Dungeons and Daddies

Dungeon Master: Anthony Burch

Glenn Close: Freddie Wong

Darryl Wilson: Matt Arnold

Henry Oak: Will Campos

Ron Stampler: Beth May

Episode 17 - FATHERUNKNOWN’S DADDLEGROUNDS

[*rapid beeping noise from ‘24’*]

**Will:** Previously, on Dungeons and Daddies.

**Anthony:** As you put out 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—

**Matt:** Oh no.

**Anthony:** takes out a dagger and cuts your hand.

**The Lance:** The pact is made. If any one of you should meet Grant, all of your lives will end.

**Anthony:** As you go into the sky, you begin to fall asleep, and then when you wake up, you see Grant.

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

**Anthony:** And he wakes up and he goes, like,

**Grant:** Dad? The question I was going to ask you when I saw you was, where we droppin’?

**Anthony:** It's For Knights! Fortnite!

[*all players yelling*]

**Will:** The following takes place between God's Wake and Thulsa. Events occur in Daddy-Master time.

*[theme song]*

**Freddie:** Welcome to *Dungeons and Daddies*, occasionally a BDSM podcast. Most of the other time a Dungeons and Dragons podcast about four dads flung into the Forgotten Realms in the quest to rescue their lost sons. My name is Freddie Wong. I play Glenn Close, the rock n’ roll, bard, superstar dad, and since we're in the world of Fortnite now, this week’s Dad Fact for Glenn, his favorite game: Tony Hawk Pro Skater 2, baby.

**Beth:** Yes! Him and me both!

**Freddie:** The king, the king of all video games. [*vocalizing guitar riff*] Lights out, guerilla radio and you’re doin’—

**Anthony:** Like, it- it doesn't have fuckin’ Superman by Goldfinger.

**Beth:** No but you *can* do a Christ Air.

**Freddie:** [*laughing*]

**Beth:** Which is similar.

**Freddie:** You can do that in a lot of them, though. They figured out pretty early in the Tony Hawk series that, like, Christ Air is the most important move. They were like, “We need to put this in all the games. You know that, right?”

**Beth:** All I want to do is Air Walk, Dark Slide and Christ Air.

**Freddie and Anthony:** [*laughing*]

**Anthony:** [as M.I.A. in Paper Planes] And take your money.

**Will:** I will say—

**Beth:** It’s on my resume.

**Will:** It breaks my heart a little bit that THPS2 gets all the love, and where's the love for THPS3 with Darth Maul!

**Freddie:** THPS3- THPS3 with Darth Maul—

**Anthony:** Forgot Darth Maul was in it—

**Will:** Darth Maul and Wolverine!

**Freddie:** What?

**Beth:** Oh yeah!

**Matt:** The levels got too big though.

**Will:** Someone needs to make, like, a one page like Tony Hawk Pro Skater, like, pen and paper RPG.

[*exclaiming*]

**Anthony:** Your quest giver Bam Margera approaches you in a tavern. He says, “we need to go punk my dad.”

**Matt:** I need five holy icons: the S the K, the A, the T, and the E.

[*laughing*]

**Freddie:** I'd like to roll for Christ Air.

**Beth:** I'd like to perceive the hidden tape.

[*laughing*]

**Will:** All right, we're doing it.

**Anthony:** Yeah fuck everything else about—

**Matt:** Alright, that's the new- that's actually- that should be the- that’s a-

**Anthony:** That's our stretch goal—

**Freddie:** [*laughing*] Patreon stretch goal—

**Anthony:** is a fucking thug 2D ???.

**Beth:** That’s the podcast. This podcast is canceled.

**Anthony:** You're fucking radical 80s kids.

**Matt:** My name is Matt Arnold. I play Darryl Wilson, a stay-at-home coach dad who's now a barbarian in the Forgotten Realms. Since we're in the world of Fortnite, I figured we should explain Darryl’s relationship to it. So, my dad fact is, obviously Darryl just wants to kind of, you know, engage in whatever sort of sport or activity Grant’s in. That's why he—

**Freddie:** He’s a good dad.

**Matt:** That's why he met up with the Chelsea Boys, et cetera. So of course, when he heard about this FortNite, he had to go figure out what it was. Grant plays it on his computer so one day when he was at school, Darrel went onto his computer to figure out how to play FortNite and he went to the FortNite Reddit and put a post on there as Grant, and this is what he wrote-

**Freddie:** Oh my God.

**Beth:** Oh my God.

**Matt:** He said, "Trying-

**Anthony:** As Grant?

**Matt:** He doesn't know. He just went to far. He doesn't know he's logged on, he just went too far and he was like oh!

**Anthony:** But it's me, I'm the one typing.

**Matt:** Yeah. So I did some homework and this is what he wrote. He went on to the FortNite Reddit and said, the topic was how to play FortNite: just want to play and he wrote, "Hello everyone. My name is Darrel Wilson. Really nice to meet you or should I said, e-meet you all."

**Anthony:** Fuck yeah.

**Matt:** "I am a 42 year old man with a son named Grant. Like most of you kiddos, he loves the FortNite and while I know a thing or two about sports, this bad boy is new to me. If any of you experts could give me some tips or ideas for a first timer, that would be great. First and foremost, if someone could just explain how to start the game, that would be great too. Talk soon." And then he signed off with his email address.

**Beth:** Oh my gosh.

**Matt:** So since then, he's never figured out how to play FortNite. That's all he pretty much knows, he never figured out Grant found out that he posted this, got really upset and he continuously gets emails from 12 year olds calling him horrible, like what 12 year olds would say.

**Beth:** Has Darryl ever been on /r/relationships because I feel like he might have posted there too.

**Matt:** Not yet, probably soon.

**Anthony:** Carol has definitely been there on our throwaway account.

**Freddie:** Yeah.

**Matt:** Hey, who is thi - Oh this lady sounds just like my wife, yeah.

**Will:** No, she can't be, she's too upset. Now I'm picturing a shop around the corner situation where you're giving Carol advice on her relationship with you. What's up everyone? I'm Will Campos. I play Henry Oak, Birkenstock rocking, hippie, crunchy munchy granola eating, nature dad/druid. I'm hard deep into the third coffee of the night. I'm ready to go. I'm holding my laptop out like it's the fucking Ten Commandments. Fun fact about Henry this week, we never talk about pets. What's people’s pet situation like?

**Matt:** Oh yeah.

**Will:** I figure Glenn's got a big iguana or snake of some kind.

**Anthony:** Yeah, I could see that.

**Matt:** Do you remember that first episode?

**Will:** Oh I don't remember that.

**Matt:** Yeah.

**Will:** I don't pay attention to the podcast.

**Freddie:** I don't listen to this podcast.

**Will:** So, Henry's family, the Oaks, have three pets.

**Matt:** Oh boy.

**Beth:** Wow.

**Will:** They have a goat named Earth.

**Beth:** Yes.

**Matt:** I'm leaving.

**Freddie:** Why?

**Will:** They have a bird named Cloud.

**Freddie:** Fuck.

**Will:** And they have a dog named, Laser Wolf Fart Blaster.

**Matt:** Henry named that one.

**Freddie:** Yeah, no it tells a story.

**Will:** So Henry named the goat and then Mercedes named the bird, and then Lark and Sparrow got to name the dog and Lark wanted to name him Laser Wolf and Sparrow wanted to name him Fart Blaster. You know, Henry was really proud of his boys, they came to a compromise and then the dog's name is Laser Wolf Fart Blaster.

**Matt:** Great.

**Freddie:** They call him, Laser Wolf Fart for short.

**Will:** It's a goldendoodle.

**Beth:** Yes, oh my gosh. I want the goat and the golden doodle. I was just so obsessed with the golden doodle, I forgot to introduce myself. My name is Beth May and I play Ron Stampler, emotionally detached step father and rogue. This we're doing this in the FortNite universe, I should clarify that I know absolutely nothing about FortNite. I don't even know what it looks like when it's being played. I have no idea any of the characters or whatever or if there even are characters.

**Freddie:** That's adorable.

**Beth:** It's like I'm a millennial, be like, "What is Facebook?" I don't know but the dad fact that I have this week is that Ron has never had a cavity. Yeah.

