, generally, is known as one of the best cultivators of non-voluntary work in this part of the continent.

**Ron:** You’re using a lot of elitist language.

**Three:** Yeah, it’s how I got to be number Three.

**Henry:** So he lives in this Hans Christian Anderson house, and he’s a child-abducting, slave peddler?

**Three:** That’s an extremely offensive way to put what my master does…

**Henry:** Well I have to say, sir, I am extremely offended that he’s sold my children into slavery.

**Three:** Well, yeah, well agree to disagree, but I feel like they’re probably more useful in the workforce.

**Darryl:** No offense Three, but I think you’re just gonna stay with us. A man doesn’t leave a job halfway done, that’s what my father always told me, so I think you’re gonna come with us and meet The Lance and help us out here.

**Three:** OK. Alright, you’re the ones with the metal beast, so yeah, sure, cool… umm… what do you want me to do, knock on the door?

**Darryl:** What do you say, boys, should we walk on in there?

**Henry:** I think maybe we should use some stealth and cunning to scout out the situation.

**Will:** Are there any windows?

**Anthony:** Yes, so there are two windows in the front, with curtains drawn in front of them, the alleyway seems to prevent you from going around either side of it, almost like it’s just like this cork in the fucking bottle neck. You could try to get on the roof and see if there’s a way in through there; there seems to be a chimney.

**Will:** First, I’d like to sneak around and peer through one of the windows.

**Anthony:** Okay, so basically the windows are closed, but you could unlatch— they have latches on the inside and the outside, so you could try to unlatch it if you do a Stealth check to do it quietly.

**Will:** So they’re not glass, they’re like…wood?

**Anthony:** Yeah.

**Will:** Oh, okay, okay. Yeah, I’ll go ahead and try to do a Stealth check. Huzzah. I get a 16.

**Anthony:** Ooh, okay. So you succeed and you quietly open the window and part the curtain. Inside you see that the house is actually a lot bigger than you thought, not in terms of like a Tardis, but it’s just very long. The alley probably went on for another 30 or 40 yards-no that’s like a football field, another 30 or 40 feet. His house, just this very long almost traincar-esque structure. There doesn’t seem to be anybody in the front room; there's a hallway going down to a bunch of smaller rooms off to the side on either end, kinda looks like a prison cell.

**Darryl:** Hey Henry, what do you see in there, buddy?

**Will:** I relay what our kind DM just told me, to them, and I say—

**Henry:** I don’t see anyone in there. I think, rather than make our presence known, we should just go ahead and sneak on in and see what we can see. Perhaps our children are still in one of those cages I saw, or they’re sort of off-shoot rooms, quarters, maybe for purloined persons.

**Freddie:** I ask Three—

**Glenn:** Hey, where—

**Freddie:** Because he mentioned that there was a log, right? Some sort of log book that we're going for?

**Anthony:** Mmhmm, yes.

**Glenn:** Where would that log book be?

**Three:** It'd almost certainly be in The Lance's office.

**Glenn:** And where is that?

**Three:** At the back.

**Darryl:** Dar— gentlemen— I don’t know why we’re…

**Anthony:** Did you almost say your name again?

**Matt:** I was gonna say "Darryl's gonna say."

**Darryl:** Gentlemen, why are we sneaking around here. I mean we may disagree with The Lance's business practices, but you of all people I feel like would have been accepting of other cultures, you know, and I feel like we should go talk like a gentleman here, and talk like a businessman.

**Matt:** So I start walking towards the front door.

**Henry**: [*angry noises*]

**Will:** I kinda let loose a little bit on Darryl here, for a second.

**Anthony:** Okay.

**Will:** Henry Oak’s fragile temper cracks for a minute and I say—

**Henry:** Listen up, you big alpha jock piece of shit bozo! These are our fucking kids we’re tryna get back, so fucking cool it with your fucking dick swaggering nonsense! I’m not having none of it! We’re fucking— We are gonna be cool, and we are gonna be calm, and we are gonna fucking get our kids back and then we can worry about your fuckin’ “Oh my dad’s words, honor” dick bullshit, mister! So fucking cool it!