**Matt:** Does he brush his teeth?

**Beth:** Yeah. No, no he brushes his teeth. Maybe he has had a cavity but he probably thinks that a cavity is an extra butt hole or something. He thinks it's like a cavity, he doesn't think it's a tooth thing.

**Freddie:** Fucking wild card.

**Matt:** Does he go to the dentist?

**Freddie:** I'm not entirely-

**Matt:** Yeah how do you know?

**Freddie:** So he doesn't know if he's had a cavity?

**Beth:** I mean, I think he's pretty sure, like he knows but he objectively-

**Freddie:** He's like, "If I had another cavity, I'd know."

**Beth:** Yeah. Yeah, he knows.

**Matt:** But has he gone to the dentist?

**Freddie:** He hears other people talking about how many cavities they have and he's like, "Oh, whoa."

**Beth:** Yeah.

**Matt:** I just want to understand him.

**Beth:** I feel like he goes to the dentist and he's like, "Can I get a cavity search?" and then it's just not-

**Freddie:** I see.

**Beth:** Yeah.

**Freddie:** And they're like sir you need to leave. Sir this is a Whole Foods.

**Matt:** Yes, because he has an extra butthole.

**Will:** He goes to the dentist and asks for a cavity search and they poke around his mouth and say, "You have no cavities."

**Beth:** Yeah.

**Matt:** He said, "You do have a cavity." and he goes, "Oh I guess that means I have an extra butt hole." and then he leaves.

**Beth:** Well, he doesn't have one so obviously, yeah. He doesn't-

**Freddie:** Good point, good point.

**Beth:** I do have an extra butt hole, and this is Beth May.

**Matt:** I don't know why that broke me.

**Will:** It's like maybe not-

**Matt:** Everything you've said.

**Will:** Not the weirdest thing Ron has come up with.

**Matt:** Yeah, I think that is. All right.

**Anthony:** I'm Anthony Burch. I'm your Daddy Master. I am at a loss after the cavity thing.

**Beth:** How many butt holes do you have?

**Anthony:** Counting you guys?

*[episode start]*

**Anthony:** You all were basically going to get ready for the big competition FOR Nights and you went and talked to Geralt of Trivia and you got some cool items and then you checked out the library and found out after Darrel got his hand licked off and then reattached-

**Matt:** Yeah, that was weird.

**Anthony:** Erin O'Neil sort of disappeared, you were going to-

**Freddie:** Yeah, so I want to point out really quick, there must be something about the Bully Wogs restroom situation, the way it's laid out because we've now abandoned both MPAA at the previous Bully Wogs, and now Erin O'Neil at this one. Is there like a-

**Matt:** You know, but Erin O'Neil came with us to hide the Honda Odyssey because remember we parked the Honda Odyssey and then her magic trees covered the Odyssey.

**Freddie:** So I guess she was just hanging back then. Is that the-

**Beth:** With the Odyssey?

**Matt:** Yeah. She didn't join us on the-

**Beth:** Or did she like the Bully Wogs so much that she went back?

**Matt:** Look, Anthony doesn't forget things. He's like JJ Abrams, everything that's happened is setting up... There's going to be an explanation as to why they disappeared. Is that right?

**Will:** I will say it did not occur to me and I think all the dads just straight up forgot that Erin O'Neil was part of the adventure.

**Anthony:** I'm very glad she didn't go with you because she knows stuff. She's an intelligent character, understands the world and the fewer of those that are around you guys, the better things tend to go as a podcast. Both she and MPAA are like, "Oh, you guys are dicks."

But the more pressing and immediate issue is that you got into the carriage that led up into the sky and when you woke up, Grant was there, so that means that you now have 24 hours to strip him of his flesh and eat it or else all of you die, but you also, remember having talked to Erin O'Neil about it and done some research that if you can change his inherent nature, like if he turns from a boy into a man or a man into a werewolf or whatever the fuck, you get out if it. If he's undead or whatever, there's some ways that you've researched to maybe get around this.

**Anthony:** Either way, the clock is now ticking and as you are sailing through the sky, Grant's like,

**Grant:** So yeah, do you have any questions about this because this is my second one of these and I am pretty good at it so far?

**Matt:** I hug him again. I quickly, I pull out. I take a coin out of my pocket and I scratch on my watch exactly the time that it is in that moment and I look around and say

**Darryl:** We have 24 hours guys. Do you understand? 24 hours. Grant, hey everything's fine buddy, how's it going?

**Grant:** I'm fine. What happened to your watch?

**Matt:** I try not to cry and I hug him.

**Darryl:** Oh nothing man just really happy to see you buddy.

**Grant:** Are you actually crying?

**Darryl:** No, no, no man. What are we doing here? Where are we doing?

**Grant:** Darryl, it's okay to cry, I mean, it's a pretty intense situation.

**Darryl:** We got 24 hours. We can cry after and believe, there'll be a lot of that if something happens.

**Ron:** I feel like the questions are wasting time when you have to kill him in like 24 hours anyway.

**Grant:** Whoa, whoa, wait what? Sorry what?

**Ron:** Okay, so I'm not sure if I have this straight because actually okay, you don't look anything-

**Glenn:** Ron, Ron, Ron dad huddle, dad huddle.

**Matt:** I put my hand on Ron's mouth-

**Freddie:** Gently.

**Matt:** No, I like stop him from talking and he's like,

**Darryl:** No, we just came from a really crazy place we got to go, we got to be back in 24 hours-

**Anthony:** Roll deception.

**Matt:** It's an 11.

**Anthony:** Okay. He's going to roll an insight, I guess.

**Freddie:** You dumb, Grant.

**Matt:** How well does he know me?

**Anthony:** He believes you.

**Darryl:** Yeah, we just played this trivia game and we owe some guys some cash. We're a little short on it, this new world and everything so-

**Ron:** Well, hopefully before the 24 hours, we are also going to figure out how not to-

**Glenn:** Dad huddle, dad huddle.

**Darryl:** Dad huddle, Ron.

**Glenn:** Dad huddle real quick, dad huddle.

**Freddie:** By the way, I love how we're inadvertently stumbling into one of the legitimate FortNite strategies which is wait until the end when the thing boots you out automatically.

**Anthony:** Okay, dads-

**Darryl:** Ron, can we not stress out Grant right now?

**Ron:** I'm not, I'm not.

**Darryl:** He will... Look he acts tough, he is a tough kid but can we not tell him what's going to happen? One, I should be the one to tell him that that's going to be the case okay?

**Ron:** Tell him what?

**Darryl:** You know what. I don't want to say it right now either because it's tough for me to say.

**Ron:** Okay. I completely understand.

**Darryl:** Ron, you often have said that you're going to do one thing and I'm not calling you a liar. I don't think you're doing it on purpose, but sometimes immediately afterwards you do the other thing.

**Ron:** I'm not going to do the other, whatever the other, other thing.

**Darryl:** Okay.

**Henry:** Gentlemen, I need to remember something. I associate it with a name or word, so maybe when you see Grant you'll think Grant and then you'll say, "G" because Grant's name starts with a G and then you'll think to yourself, "Gee, I better not tell him about the blood pact where we have to eat his face." Then, you don't eat his face. Do you think you can follow that?

**Ron:** I think I could, yeah.

**Henry:** Okay. So, let's say I'm Grant and then you look at me and what do you think?

**Ron:** Grant, starts with the G.

**Henry:** Good.

**Ron:** Good... is what your skin would taste like.

**Henry:** We'll work on it.

**Glenn:** Grant?

**Grant:** Yeah, yo. What's up?

**Glenn:** You said you've done this before? What is this?

**Anthony:** This is FOR Nights, F. O. R. Nights-

**Darryl:** FortNite, yeah the video game you like?

**Grant:** Yeah! It's a really neat coincidence. It was super, super cool because I got bought as a slave. I was like "Oh, no that's not good." but then they brought me here and apparently they used to have some other sort of ways of entertaining people, but then they adopted this whole FortNite kind of thing and they threw me in here and I don't even have to kill people. I haven't killed anybody. You just have to survive until the top five-

**Darryl:** Oh, thank God.

**Ron:** That makes one of us.

**Grant:** Oh, God. Wait what?

**Darryl:** We've done a lot trying to find you.

**Grant:** Oh.

**Darryl:** It's been tough.

**Grant:** Are you okay, are you-?

**Ron:** We don't like to talk about it. We killed a lot of people.

**Darryl:** Yeah you remember Ron, right?

**Grant:** Yeah, the weird guy. Is he still weird? He feels like he's still weird.

**Darryl:** He's a little different from all of us, but we've all worked really hard and I got to say I wouldn't be, without these three guys, we wouldn't be here with you.

**Ron:** Yeah and you look nothing like your police sketch.

**Anthony:** So he just tosses his head at you and then shakes he’s like,

**Grant:** I don't even know what I'm going to do with that.

**Henry:** So Grant, let me ask you a question.

**Grant:** Yeah, quickly though.

**Henry:** FortNite, is that like a Nintendo?

**Grant:** You know what, yes. It is a Nintendo. Imagine it is the biggest Nintendo that there is.

**Henry:** I remember there was this YouTube channel that my beautiful boys, Lark and Sparrow, were into where they would do these silly videos where people would be in a video game, but it was in real life and so you're saying this is kind of like one of those YouTube channels that were really successful about four or five years ago.

**Darryl:** Maybe even a little longer further back.

**Grant:** I would say, this is exactly that. That's what's happening right now. So let me, as quickly as I can, explain the way that FortNite works to you because I feel like everybody except for-

**Ron:** Wait can you use the rosebud cheat code?

**Anthony:** The what?

**Beth:** Rosebud.

**Anthony:** What?

**Beth:** It's like if you're playing a video game, but you're in real life, it's like the SIMS. There's a video game called the SIMS and then if you want more, if you want to win you just type in rosebud.

**Matt:** Anthony is really getting broken by that right now.

**Anthony:** That's just a good, deep cut for SIMS fans. SIMS fans are fucking loving that shit.

**Beth:** This one goes out to all my SIMS fans out there. I see you.

**Anthony:** So Grant has never played the SIMS. He's like,

**Grant:** I don't understand. No, there's no cheat... Okay so the way that this game works, is there's 20 teams and if we can make it to the top five, we survive.

**Darryl:** So the first time, you got in the top five?

**Grant:** Yeah, first time I got in the top five. I just sort of hid a lot, it was great.

**Darryl:** Well, what place did you get?

**Grant:** Then, there was this other team that helped me that was really... As he mentions the other team he just like kind of gets flustered. He's like, they were great too, they were really cool.

**Darryl:** My boy. Top five everybody.

**Glenn:** Yeah, so-

**Darryl:** Pretty good, yeah good job Grant.

**Grant:** I was number five.

**Ron:** Well that's not-

**Darryl:** We'll try to do better this time. That's still good.

**Ron:** I mean that's fine.

**Darryl:** Yeah. It's better than the other 15.

**Grant:** Yeah, I mean they're dead now so, yeah that makes-

**Darryl:** Wait, what?

**Grant:** So if you're in the bottom 15 you die, and you're allowed to kill each other and stuff to make sure that you're in the top five and all that kind of stuff. So basically the way it works is, there are 10 zones that we've already coasted passed about five of them while we've been talking. A through J. Any time you want to, we started at A, we are now around like F. We can jump out of the carriage and land and every zone has a main building or a location that has a lot of stuff in it and we can search for stuff in that location and the items we find might be really, really useful or really, really rare and any of that kind of stuff.

**Grant:** Then, every 15 minutes of like real us talking in podcast time, two of the zones will get targeted as, hey in 15 minutes from that point they will get filled with poison gas and anybody inside of it will start taking damage over time. It's either a poison or it's like a weird neon thing, I really can't tell because I haven't never been stuck in it because I'm good at moving every time that one of those turns on. As it goes on, eventually it will get down to either when only five teams are left, all of those people get to live and then they get to go on to the next game of For Knights, tomorrow essentially.

**Darryl:** How do we get out of here? If we win, can we leave?

**Grant:** Yeah, yeah if we get in the top five, we can leave no problem.

**Darryl:** Why do people keep playing?

**Henry:** What are you doing? Why are you here?

**Grant:** Because it's fun as heck.

**Darryl:** You said that people died though?

**Henry:** That is so dangerous.

**Grant:** I mean, not if you play the way I play.

**Henry:** Oh jeepers creepers.

**Grant:** I've played a lot of FortNite. You've seen the John Wick skin that I have. I have the John Wick skin.

**Darryl:** Son, but you've seen people die.

**Grant:** No. I mean, you hear about it when somebody dies. The announcers in the hot air balloon announce it, but I haven't seen it happen. That would be a bummer.

**Glenn:** They go, “m-m-m-m-monster kill!”

**Grant:** Yeah, pretty much.

**Henry:** And if we do this then we can get the thing we need to do the thing we need to do, right?

**Matt:**Yeah I mean,How long does this game take?

**Grant:** This game takes one day. Every game is 24 hours.

**Darryl:** Wait, 24 hours?

**Grant:** Yeah.

**Darryl:** Oh, go cool. We got plenty of time.

**Ron:** Why don't they call it FOR Day?

**Grant:** Because it was originally it was a tournament for knights, but then they eventually ran out of knights because the knights started dying and then they extended it to FOR Nights and people that we capture and slaves and they got kind of dark but they kept the name FOR Nights because it just rang off the tongue so well.

**Darryl:** Okay.

**Freddie:** It's one of those names that doesn't have anything to do with what it ended up being because originally-

**Matt:** All right, all right, we should drop. We need to drop.

**Anthony:** Okay, okay. Do you want me to tell you what the remaining places we could drop in are and you can decide?

**Matt:** Yeah.

**Will:** So what is this drop? What are we dropping?

**Anthony:** Oh, you'll see, it's fine. It'll be a neat surprise. So the zones are A for Armory, B: bomb maker, C: cafeteria, D: deli/slaughterhouse, E as in egg farm, F is fucking shit ass toilet building, G has a tavern, H has a haberdashery, I has an ice cream shop, and J has a jewel cutters.

**Will:** So, we go to one of these places. The locations are slowly going to fill up with gas and we're trying to survive and not get killed until we're one of the top five teams that are left-

**Darryl:** Grant, buddy, you're the coach on this one. We're your team, you've done this before. I think you tell us where we should drop-

**Glenn:** Does ice cream have actual ice cream?

**Grant:** It does, but you got to get to it quick or it just kind of melts and everybody gets... Ice cream can get kind of rowdy because they sometimes take kids from the unfortunate foster children and then those kids go straight for the ice cream and it's a real, I've heard it's a real bloodbath if we go in there.

**Henry:** Wait so a bunch of foster children die in this game?

**Grant:** Yeah, this one time.

**Henry:** Oh my gosh.

**Grant:** It's not great, I mean I don't approve of their business practices, but like-

**Darryl:** You're still playing. Okay, we're going to deal with that once we're done with this because I'm-

**Anthony:** Just so you know, you've seen on Grant's face, you see a very particular kind of joy and excitement that is a little bit alien to you. This isn't like, ‘hey I'm having fun playing soccer’ joy. There's like something else here that you haven't seen before.

**Matt:** Like the thrill of battle?

**Anthony:** I don't know, maybe you'll find out. But he goes like,

**Grant:** I feel like we could drop at the tavern in G, the pub G.

**Henry:** Oh, God almighty.

**Grant:** Because sometimes there's a rifle there.

**Darryl:** And you know your old man likes his brewskies, so-

**Grant:** And the brewskies, yes, so maybe we could do that-

**Darryl:** Okay so let's drop tavern.

**Henry:** Okay. I have more questions, but I'll figure them out after we drop.

**Anthony:** Yeah.

**Will:** That's fine.

**Anthony:** I have more to explain anyway, but I will break it up with some action.

**Glenn:** So drop is when the beat hits finally, right?

**Ron:** Yeah.

**Anthony:** He goes,

**Grant:** No, it's like this.

**Anthony:** And he jumps out of the carriage with his arms like in a Christ Air pose.

**Darryl:** Grant!

**Ron:** Yes.

**Matt:** I leap instantly after him.

**Anthony:** Okay go ahead and roll acrobatics.

**Matt:** That my friends is a natural 20.

**Anthony:** Oh, perfect.

**Freddie:** Sail, sail.

**Anthony:** So you dive out and you immediately put him in a bear hug and the two of you are just plummeting down together. Roll a perception with disadvantage.