**Anthony:** Roll Stealth with disadvantage because you just yelled this after opening a window.

[*all laugh*]

**Will:** I’ve got a 12.

**Anthony:** You’ve gotta roll again and take the worst.

**Will:** Oh, shit. Well that’s not good. What is that?

**Matt:** An 18.

**Will:** Oh, okay, so 12.

**Anthony:** So you don’t notice any change, you hear the echo sort of echo through the alley and then it dissipates.

**Matt:** Darryl Wilson stares at Henry and just shakes his head and I knock on the door.

**Anthony:** You piece of shit…

**Matt:** I got Three with me, by the way**—**

**Anthony:** Yes, Three’s right next to you.

**Matt**: **—**and I walk up and I go**—**

**Darryl:** Darryl Wilson here.

**Matt:** And I knock on the door.

**Anthony:** Okay, so Will are you still looking through the window?

**Will:** Yes, and I’m praying and cursing Darryl’s name.

**Anthony:** Is any of you going to attempt to stop Darryl from knocking?

**Beth:** No.

**Anthony:** Physically.

**Will:** I was really scared of him after I went on my tirade, so I was just kinda waiting to see what he would do.

**Matt:** Look, my reasoning here is that I think one way or the other, they’re going to catch us, and I feel like we’re going to put ourselves in a better standing if we’re just like, “Hello gentlemen, you have our children, we would prefer to have them back” as opposed to being caught trying to steal them. So I knock as the straight-forward gentleman that I am.

**Anthony:** Before he does that, are you saying you sneak in, Ron?

**Beth:** I just open the door.

**Anthony:** So you’re knocking on an open door? So you knock and then you open the door for him?

**Matt:** I think I knock and then I sit there waiting and the door just swings open and I look over, and I see Ron opening the door and I go—

**Darryl:** That’s not the purpose of knocking.

**Beth:** I didn’t think he’d already knocked…

**Anthony:** So, it was just gonna be Will who saw this first but now the door is open so now everyone sees it. They see a door at the very end of the hallway open up and a man who basically looks very tall and gaunt and human, but older, walk toward the door with a massive crossbow that he’s holding with both hands. Just holding it in front of him, and he says:

**The Lance**: What… the hell… do you want?

**Darryl:** Hi, I’m Darryl Wilson.

**Matt:** I take a step forward and I put my hand out.

**The Lance:** You have five seconds to step back and let my son go.

**Darryl:** Oh, Three here is not under any distress whatsoever. He actually led us over here; he said that he could help us with a little business arrangement, that being that you have our children.

**Matt:** And I pull my axe out.

[*all laugh*]

**Anthony:** Jesus… Three immediately panics and starts running toward him—

**Freddie:** Oh, remember I have him, I got him with the knife.

**Anthony:** He begins to run forward and you pull him back.

**Freddie:** I’m holding him back.

**Matt:** I didn’t pull my axe out, I just have my axe ready.

**Beth:** Oh my god…

**Anthony:** No, no, no, you can’t just take that back, you said you pull the axe out.

**Freddie:** Careful with your words, Matt.

**Anthony:** You have the axe out—

**Matt:** Yeah.

**Anthony:** You’re holding the axe—

**Beth:** I wanna de-escalate. I say—

**Ron:** Three didn’t tell me you look so much like Clint Eastwood…

[*all laugh*]

**Ron:** I’ve seen all of his movies. Several times. *Gran Torino* is excellent and not racist at all.

**Anthony:** Three looks at you and just “Whaa?” and then looks back at The Lance and says:

**Three:** They killed Two and Four. They want their kids that we sold. I-I told them that maybe you would show them the ledger? Maybe? Is that a thing that makes sense?

**Anthony:** The Lance closes his eyes for a second and lowers the crossbow and he says:

**The Lance:** Well I guess that makes you the new Two. No… no. Zero.

**Anthony:** And he raises the crossbow and fires it and..he fucking bullseyes Three right in the fucking throat.

**Henry:** Threeeeeee!

**Anthony:** Three falls to the ground, blood streaming from his throat—

**Matt:** I look at him and I go—

**Darryl:** That’s nothin’ compared to what we did to the other two kids.

[*all laugh*]

**Freddie:** Is my Harley Davidson jacket unhurt?

**Anthony:** No, it definitely punctured through the back, there’s a hole in it.

**Freddie:** Aw man.

**Beth:** Psychic damage.

**Anthony:** So, his crossbow seems to auto-reload—

**Freddie:** Aw, balls.

**Anthony:** And he says:

**The Lance:** So, just so you know, that’s how I deal with people that do work for me, so if you’ve come to barter, know that that is the extent of my patience currently today.

**Ron:** Oh, you *really* remind me of Clint Eastwood.

[*all laugh*]

**Matt:** To clarify, Will, are you at the window still?

**Will:** No, I think I went in with the party.

**Matt:** You went in with the party, okay.

**Freddie:** I thought the door was just open and we were just standing outside?

**Anthony:** You’re currently standing in the threshold.

**Matt:** I mean I took a step forward with my hand out.

**Freddie:** Oh, I see, I see.

**Anthony:** Are you guys currently standing in the house?

**Matt:** Yeah, we’re like a step in.

**Anthony:** Okay, you’re stepped in.

**Matt:** Well I stepped in, I won’t say what you guys did.

**Anthony:** So he says:

**The Lance:** Here is the situation you currently find yourselves in. One of three things is about to happen: 1) I’m going to call the rest of my family in here to kill you, 2) we’re gonna come to some sort of agreement which is more beneficial to me than it is to you because you’ve wasted my time, killed several of my children, and interrupted my dinner, or 3) you are going to leave, I will wait an hour, and then call the city watch to come after you and kill you. Those are your choices.

**Henry:** Can you repeat the choices?

[*all laugh*]

**Henry:** I gotta be honest, I’m very distracted by the fact that you just killed your son.

**The Lance:** Yeah.

**Henry:** So, number one was we fight and you kill us…

**The Lance:** Yes.

**Henry:** Number two was we make a bad deal with you…

**The Lance:** Yes.

**Henry:** And number three was that we run away and you call the cops. I’m just spitballing, is there a chance that we could get a look at that ledger and find our kids? Is that still on the table?

**The Lance:** If you want a look at the ledger, I will permit you a look at the ledger.

**Darryl:** What would that deal look like, Sir Lance?

**The Lance:** You would have to offer me something that I found impressive enough to put my business relationships in jeopardy, because one generally does not state the outcome of a deal after it has been made.

**Henry:** Dads, team huddle.

**Glenn:** Dad huddle, dad huddle.

**Henry**: Okay, okay, okay, okay. Henry Oak’s having a brain wave.

**Glenn:** Okay.

**Henry:** Like I said earlier, they don’t know where we’re from. What if we roll this like a, “You don’t know who you just fucked with.” We’re foreign emissaries from the kingdom of…we’re from Westrock!

**Darryl:** Westrock…

**Henry:** We’re from Westrock, we’re emissaries from Westrock! We came to—

**Will:** What’s the name of the town?

**Anthony:** Phandalin.

**Henry:** We came to Phandalin! We were coming to Phandalin on a mission for our kingdom and if he doesn’t return our kids it could be all out war, and the kingdom of Westrock will slay his entire family and burn his business to the ground! Maybe something like that? Maybe I’m overplaying it a little bit.

**Darryl:** And our king, Saint Dimas.

**Henry:** Saint Dimas! King of Westrock!

**Ron:** Sounds a lot like the Westrock HOA, but, you know, take it away guys.

**Henry:** And then maybe we can use that as sorta like a way to advance our parlay. And maybe, again just having another brainwave here, maybe we have an artifact from Westrock that is very valuable, that would be, you know, like a symbol that he could show when our army comes through and then we would pass him over and he would have— oh! We’re a war party. We’re scouts for a war party from Westrock, and if he has that symbol when our army comes in… someone else should do the persuading because I feel like I’m doing a bad job, but, like, you know he would be able to show it to them and it’ll be like a favored status when we conquer this land.

**Glenn:** I think I dig where you’re goin’, man, I think I got this.

**Freddie:** Because I have pretty strong Performance and Persuasion.

**Anthony:** This would be a Persuasion check.

**Henry:** So what is the object? I was gonna suggest— I do have a spare soccer jersey, in my Jansport, that has the Doodler on the back! So we could be like “This is a uniform of our people, and when our army comes, you could use it for safety.”