**Matt:** That's a natural 1.

**Anthony:** Everything's fine. So as you two are plummeting down, he goes,

**Grant:** Dad, you have to let go it's going to be really bad if you don't let go.

**Darryl:** What do you mean? What are we doing, we're falling?

**Grant:** No, we're going to get, it'll be fine but you have to let go. You have to give me some space.

**Darryl:** Okay, do we have parachutes?

**Grant:** Yes.

**Darryl:** Okay, you let go first.

**Grant:** I can't not let go. You grabbed me in a bear hug.

**Darryl:** Okay, okay. I'm not letting go but I say I'm letting go.

**Grant:** Okay anytime. We literally have three sec-

**Matt:** Okay I let go, I let go.

**Anthony:** So you let go and as you both let go it all, I assume you guys are still in the carriage or did you guys jump out after them?

**Will:** I'm waiting to see whether these guys are going to turn into friggin' street pizza when they hit the ground before I'm going to jump out of this thing.

**Anthony:** Okay well the longer you wait, you will drop into a different zone.

**Beth:** I jump out feet first.

**Anthony:** Okay, so anybody else-

**Glenn:** Henry, we got to stick together.

**Freddie:** I'm going to grab Henry and jump out with him.

**Henry:** I'm afraid of heights!

**Anthony:** So you guys who just jumped out, see beneath you. You see the Wilson boys simultaneously like massive translucent jellyfish, just sprout out from their clothing basically and like inflate and their descent slows precipitously. Grant goes like,

**Grant:** Yeah, when we fall asleep these things just attach to our bodies and then they'll leave when we land, but it's cool right? This is cool.

**Darryl:** It's pretty weird. This is scary. Your dad doesn't like heights.

**Anthony:** He's like,

**Grant:** Oh no, this is going to be great, this is going to be great. As long as we're-

**Darryl:** Get over here son. Get a little closer.

**Grant:** No because then they might tangle up and then it would be bad.

**Darryl:** Okay.

**Anthony:** So then, the rest of you, your jellyfish also expand and you all slowly start dropping down.

**Freddie:** Are they like little sentient jellyfish?

**Anthony:** Mm-hmm (affirmative)

**Freddie:** I want to talk to mine. I'm going to be like hey, what's up little dudes? Yeah, dig it.

**Darryl:** Grant are people dropping with us, should we be looking?

**Anthony:** Yeah so as you look around you can see there're are a lot of people dropping at the armory. You can already hear a lot of swords clashing and a lot of people punching each other and shit like that.

**Matt:** The clear sounds on this winter morning of people punching each other.

**Anthony:** People punching, fucking Shaw brothers like sound effects. At the deli/slaughter house you can already see people beginning to build structures out of wood. Some of these buildings how are straight up and Grant points and goes,

**Grant:** I'll explain who that works when we land, but we can do that too. We can build stuff.

**Darryl:** Hell, yeah. You didn't tell me there's carpentry up in here.

**Grant:** Yeah, no I thought you might like that.

**Beth:** I think Ron doesn't think that he has a jellyfish and he's like, all these other people need jellyfish to float down, but I can do it naturally.

**Anthony:** But seemingly nobody is going to the pub G, so it seems like you're fine there. When you land, the pub G, it looks like a very functional pub. Visually there is very little that inspires you. It's kind of bland, it's kind of boring looking, but you can tell the purpose of the place which is just a place to get drinks.

**Freddie:** From far away, its textures seem a little blurry.

**Anthony:** It's a little blurry.

**Freddie:** And as we get closer, they seem to slide into resolution.

**Anthony:** But it's still kind of brown and green, it's not really exciting all that much.

**Freddie:** Are there a bunch of knock-off pubs all around it?

**Anthony:** Yeah. There's the detritus of failed knock-off pubs all around. There's an H1Z1 zone. That one's not funny, delete that.

**Freddie:** Nope, it's staying in.

**Anthony:** Oh, gross. But yeah, it's a rundown pub that you can tell has a lot of alcohol behind the bar, it might have some other stuff in the area behind the bar. There might be an office back there, you don't know, but you'd have to search. Grant goes like,

**Grant:** Okay, you want me to explain everything else? The way this works?

**Henry:** Yes.

**Glenn:** Yes, please.

**Anthony:** Okay. So mechanically here's what we can do. When you are at a spot, you can roll to either look for items or you can roll to forage for crafting materials.

**Will:** Can we split up and do that or is it as a group?

**Anthony:** Each of you can individually do that. So if you're searching for stuff, you basically just roll and if you get a good D20 roll then you get an item that is appropriate to that location, depending on how good the roll is. If you rolled a forage for wood, then you roll the D20 and you get that much wood or you can have that roll and we can say that's how much stone you got.

**Will:** Clever guy.

**Anthony:** And when you build stuff out of wood, it's easier to destroy than stuff you build out of stone or whatever. Basically the stuff that you can build, it will be variable depending on how clever you want to get, but the basic things I wrote down here was, it costs five wood to build a wall or five stone to build a wall. 10 to build a house and then 30 to build like a tower that will allow you to look out and stuff.

**Matt:** Hell, yeah.

**Anthony:** You can either collect the shit and then try to build it later or build here so you can get better vantage points and shit like that, but you have, I'm now going to start a timer.

**Matt:** Wow.

**Freddie:** Oh.

**Anthony:** We have 15 minutes of real life podcast time before I-

**Matt:** Until we find out which areas are getting closed?

**Anthony:** Yes. I'm going to roll two d10s basically and then those are going to get 15 minutes from the point where I announce that, they will get gassed. And also, every time you search for something, I'm going to roll on an encounter table and you might run into other players.

**Matt:** All right.

**Freddie:** All right.

**Darryl:** Grant, any beginner strats here? Any ideas what we should do?

**Grant:** Well, when I was playing it I was just alone, until I met the Hotties, but-

**Glenn:** Who are the Hotties?

**Darryl:** Ho ho ho, Grant.

**Grant:** Maybe we'll run into them, I don't know. I really hope we run into them-

**Darryl:** Oh, yeah?

**Grant:** But maybe we will, I don't know.

**Darryl:** Why you calling them the Hotties there?

**Grant:** That's what they're called. I guess we should come up with a group name for our group because every group in here has their name.

**Ron:** The Naughties.

**Glenn:** Are we the Naughties?

**Ron:** The Hotties and the Naughties.

**Matt:** What does Grant think of that name?

**Grant:** I mean, I guess.

**Glenn:** A bit derivative, Ron.

**Grant:** What is this guy?Does he lead you? I don't really understand-

**Darryl:** No, no let's not call ourselves the Naughties.

**Will:** Henry was so stunned by that deep pull reference to that Paris Hilton movie from forever ago that-

**Freddie:** I know, right? What the fuck?

**Will: -**He couldn't say anything.

**Henry:** What about-

**Darryl:** The Knights?

**Henry:** The Knights? That seems, I mean, they're all-

**Ron:** It's probably taken.

**Henry:** What if we're like the Knights and then our birthday, or like a fun number? You know? That might not be taken. What if we're the Knights 42?