**Matt:** I think your child, by the way, drew that. The Doodler.

**Henry:** Oh yeah, Sparrow drew the Doodler!

**Darryl:** No offense there, uh, Henry, but that Doodler looks like shit. Nobody’s gonna be terrified— I mean do you see what just happened? He just frickin’ crossbowed his kid through the face and that thing looks like a five-legged drawing.

**Henry:** Okay, I feel like you’re being pretty aggro on me right now, I knew I flew off the handle at you there, Darryl, but—

**Darry**: I’m just sayin’—

**Henry:** I don’t know why we need to bring my kid’s drawing ability into the conversation. I miss him terribly; I’m barely keeping it together right now just trying not to think about him, so.

**Matt:** A tear goes down my eye and I go:

**Darryl:** You’re right, I’m sorry man. It’s been a tough day for both of us.

**Matt:** And I look over and I go:

**Darryl:** Do you have a guitar with you, Glenn?

**Glenn:** I do, I got my Taylor—

**Freddie:** Or Fender, or Gibson.

**Glenn:** —right here, man.

**Darryl:** I think I like where Henry’s going there, I think your music should be one of the gifts we were going to bring to his new kingdom.

**Henry:** Wait, are we saying we’re a war party or are we saying that we’re—

**Darryl:** I think a 4-person—

**Henry:** No, scouts for a war party! Do you know what I mean? Like we’re scouts!

**Anthony:** I feel like I’m watching a non-canon episode of *S tory Break*.

[*all laugh*]

**Darryl:** Alright, well then—

**Henry:** I don’t want to railroad our—

**Glenn:** I tune up my guitar. [*guitar tuning*]

**Henry:** I just don’t feel like this is a music kinda guy, I don’t feel like this guy pumps a lot of tuneskis.

**Matt:** I go ahead and I turn and I puff my chest out and I stand up as tall as I possibly can.

**Freddie:** What’s your Persuasion?

**Matt:** My Intimidation is +1 and my Persuasion is -1.

**Freddie:** So my Persuasion/Performance is +5.

**Will:** I think we should let him do it.

**Matt:** Yeah, I snap to Freddie, who’s going to start playing. I give you a wink like “Play something fucking badass.”

**Freddie:** I start ripping into a blistering cover of—

**Beth:** Of Wonderwall.

[*Freddie laughs*]

**Freddie:** Of Wonderwall.

[*guitar starts playing Wonderwall*]

**Anthony:** Okay.

**Freddie:** And as I’m doing that I step forward from the group and I say:

**Glenn:** Look man, we’re a bunch of traveling emissaries from the land of—

**Darryl:** What are you doing!? We were about to say we’re a war party!

[*all laugh*]

**Freddie:** I clearly had not heard the—

**Will:** I hold Darryl, I put my mouth over Darryl’s mouth—

**Anthony:** You put your mouth over Darryl’s mouth!?

[*all laugh, guitar stops*]

**Will:** My hand…

**Matt:** No, no! He can’t take it back, he can’t take it back! I feel something!

**Will:** I silence his dumb ass with a kiss!

**Matt:** Something tingles deep down inside of me, and I feel love for the first time in a long time, when he puts his mouth on mine.

**Beth:** As Glenn holds his guitar I turn to the other dads and I say:

[*guitar starts up again*]

**Ron:** Maybe, just maybe, he’s gonna be the one that saves us.

**Freddie:** Without missing a beat I say:

**Glenn:** A group of peaceful, um, loving, um, warriors from—

**Anthony:** He holds out a hand and says:

**The Lance:** It’s clear that you were trying to make something up right there.

[*all laugh*]

**The Lance:** I was gonna hear you out and then one of you kissed the other, and whatever you were about to say just stopped making a lot of sense.

**Ron:** It was hot though, right?

**The Lance:** So we’re just gonna go ahead and get it down to brass tacks, I will give you a look at this book in exchange for, I don’t know, what do you have?

**Freddie:** I grab his Nokia phone and I load up Snake.

**Anthony:** Roll Persuasion.

**Freddie:** 11.

**Anthony:** He looks at it.

**Glenn:** Just give it a shot, man!

**The Lance:** How do I… what is this?

**Glenn:** So this is like, you’re a snake, and you gotta use these little buttons here and ya gotta eat these fruit.

**Will:** Can I assist his Persuasion? Is that a thing?

**Anthony:** Yeah, if you can come up with an in-character way to back him up then yeah, you can roll it.

**Henry:** In the land that we come from this is the game of kings. Only the wisest and most cunning of people are successful playing— you know, I don’t even think you’re smart enough to play Snake.

**Anthony:** Okay, roll Persuasion.

**Will:** [*angry*] Oh, with the natural 1s! Come on!

* [*all laugh*]

**Anthony:** So he looks at you and then looks back at Glenn and goes:

**The Lance:** So this is a baby game, for babies, is that what—?

**Matt:** I was going to try to persuade, but then I’m like:

**Darryl:** You know, Snake does suck. It’s not a good game at all.

[*all laugh*]

**Glenn:** Ron, you got any help here?

**Ron:** Snakes are natural predators. We had to put down our purebred Dachshund because he got bit by a snake. This is a game replicating that exact same experience… uh, it will make you so strong and powerful, it’ll make me cry… about my Dachshund.

**Anthony:** Roll Persuasion.

**Beth:** 19.

**Will:** Ooo!

**Freddie:** I guess he must have had a dog.

**Ron:** His name was Dotty, the Dachshund.

**Anthony:** So the crossbow lowers a little bit in his hands and he says:

**The Lance:** A Dachshund, what manner of beast is that?

**Ron:** It sure ain’t a snake, partner.

**Freddie:** I chime in:

**Glenn:** It’s a dog.

**Ron:** It’s a family member.

**Anthony:** He looks forlornly behind you and you can see framed—

**Will:** Oh no.

**Anthony:** —next to the door, a picture of him, many people in red cloaks, and then a very large, very furry looking dog, that he is riding like fucking Falcor from *Neverending Story*.

**Darryl:** What’s the pup’s name there, pal?

**The Lance:** His name? His name was One.

[*all laugh*]

**Matt:** I pull out my wallet, and I open up to my pictures, and I look at the one of Carol really quick, and I sigh, and I flip it over and I got a picture of me and Grant, getting our puppy Lincoln, and I hold it up to him and I go:

**Darryl:** This little buddy’s Lincoln. That guy next to him, my son, his name’s Grant.

**The Lance:** I’ve met him.

**Darryl:** Want to tell where he is, by any chance?

**The Lance:** Where’s Lincoln?

**Darryl:** Grant lost him.

**The Lance:** Your son lost Lincoln? Your son sounds like an irresponsible sack of shit. To take such a creature of love and dignity, and then lose it as one would a bauble?

**Darryl:** I… I…

**Henry:** That’s why we’re looking for him! To punish him!

**Matt:** I evoke Rage.

[*all laugh*]

**Matt:** I’m right next to him, right?

**Anthony:** Yeah.

**Matt:** I mean… He just called my son a piece of shit; I’m literally right next to him.

**Anthony:** Alright, so what happens when you rage?

**Matt:** You can tell me, I’m gonna axe this guy the way this is going.

**Anthony:** Okay, all he’s seeing you do is get angry.

**Matt:** Yeah.

**Will:** Wait, wait! I stop Darryl with another kiss!

[*all laugh*]

**Will:** I can sense he’s blowing it!

**Matt:** I take that kiss and I go:

**Darryl:** Thank you, my Number One.

**Matt:** And I look back:

**Darryl:** You’re right. Grant is a piece of shit, and that’s why I need him back, so I can punish him correctly for losing Lincoln.

**The Lance:** Fair. Fair. I will tell you where Grant is. Only Grant though. So you may punish him.

**Darryl:** Well that’s fine with me; is that fine with you Number One?

**Matt:** And I look at Henry.

[*all laugh*]

**Henry:** You know what would really punish Grant? Would be if we killed all of Grant’s friends in front of him.

**Anthony:** Alright, why don’t you roll Persuasion, that’s pretty good,

**Will:** I got a 10 plus…11!

**Anthony:** Sorry, he doesn’t believe you.

**Will:** No!

**Matt:** I look at him and I go:

**Darryl:** I know he doesn’t seem very persuasive—

**Matt:** And then I slap Henry on the butt, I go—

**Darryl:** But seriously, in the same way we murdered your two children and drank their blood, we will murder Grant’s friends in front of him before we eat his skin.