**Glenn:** The easiest one might be, the Glenn Close Quintet. Or we could just be the Doodlers, I guess.

**Henry:** What about the Doodlers?

**Darryl:** The Doodlers.

**Henry:** All right, go Doodlers.

**Ron:** Classic. Yeah, okay.

**Darryl:** We're the Doodlers.

**Grant:** Great, we'll be the Doodlers. That sounds really good.

**Henry:** If Doodlers is taken, Doodlers 42.

**Grant:** I can promise you that Doodlers is not taken.

**Glenn:** Can you just check really quick if it's been taken?

**Grant:** All right.

**Anthony:** So he looks up. As he looks up you follow his gaze and you see a hot air balloon with, there's no need to get clever about this, it is exactly the two headed pod race announcer-

**Freddie:** Goddamnit.

**Anthony:** -from *Episode One*, watching the game, going all right well, looks like-

**Will:** Yes.

**Anthony:** No.

**Will:** That's very good.

**Freddie:** Oh, wow. Yes.

**Matt:** We are getting to that hot air balloon and we are getting their autograph.

**First head:** Looks like we've got about half of the teams down and if my incredibly good hearing is any indication, it looks like this new group of weirdos is called the Doodlers. Let's hear a shout out from the Doodlers, Doodlers go ahead and make yourself known, let us hear you celebrate.

**Darryl:** Hello everybody!

**Ron:** Hi, I'm Ron.

**Henry:** Go Doodlers 42!

**Darryl:** Go Doodlers! Hey, hey, is there a team, the Hotties? My son knows a team the Hotties.

**First head:** The Hotties are most certainly in the running.

**Darryl:** Are they nearby?

**Anthony:** He goes,

**First head:** Oh, I can't tell you that, that would be breaching of the rules.

**Freddie:** Could you imagine, sorry. Could you just imagine going to a basketball game and LeBron stops and starts talking to the announcers? Because that's what's happening here.

**Anthony:** Hey, are the Bulls playing? Hey!

**Matt:** I like that he called me, LeBron. All right, well like again, okay so clearly...

**Darryl:** Guys my sons got a little something for somebody it's supposed to be nice. All right, well hopefully we'll find them. We will not kill the Hotties when they show up everybody, right? What should we do here?

**Will:** I do want to point out, before we move on, that the name of the two headed Phantom Menace announcer is, Fodesinbeed Annodue.

**Matt:** Annodue.

**Anthony:** Annodue, Fodesinbeed Annodue, there is no way I'm remembering that.

**Matt:** Oh, it's Greg Proops, played one of the heads.

**Anthony:** Oh, yeah, yeah. [in Greg Proops’s voice] “And there goes Quadinaro's power coupling!”

**Beth:** No.

**Freddie:** I'm screaming, oh!

**Matt:** We're doing 15 minutes real time, right?

**Anthony:** Yeah, you have nine minutes and 22 seconds left.

**Darryl:** All right, guys. Team, all right.

**Henry:** Okay.

**Darryl:** Grant, it sounds like you were alone the first time. I don't mean to take over for a second, but I think we got to do this thing. Here's what I would propose, looks like we already got a fort kind of built out here and there's nobody else around, correct? Everybody scanned the room? Any other bad guys, anybody here?

**Anthony:** Give me some perception checks.

**Matt:** 19.

**Anthony:** All right, you can immediately tell that, yeah, for right now you have enough time to do one search without having to worry about a roll on the encounter-

**Darryl:** First rule of carpentry, don't build shit you already have. Looks like we got a bunch of walls here already, we-

**Glenn:** Measure once, cut twice.

**Henry:** Oh, shit. Dude, you just got dad lawyered.

**Darryl:** No, it's measure twice, cut once.

**Anthony:** You don't cut twice.

**Will:** Double dad lawyered.Objection, overruled!

**Matt:** You measure once and then you just cut it multiple times, I guess.

**Beth:** Yeah, but okay I-

**Freddie:** Fucking reversal.

**Beth:** Even I was like, what?

**Freddie:** Wait, no it's measure once, cut twice.

**Anthony:** No it's not.

**Beth:** Why? How?

**Matt:** No, you measure twice to double check your measurement-

**Anthony:** Holy shit, did you not know this?

**Matt:** So you only have to cut once.

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

**Beth:** Yeah.

**Anthony:** Why would you cut twice?

**Beth:** Yeah, there's no reason. You've already cut-

**Matt:** What are you going to cut twice?

**Grant:** Yeah, once you've cut it, you cut.

**Freddie:** You'll have two cuts, though. No, no, I'm sorry.

**Anthony:** This is in character Grant saying this.

**Matt:** You prepare longer.

**Freddie:** Both Glen and Freddy are like, but if you could get two cuts out of one measurement, how much more efficient is that?

**Will:** But what two cuts? What the fuck are you talking about?

**Freddie:** You only need to measure once, and then you can get two cuts.

**Anthony:** Because if you [crosstalk 00:29:00].

**Beth:** If you’re woodworker has only cut something twice [???]

**Will:** But if measure what? You're measuring something so you can cut, you have a two by four and you need to cut it in half. So you measure the two by four and you want to make sure you cut it directly in half. So, then you fucking measure it and then to make sure you measured it right, you measure it again because you can only cut that board once to do what you want to do.

**Darryl:** All right team-

**Will:** What the fuck are you talking about?

**Beth:** And then you cut it again, and then?

**Will:** It's so inefficient.

**Freddie:** What are you talking, what's inefficient?

**Darryl:** Team. Team! Quiet.

**Anthony:** You have officially used up the grace period you had for not having somebody come up for the encounter table when you searched.

**Darryl:** All right, quiet team. I feel like eventually we're going to find out this is or is not the place we can stay in, right Grant?

**Grant:** Yeah, in about seven minutes.

**Henry:** Let's search, let's-

**Darryl:** Great, let's do our best. Some of us search. Why don't you all search, I'll get some materials. I'll board up these windows. You guys find some good items.

**Ron:** I want some wood.

**Darryl:** Okay, Ron, you want to board up the windows with me?

**Ron:** Well, I just want the wood.

**Darryl:** For what?

**Ron:** To have wood.

**Darryl:** No.

**Ron:** For my wood collection.

**Darryl:** Know what, Grant-

**Ron:** For my wood collection.

**Darryl:** Ron, go ahead and look for wood and then-

**Glenn:** I'm going to search this bar because that's where I feel most at home.

**Anthony:** Go ahead and roll investigation.

**Freddie:** Okay, hold on one second. 15.

**Anthony:** The inside of the bar is very dusty. There's some chairs that have been knocked over. It feels like this place has definitely seen some fights but not recently.

**Glenn:** This looks like maybe one of the most popular bars in the world.

**Anthony:** Yeah, it was at a time and then seems like, I don't know, not that many people go into it that much these days anymore.

**Ron:** Like Applebee's.

**Anthony:** And behind the bar you find two pristine still sealed bottles of what you can just by smell tell is an extremely flammable type of alcohol.

**Freddie:** Like molotov cocktails?

**Anthony:** That would definitely work very well as molotov cocktails.

**Freddie:** Very good.

**Anthony:** Which will basically give you double damage on wood structures that other players have made.

**Matt:** I'm going to roll for, I guess, wood is what you do.

**Anthony:** Yeah, you just roll a D20 and that's how much wood you get.

**Matt:** 14.

**Anthony:** Oh, wow. So you got 14 wood, which is enough to make a house or-

**Matt:** In this economy?

**Anthony:** Or like two and a half walls or like whatever the fuck-

**Freddie:** So that's a lot.

**Matt:** What's the stone thing?

**Anthony:** The stone thing is if you have it, you get that much stone. So you could get seven stone instead of 14 wood.

**Matt:** Okay.

**Anthony:** Are you going to go for wood or stone?

**Matt:** I'm going to go with stone.

**Anthony:** Okay, so go ahead and mark that down that you have seven stones.

**Will:** I'm going to search for some wood too. I got a 16.

**Anthony:** Wow, that is a lot of fucking wood.

**Will:** Maybe we should convert that to some stone? I'm going to invest in a stone heavy portfolio.

**Matt:** I like you Henry, we're getting a lot of stone here. We're going to need that to build a fort.

**Henry:** As a geologist, I'm more interested in the stone than in the wood, so I collect some neat rocks.

**Darryl:** Grant, how stone do we need to build a tower?

**Grant:** We would need 30 stones for that.

**Darryl:** Guys we're going to fricking build a gosh darn stone tower by the end of this thing.

**Henry:** You got it. Hey, Darrel, check it out. I found a geode and then I-

**Darryl:** All right, so Ron.

**Beth:** I'm going to roll for wood. I got 15 woods.

**Anthony:** All right, go ahead and mark that down. That's a lot.

**Darryl:** What'd you get for us buddy, Ron?

**Ron:** I just, I mean it's not really for you, it's for-

**Darryl:** Wait, what did you get there? A bunch of wood?

**Ron:** Yeah, it's wood.

**Darryl:** Dude, that's a lot of wood. High five man, great job.

**Ron:** Thank you. I think I might-

**Darryl:** You're the best member of this team. Without you we would not be able to do this, am I right guys? Everybody, congratulate Ron on how much wood he got.