**The Lance:** Just so you know they weren’t my birth children, that’s why I’m not that upset.

**Darryl:** Oh I know, I wish they were though, the blood would’ve been extra tasty.

**Henry:** Okay, okay, Number One.

**Freddie:** Both of us are like “okay, okay!”

**The Lance:** This one, Jesus. Alright, alright. In exchange for a Nokia phone—

**Darryl:** So you did like Snake, it’s pretty fun right?

**The Lance:** I mean, it looks kinda neat, yeah. In exchange for the Nokia phone and a promise that you will kill Grant upon finding him.

**Glenn:** Well, his friends.

**The Lance:** No, just him. I didn’t believe that you actually wanted to kill his friends. I will tell you where Grant is.

**Ron:** I’m in. I mean, if you guys are.

**Matt:** I cross my fingers, and I put them behind my back, and I go:

**Darryl:** Darryl Wilson always keeps his word.

[*all laugh*]

**Matt:** And I put my hand out to shake his hand.

**Anthony:** Make a Dexterity check.

**Matt:** 14.

**Anthony:** So as you put on your hand to shake it, he takes out a slip of paper from his robe, puts it under your hand, and then before you can pull away, grabs your hand with the hand that has the paper in it and drops the crossbow. Takes out a dagger and cuts your hand, and you bleed onto the paper. Take 1d4 of damage.

**Freddie:** Ooo.

**Anthony:** Actually just take 1 damage.

**Will:** We only got 10 health!

**Anthony:** Yeah, it’s only one damage, and you bleed onto the paper. The blood is absorbed within it and the blood begins to coagulate and swirl around becoming like ink that begins to form a picture, and it forms a picture of Grant's face, and… I’m trying to find the least morbid way of describing this. It shows Grant’s face with very hollow looking eyes and a face of agony, and he says—

**The Lance:** The pact is made. Your son will die when you meet him.

[*all laugh*]

**Henry:** Good, that's what we wanted.

**Matt:** I squeeze Henry's hand because I can't speak. I'm doing everything I can to hold back tears and I'm just happy that he spoke, and I just hold his hand and I squeeze it.

**The Lance:** Should you fail to do so—

**Darryl:** [*quiet and low*] Definitely won’t.

[*all laugh*]

**The Lance:** —all of your lives, because I have treated you as a group. You seem to speak for them as the alpha.

**Darryl:** Absolutely.

**The Lance:** All of your lives will be forfeit, will end, irreversibly.

**Darryl:** We know what that means.

**The Lance:** Okay, just making sure.

**Glenn:** Aw shit, dog.

**The Lance:** You may keep this receipt of the pact that we have made.

**Anthony:** And he hands you the picture.

**Matt:** I take out my wallet, which is where I keep all my receipts, alphabetized.

[*all laugh*]

**Matt:** And I look at it, and I fold it up, and I slip it in.

**Freddie:** Is this one of those freaky Harry Potter receipts where the thing is always moving?

**Anthony:** Yeah, exactly.

**Freddie:** Aw, man.

**Anthony:** It’s constantly kinda screaming in horror. [*very quiet and gentle*] Aaah.

**Beth:** As a businessman, I ask to expense it.

**Freddie:** So just very quietly from Matt’s, sorry, Darryl’s wallet we’re just gonna constantly hear quiet screaming.

**Anthony:** Pretty much. It’s like, [*very quiet and gentle*] aaah, it’s like Doppler effect screaming, it’s far away.

**Freddie:** Well it’s covered up, it’s muffled by his wallet.

**Henry:** I have a question! If we meet Grant, like the rest of us—

**Darryl:** Don’t ask him now.

**Henry:** —does that still mean that Grant dies? Who does the spell apply to, if any of us meet Grant?

**The Lance:** The spell applies to you as a group, you have all entered into a group contract.

**Henry:** Oh, okay.

**The Lance:** If any one of you should meet Grant, and not kill him within 24 hours of confirming that it is Grant—

**Darryl:** Just to clarify, ’cause we’re definitely gonna do it, is it the way I said? Which was… pretty violent.

[*all laugh*]

**Darryl:** Like, is this like Horse, you’ve played the game Horse, is this just like shoot it from the spot where the other person did, or spin around a corkscrew sorta shot, you gotta do the same thing.