**Glenn:** Yay.

**Anthony:** Grant's like-

**Ron:** Thanks guys.

**Henry:** Hell yeah.

**Grant:** I don't know if I want to-

**Glenn:** Good job Ron.

**Grant:** He's really weird.

**Ron:** I was actually thinking about if we want to distract whoever is coming to visit us, we could put the wood in the corner and then put the holographic pants on the wood so that it looked like one of us was in the corner ready to pounce on them, but we'll be in the other corner ready to-

**Glenn:** Holy shit did you somehow come up with an actual use for holographic pants?

**Ron:** Well, it's mostly a use for wood.

**Henry:** I've been thinking a lot about another creative art space/performance area that I've been to once or twice in my day called Burning Man and this reminds me a little bit of Burning Man and people kind of running around, there's not a lot of rules, people making crazy builds and stuff and I was thinking, what if we built like a giant-

**Glenn:** Orgy tent.

**Henry:** Thing, like a big old-

**Glenn:** Orgy tent.

**Henry:** Maybe like a big man.

**Glenn:** Orgy tent.

**Ron:** A big man.

**Henry:** What if we built a huge man and then we could put the pants on him and then scare the shit out of everybody-

**Ron:** Yeah.

**Henry:** And then we could light it on fire and then maybe people would be draw to it because they'd be like, something's got to be going down over there.

**Ron:** Yeah, so it's like Burning Man-

**Darryl:** Sounds like the pants are kind of redundant in that situation.

**Ron:** Like pants on fire. We'll call it Pants on Fire.

**Henry:** We'll call it Pants on Fire, the sequel to Burning Man.

**Ron:** Yeah.

**Henry:** Because if you just saw a big wood man you'd be like, those guys built a big wood man, but he had huge pants on maybe people would-

**Glenn:** And was on fire.

**Henry:** Think like there's a giant, could we make people-

**Glenn:** People might see that and think that there's like an orgy tent nearby.

**Darryl:** Hey, Grant just to clarify, people do die in this right?

**Grant:** Mm-hmm (affirmative)

**Darryl:** So we should take this seriously.

**Ron:** Yeah, you're right, maybe you should trade your stone for wood.

**Henry:** All right, fair enough. I'm just trying to spitball here, I've never been in a Nintendo like this before.

**Glenn:** I do like this idea though.

**Henry:** Okay. I'm going to look for wood as well because it feels like we're going in a direction of building something really big.

**Ron:** Do we have fire though?

**Darryl:** We should get more weapons, but you do you I would recommend that we get some more weapons.

**Henry:** I mean, I can turn into bear so, I think I'm-

**Darryl:** You know what, you're right Henry. You did a good job last time.

**Henry:** Okay. Darrel's got- Hey, side dad huddle. Hey Darryl, can you could up with a football plan for us? Could you draw some X's and O's and come up with some tactics?

**Darryl:** No, I'm going to start-

**Ron:** Darryl-

**Darryl:** -I'm going to start working.

**Ron:** -Go over there and think about eating your kid's skin.

**Anthony:** Grant's like,

**Grant:** Wait what?

**Henry:** He's just kidding.

**Grant:** Sorry, what?

**Darryl:** It’s just weird stuff.

**Henry:** He’s just weird. It's just a weird Ron thing.

**Glenn:** He's a weird guy, right?

**Anthony:** Everyone roll deception with advantage because Ron is very weird.

**Matt:** 19.

**Beth:** I got a 16.

**Freddie:** 12.

**Will:** I got like a 6.

**Anthony:** A 6? So, Grant looks at Henry and goes,

**Grant:** Wait, no, wait, no sorry.

**Ron:** No, they're right, I'm weird.

**Grant:** No I clocked that very quickly, you're talking about eating my skin?

**Ron:** I was-

**Grant:** Is he going to eat my skin? He's just pointing at Ron like, is Ron going to eat my skin, holy shit, no, wait what.

**Darryl:** There are some bad guys that are coming after us and they threaten to eat our skin if they ever see us again and since you're part of our team I think he was just implying that they would probably want to eat your skin too. That's not going to happen son, because we're going to get out of this.

**Anthony:** All right. Roll persuasion, just a straight persuasion roll.

**Matt:** 16.

**Grant:** All right, that sounds, who did you piss off?

**Darryl:** Glenn you know rock and roll guy getting involved in a bar fight.

**Ron:** Spreading rumors of cannibalism.

**Will:** Henry's starting to feel very uncomfortable, because I'm just thinking back to when Gartock's kids, where Henry he's fundamentally against not being honest with your children so I'm going to do as I did then, a saving throw to see if Henry can keep this secret and not blurt it out.

**Anthony:** Fucking great.

**Will:** Okay. What would that be against my constitution or wisdom?

**Anthony:** Wisdom.

**Will:** Okay. Let's say intelligence.

**Anthony:** Yeah sure.

**Will:** This would be very stupid, right?

**Anthony:** Yes.

**Will:** Okay, he got a 17, so he's going to be able to bite his tongue on that one.

**Anthony:** Yes, well done. I'm going to roll on the encounter table now that you've done some of that. Oh shit, okay and with that, the first 15 minutes is up and you hear Greg Proops from the sky say,

**Greg Proops:** All right looks like the first two zones to be hit with the poison gas and/or like laser field are zones-

**Will:** Did he not know what it is?

**Greg Proops:** Nobody knows. It's all done by a wizard, are zone B: the bomb makers, and zone E: the egg farm. If you're in those locations you might want to skidaddle within the next 15 minutes; otherwise, it's going to get a little hard to breathe.

**Second head:** [voiced by Will] Call me Maroon 5 because it's getting harder and harder to breathe.

**Anthony:** You're officially, you're canonically the other head.

**Beth:** No.

**Matt:** Yes.

**Anthony:** So I am now starting a 15 minutes countdown and that's when those areas will get fucked up.

**Matt:** And is Grant searching for, I'm assuming Grant's searching for an item?

**Anthony:** Yeah, Grant will search for an item. 19, so Grant finds a gun.

**Beth:** Oh God.

**Anthony:** Grant finds a single shot shotgun behind the bar and goes,

**Grant:** Dad, holy shit.

**Darryl:** Hey buddy why don't you toss that over here man.

**Grant:** I mean, I found it so-

**Darryl:** Yeah, but come on give it here son it's a gun.

**Anthony:** Roll persuasion.

**Matt:** 10.

**Beth:** Darryl trying to infringe his own son's God given rights as an American.

**Anthony:** He goes like,

**Grant:** I'd feel a little bit safer if I had it. Are you sure I can't keep it?

**Darryl:** Son, I really need your help to board up these windows and then afterwards we'll be able to talk about this gun, but you got to hand me over that firearm right now.

**Ron:** Well, shouldn't one of us have a gun too, if something goes wrong with that gun?

**Darryl:** You chose wood Ron.

**Anthony:** I wish you could see the look on Matt's face. That was genuine actual dad-ass authority. He goes like,

**Grant:** All right, yeah, okay fair enough.

**Anthony:** And he places it down on the bar and begins to walk over to board up the windows.

**Darryl:** You can use Ron's wood.

**Ron:** Well-

**Darryl:** Ron, he's using your wood.

**Anthony:** As he approaches the windows though, he points at your back pocket and goes like,

**Grant:** You got a message.

**Darryl:** What?

**Grant:** On your phone.

**Darryl:** Phone?

**Grant:** You got a, it's glowing.

**Ron:** That hunk of wood.

**Matt:** I open the phone up.

**Anthony:** Okay so in the phone it says that you have one voicemail essentially, it happened when you jumped out of the plane and you had to roll for perception-

**Matt:** Mm-hmm (affirmative)

**Anthony:** You were getting a call.

**Darryl:** All right, I'm going to take this call- if you guys want to start boarding up the windows and what not-

**Henry:** For sure. You got it team boss. That sounds great. 10-4. Copy that, roger roger. Guys, dad huddle, dad huddle.