**The Lance:** I have played many games on horses.

**Darryl:** Okay.

**The Lance:** None of them involve corkscrews. I will say that because you said specifically that that is what you would do, that is what you have to do.

**Darryl, Glenn, and Henry:** Mmmmm.

**Ron:** Yikes.

**The Lance:** So what again did you say you would do?

**Henry:** I think it was something about slowly letting him live a natural life over the course of another 60, 70, 80 years.

**The Lance:** I have forgotten what I said, but it doesn't matter because the contract remembers.

**Darryl:** It involved skin… and eating.

**The Lance:** Yes! You were going to eat his skin, oh delightful.

**Darryl:** I’m like gagging. Mmhmm!

**The Lance:** Yeah, so that’s perfect.

**Glenn:** Can we have a look at that ledger?

**The Lance:** I did say I would show you the ledger, I did verbally say that I would show you the ledger.

**Ron:** You did.

**Anthony:** So he goes back into his room, he comes out with a big ol’ book, opens it to the last, most recent page, hefts it up, and then shows you. He puts his hand over the other names, and you can see—

**Matt:** I try to nudge his hand.

**Anthony:** Alright, do a Dexterity check.

**Matt:** That’s a 19.

**Anthony:** Okay, so here's how we're going to do this, I'm going to write down the information you see, then I'm going to flash it to you really quickly, then I’m gonna flash it back. I'm going to show it to you for exactly… ’til the count of two apple. One apple, two apple. I’m gonna show it to you on my laptop and then I'm gonna flash it back.

**Will:** Henry is going to note that at the moment, he is going to draw out his phone.

**Anthony:** Ooo. Okay, alright, alright.

**Will:** And when he sees Darryl making this play, he goes to take a picture of the list.

**Anthony:** Okay, alright.

**Will:** —to try and get everyone’s thing. So I'm going to stand behind Matt with my phone at the ready to try to get a photo of this.

**Anthony:** Okay.

**Freddie:** So what's happening now is Anthony is preparing his Surface Book, I have Matt and Will to my right, leaned in incredibly intent. Will has his phone out.

**Anthony:** Alright, okay. I’m gonna give you a three count, then I’m gonna show it to you for two apple, then I’m gonna turn it back around, okay? 3-2-1, [*away from the mic*] one apple, two apple [*laptop closing*].

**Freddie:** Will, did you get the photo?

**Will:** Okay I'm going to pass around the photo that I got so that you guys can see how hard I nailed this information.

[*all laugh*]

**Matt:** [*away from the mic*] God damnit.

**Will**: For those playing at home, it is a blurry picture of what could be a laptop screen.

**Freddie:** [We’re posting this.](https://twitter.com/dungeonsanddads/status/1089600956436602881)

**Beth:** Yeah, yeah.

**Matt:** I go—

**Darryl:** Woah, sorry, I slipped there. Been drinking a little bit—

**Freddie:** Holy shit, that’s the best you got? This is so bad!

**Darryl:** —anyways, sorry about that handslip there.

**Matt:** So where’s Grant?

**Anthony:** You are headed to the Dwarven colony of Meadowshade.

**Beth:** Sounds kinda nice.

**Darryl:** [*whispering*] What’d you see there, Glenn?

**Glenn:** I think I kinda fucked up ‘cause I saw that Glenn was in Meadowshade, and I thought that maybe that was my kid, you know, I gotta admit: a little blurry, in terms of the vision, ‘cause I’ve been downing so many brewskis on the way in. So I can reconfirm that Grant is also in Meadowshade.

**Darryl:** I saw a town named Rockport.

**Henry:** Rockport?

**Darryl:** Rockport. And I think I saw a— but now I’m wondering if I just saw Meadowshade because I thought I saw Watershed, but that might’ve just been me.

**Henry:** Rockport…

**Darryl:** Sorry boys, I did my best, but we got one more. We got Rockport for sure.

**Glenn:** Did you guys see anything?

**Henry:** Ron, did you see anything?

**Ron:** I was looking the other way.

[*all laugh*]

**Ron:** Not on purpose. Just thinking about your missing child made me think about my missing step-child. I wistfully turned away.

**Darryl:** Thank you so much there, Lance, that’s quite fair. I'm really excited to eat my child’s skin, I hope you enjoy that game of Snake.

**The Lance:** Oh I will.

**Darryl:** Yeah.

**Will:** As he’s talking to The Lance, I'm going to do a Sleight-of-Hand and try to rip that page out of that book.

**Glenn:** [*whispered*] What the fuck are you doing?

**Henry:** Hey man, that’s my kids, that’s our kids in there! If any of you have good Sleight-of-Hand and are sneaky dudes—

**Matt:** Can I see what he's doing?

**Anthony:** Yeah.

**Will:** It depends on the quality of my Sleight-of-Hand roll.

**Anthony**: Actually, that’s true, go first.

**Will:** I have a +2 to Sleight-of-Hand. [*yelling*] Natural fucking 20!

**Anthony:** [*also yelling*] Are you kidding me!?

[*all laugh*]

**Anthony:** Are you fucking kidding me!?

**Matt:** Can I just say— the moment he’s doing it though, I kiss The Lance.

**Glenn:** Oh my god, what the fuck are you doing?

**Henry:** This is how we do greetings in Westrock!

**Matt:** I kiss and I go—

**Darryl:** Thank you.

**Matt:** —as I’m kissing him.

**Anthony:** Like a full lip—

**Matt:** Yes.

**Anthony:** He doesn’t notice at all, he’s so busy getting deep tongued—

[*all laugh*]

**Anthony:** — that the sound of Darryl's slobbering jaw overwhelms the sound of the paper getting ripped out of his ledger and you can see that Lark and Sparrow are in Neverwinter, Nicholas is in Waterdeep, Terry Jr. is in Rockport, and Grant Wilson is in Meadowshade.

**Matt:** I’m thinking about Henry when I kiss The Lance.

[*all laugh*]

**Will:** Alright!

**Beth:** Hey dads, do we think that Darryl’s handshake or his kiss is more trustworthy?

[*all laugh*]

**Beth:** What is the truer…?

**Freddie:** I explain to him hastily that this is the manner of greeting and appreciation of our people—

**The Lance:** That much is obvious. Given, purely, how many times you’ve done it in the 70 seconds you’ve been in my home.

**Freddie:** As we as we exit, we're leaving, right, we're leaving town and heading back to the car?

**Anthony:** Mmhmm.

**Darryl:** Everybody, real quick right before we get to the van, I just wanna say that was a team effort out there, and Henry, I want to give you the Most Improved award. You did a really great job and if it wasn’t for him we wouldn’t know where our kids are, so let’s give Henry a little round of applause.

**Henry:** Oh, thanks everybody, sorry I introduced the kissing thing as something we might have to maintain now as part of our cover.

**Darryl:** It’s okay, I think as long as we don’t meet The Lance again…

**Glenn:** So you saw the list! Where are we going first fellas?

**Henry:** Well I would imagine the next thing we should do is gather some intel in town about these different places so we know a little more about where we’re going. So we can make what we in the geology business call a “rock-solid” decision.

**Freddie:** God!

**Anthony:** Alright, so, everybody except for Will take 1d4 of psychic damage.

**Freddie:** Jesus Christ.

**Anthony:** Will gets a hundred XP.

[*outro music*]

**Freddie:** Dungeons and Daddies consists of Anthony Burch, Matt Arnold, Will Campos, Beth May, and myself, Freddie Wong. Theme song by Maxton Waller. You can follow us on Twitter [@dungeonsanddads](https://twitter.com/dungeonsanddads), and our Facebook group is at [bit.ly/dungeondads](http://bit.ly/dungeondads)

Hey, so this is a bit of an exciting time for us because we are bringing in a new podcast into the world, not that the world needs more podcasts. But I mean this is an idea we have been kicking around for a long time and that we are really excited about. And we are not sure how people are gonna like it, I mean look, we like it but y’know, what do we know. So if you’ve enjoyed this show please help this baby-fledgling-child of a podcast out of its nest, by leaving us reviews on iTunes, Tweeting it out. Yeah get it, nest tweeting, right that’s pretty good right, telling a friend. Please help us out by sharing this show with folks who might also digg our chill vibes, and do let us know what you thought on our Twitter. I hope you’ve enjoyed this episode, I’m slicing and dicing the next one as we speak, and that is going to be out February 12th. So thanks for listening, and we’ll see you then.

[*outro music*]