**Glenn:** Okay, sure, okay.

**Henry:** Guys, Darryl is like an 11 right now and I just want to take your guys's temperature-

**Glenn:** Yeah.

**Ron:** He should join the Hotties.

**Glenn:** It feels like he's just been looking for a gay mechanic that he can be a coach for his whole life.

**Henry:** Geez, there's like a lot of coach energy going on here so I just wanted to check in with you two and see if we were all on the same page and maybe spitball for a second about how- because I think it's really important- obviously the stakes are really high for Darrel right now because of Grant, and we don't want to eat anybody's S. K. I. N. So, I just wanted to check in and take your guys temperature on that and that's pretty much all I had as far as-

**Freddie:** As if Grant can’t spell.

**Ron:** Oh skin.

**Henry:** Pretty much.

**Anthony:** You get Grant's hammer, he’s like

**Grant:** What, what are you guys talking about?

**Henry:** Nothing, nothing, don't worry about it. I think we should definitely try to back Darrel's play but my worry is that sometimes someone gets so caught up in a situation that they make mistakes like that kind of thing. Look I'm putting it out there, I feel guilty even bringing it up because now I feel like I'm sowing dissent and I don't want, I feel like this was a mistake so let's table the dad huddle, but you know I just wanted to check in.

**Glenn:** All right.

**Anthony:** Okay, so you listened to your voicemail, so go ahead and roll for your phone, with advantage because it's a Nokia.

**Matt:** It's a Nokia, hell yeah. 19. Infinite battery life on that bad boy.

**Anthony:** Pretty much, yeah you'd have to roll a 4. Okay you hear the voice of your wife, Carol and you hear this sigh,

**Carol:** Hey Darryl, I just wanted to check up and see how the search was going and I wanted to apologize for snapping at you before, there was just a lot of emotions. I don't know I just had a bad feeling when you guys left and I didn't say anything and I was blaming myself, it doesn't matter I just want to say I'm sorry about that, I shouldn't have dressed you down in the way that I... And I guess call me back when you've found him.

**Anthony:** Then, you hear some rustling and you hear her continue to talk but it's muffled and further away.

**Carol:** Yeah, no Darnell, you're right, I was, I shouldn't have... He's trying his best and his best is very, very bad, but he didn't deserve that and I know and what kills me about this is it makes what I have to do afterward that much harder, I can't, I'm sure the kids are fine and he just lost them in probably some forest and they're getting high with Glenn or something like that, but this is why I feel like I should have done this sooner, rather than later.

**Carol:** I got to divorce him, it's not working for me, it's not working for him and it's like when I'm looking at you with your husband I think, oh that's the way that a marriage is supposed to be, just seeing you together made me realize like oh my God I've never been with anybody else and it's not his fault. I should have said something earlier. Clearly we're just not right for each other, I've never known anybody else. We dated since school, it's ridiculous like I don't know... Oh shit.

**Anthony:** And then you hear a beep and the phone goes off.

**Matt:** Well, Darryl, a lot like Matt, is trying to comprehend all that. Darryl stares at the phone for a moment and looks up at Grant. What's Grant doing?

**Anthony:** Grant is looking back at you like,

**Grant:** What's up, you okay?

**Darryl:** Hey, how's the window going buddy?

**Grant:** It's going. It's going fine I guess, I'm not really a carpenter guy.

**Darryl:** Keep at it. All right man you're doing a good job.

**Matt:** I look at the phone and I quickly text to Carol and I just say, I found Grant everything's good, love you babe, we'll talk when I get back.

**Anthony:** Cool.

**Matt:** And I send it.

**Anthony:** You immediately get a text back, because of the way the time works-

**Matt:** I don't look at my phone. I put my phone in my pocket.

**Anthony:** Oh, great. Okay cool.

**Freddie:** How much wood are they using to shore up the pub G?

**Anthony:** So that takes-

**Freddie:** Let's get back to that important wood conversation.

**Matt:** Darryl wants to get back to it. Darryl's like,

**Darryl:** How is everybody doing guys?

**Beth:** The one conversation we're not tabling is wood.

**Darryl:** How's everybody doing? I saw you guys huddling, everything good? We working?

**Henry:** You got it coach we're-

**Darryl:** All right man.

**Anthony:** So if you've boarded up all the windows, that has taken seven of the wood that you have collected so I guess Ron, you can deduct seven from your wood count unless you refuse to work with other people.

**Ron:** Okay, as a man I am more interested in wood, that's why I would like to keep the wood.

**Darryl:** No, I know you kept the wood and we used it, that's what. Look at your beautiful wood on all these windows.

**Anthony:** So as you guys are having this conversation, while you were all searching for wood and doing all this stuff, everybody roll perception.

**Will:** 15.

**Beth:** 17.

**Matt:** 25.

**Anthony:** Oh, wow.

**Freddie:** 16.

**Anthony:** Okay so all of you actually see a Drow. Actually, none of you never met a Drow before, so yeah. You see what looks to be an elf, but with dark grayish skin and a very nefarious countenance. He spells trouble just looking at him, and you can see him, basically walking up-

**Will:** Spelling the word trouble out loud.

**Anthony:** Yeah exactly. Anyway, you see a Drow crest the hill and look at your tavern, essentially. Are you going to, hi or-

**Matt:** How do we see because we've boarded up the windows? Are we seeing through the cracks in the wood-

**Anthony:** Yeah, you're seeing through the cracks essentially.

**Matt:** And he can't see that we're in here?

**Anthony:** He sees that there are, that the- [crosstalk 00:43:11]

**Matt:** Wood.

**Anthony:** -wood is boarded up which would, to him, probably imply that somebody is in there.

**Matt:** There's only one of them?

**Anthony:** Yeah, there's only one of them.

**Matt:** I cock the shotgun.

**Darryl:** Grant, you say you hid the last time?

**Grant:** Yeah.

**Darryl:** You good at that?

**Grant:** Yeah.

**Darryl:** Hide.

**Grant:** Okay yeah, no problem. Wait, what are you going to do?

**Darryl:** We're going to fucking kill this Drow.

**Grant:** I mean, wait a Drow?

**Darryl:** Yeah.

**Grant:** You don't have to-

**Darryl:** I don't know what that is.

**Grant:** It might be-

**Anthony:** Oh shit I should have come up with the names.

**Grant:** It might be the prized warrior of the Lord Frances Adrian. It might be Goose Moose Van Gloose.

*[all laugh]*

**Ron:** No.

**Henry:** Is that a traditional Drow name? Goose Moose Van Gloose?

**Grant:** I think it might be, he might be of the Underdark Van Glooses.

**Darryl:** So what's up with him?

**Grant:** He's a mage and he's really powerful. He was number one the last game I was in actually.

**Darryl:** Does he like to team up with other players?

**Grant:** No.

**Darryl:** All right then so, hide son, hide and we are going to do our best to stop this guy from... Henry, what would you suggest?

**Henry:** I don't know, I just think that maybe we should come up with a plan before we just go out and start killing people.

**Ron:** I say we let loose on this Goose.

**Darryl:** I just want everybody, so we're all on the same page, that if we don't kill 15 people, I understand your peace before war thing Henry, but 15 people have to die and my son's not going to be one of them. So if you can explain to me how you don't kill people in a situation where 15 people have to die, go ahead.

**Grant:** 15 groups.

**Darryl:** 15 groups.

**Henry:** I am not... Okay Darryl, what do you want to do?

**Darryl:** I want my son to hide and I want us to get ready for a fight if this guy's going to fight us.

**Henry:** Okay.

**Darryl:** All right.

**Ron:** Bring on the goose loose.

**Anthony:** Grant immediately-

**Henry:** Hold on, wait a second. I do have something to say.

**Darryl:** All right.

**Henry:** You know what, Darryl, you ever think that maybe we should leave the fucking baddest dude around alive for half a second? Why don't you fucking cool it dude? You know there's a lot of people stressed out around here. I get that this is your son, I get that we're going to have to eat his skin in 24 hours because of the blood pact, but maybe you could just fucking take it down a notch because there's other people and you need to, like there's more to being a leader than just being an alpha bro who goes around bossing people around.

**Anthony:** So, slowly you see Grant's head rise up-

**Henry:** Oh shit, oh my God. I'm so sorry.

**Anthony:** Above the bar.

**Matt:** I look at Grant, I hold up a finger, like one second and I go,

**Darryl:** Hey Henry, could you just keep it quiet so the Drow doesn't hear us?

**Matt:** And I toss the shotgun to Ron. I say,

**Darryl:** Nobody make-

**Freddie:** To Ron of all the fucking people in the room? To Ron?

**Matt:** I say,

**Darryl:** Nobody make a noise. As I was saying, just keep that gun on him and-

**Ron:** On who?

**Darryl:** On the Drow that's coming. Don't make a noise. And Glenn, get ready for those molotov's if he finds us.

**Matt:** And I walk over to-

**Freddie:** And Glenn's like,

**Glenn:** I wish I had a gun.

**Darryl:** If you and Ron want to switch up, you can do that.

**Matt:** And I walk over to Grant, and I put a hand on his shoulder. I was like,

**Darryl:** Don't worry about it. Let's just get through this first, son.

**Anthony:** Roll persuasion.

**Matt:** 13.

**Anthony:** 13 okay. Grant looks at you and you see determination in his eyes, and he goes,

**Grant:** We are talking the second this is over.

**Anthony:** He can tell something is wrong with you.

**Darryl:** Mm-hmm (affirmative)

**Anthony:** Okay so, you're looking at Goose Moose Van Gloose. He just hears everything you guys are saying; you were not quiet at all. So he disappears back behind the hill, and you're not quite sure where he is. While that happens you also hear the announcer go,

**Greg Proops:** Gas coming in for zones B and E. We are again starting the 15 minute timer and then you'll hear about the two other zones that are going to get gassed, back to it.

**Darryl:** Ron, what's the drow up to?

**Ron:** The glucose guy is-

**Matt:** As Ron's talking by the way, I just slowly walk up and grab the shotgun-

**Ron:** Wait, no, no I can do this. I can do this. I am not aimed at him because he is not there to aim at.

**Darryl:** Oh, okay.

**Anthony:** Okay, everybody roll perception with disadvantage.

**Freddie:** Natural 20 on the first one and then 18.

**Matt:** That's a 7.

**Beth:** I got a 2.

**Will:** 16.

**Anthony:** Okay, Glenn and Henry, you don't hear a damn thing, but you see the drow approaching you with an alarming speed considering where you just saw him. He's approaching you from the opposite side, sprinting on silent feet and he's going to try to magic missile the barricades on the windows. So that's 3d4.

**Beth:** What's a magic missile?

**Anthony:** A magic missile is one of the best early spells in Dungeons and Dragons because it's guaranteed damage.

**Beth:** It sounds like a sex thing.

**Anthony:** All right, well I don't know why I bothered answering honestly. I guess, fuck me for answering that.

**Will:** Actually a lot of the early spells sound like sex things.

**Matt:** We need a compilation of all the things-

**Beth:** Fuck me with a magic missile, am I right?

**Matt:** We need a compilation of all the things-

**Anthony:** Why don't you come diddle me with your mage hand?

**Matt:** It's the fifth thing Beth has said is a sex thing.

**Anthony:** He's going to roll a 1d4+1. He does 4 damage to the wood barricade on the window and just shatters it and wood splinters fly inward at all of you guys and he leaps inside and everybody roll for initiative.

**Matt:** Did Glenn and Henry have-

**Freddie:** Do we get to do anything?

**Matt:** Since they saw him coming?

**Anthony:** Oh yeah, right. You guys get immediate reactions before we go into combat.

**Will:** Okay so he's blown up the wood?

**Anthony:** Yeah, he blown up the wood and he's still sprinting at you like he's going to dive in.

**Will:** Okay, so I would use my visor which allows you to change two letters of any spell-

**Anthony:** Oh shit.

**Will:** To change what the spell does, so Healing Word, in this case, is going to become Healing Wood.

**Beth:** Oh my goodness.

**Matt:** Holy shit.

**Will:** Can it happen as the drow is jumping towards the window?

**Anthony:** That's great, yeah.

**Will:** What happens if I heal the wood while he's mid-wood?

**Anthony:** It will fucking Nightcrawler trap him inside of it.

**Will:** Hell, yeah. All right let's fucking do this. How many hit points does the wood normally have?

**Anthony:** Usually it's 4 hit points.

**Will:** Okay, so then I can cast first level-

**Anthony:** I'm sorry, 3 hit points, I lied.

**Will:** Okay, I can cast first level Healing Wood to heal the wood fully is what I'm saying, right?

**Anthony:** Right, yeah.

**Will:** I don't really need to burn a third level-? Okay, all right so that is a 1d4+3.

**Anthony:** Oh so no matter what it's going to heal them, great.

**Will:** Okay so I heal the wood.

**Anthony:** As he dives, actually before I get into the consequences of that, go ahead and give me a Wisdom saving throw.

**Will:** Me?

**Anthony:** Yes, we're going to do that every time you use that ability.

**Will:** Okay-

**Matt:** Sounds like Anthony thinks it's pretty strong.

**Anthony:** It's very strong.

**Will:** I got an natural 1.

**Anthony:** On no. So as you-

**Will:** Fuck.

**Anthony:** Oh that's a bummer, oh what a bummer.

**Matt:** Well I mean, natural 1 plus 6-

**Anthony:** No, natural, it doesn't matter-

**Matt:** Fuck.

**Freddie:** Do you have dadspiration from a previous?

**Will:** No.

**Anthony:** No.

**Beth:** Can I cast Healing ‘Healing Wood’?

**Anthony:** Wow, what a bummer. So the following things happen simultaneously-

**Matt:** The emotions are still high. Henry fumbled.

**Anthony:** Goose Moose Van Gloose dives through the air as you... What does casting a spell look like? What's the cool thing you do to fucking send it home that activates it?

**Will:** I grab the air with my two hands and then I'm telekinetically grabbing the wood and then I go like this to smoosh the wood back together by making it grow.

**Anthony:** Can you do that again but without saying like this for an audio podcast?

**Freddie:** Thank you Anthony. Thank you Anthony.

**Beth:** He does the movements from the OA.

**Will:** I do an interpretative dance, I pirouette and I say,

**Henry:** That's some good wood!

**Will:** And I gesture my hands out in a cool way and the wood fuses back together all over the guy's stomach basically.

**Anthony:** Yeah so as he's midway through diving in with fucking hatred in his eyes, the wood seals itself shut around him and basically completely holds him in place and he's completely frozen there and it does, let's say 2 damage to him as well as it just compresses around him like a weird wooden boddess.

**Ron:** Take that Couscous!

**Anthony:** And as that happens, your visor shatters on your head, unfortunately.

**Freddie:** No! It's such a good pun.

**Will:** It was too beautiful for this world.

**Anthony:** Too beautiful for this world.

**Freddie:** I'd like to also cast Hold Person on the Goose. Hold Person, humanoid that I can see within range, I saw him on the way in. Wisdom saving throw will be paralyzed for the duration, that's a saving throw of wisdom 14.

**Anthony:** Okay. Oh, natural 1. Very failed save so Hold Person just means he is paralyzed.

**Freddie:** Correct, yes.

**Anthony:** So he, as the wood goes around him, he goes,

**Goose Moose Van Gloose:** You mother fu-

**Anthony:** And then you paralyzed him and then he's completely freezes up and stops talking and is staring at you with this utter hatred in his eyes like he's trying to kill you with his gaze, but just he cannot move.

**Freddie:** I'll be clear, Hold Person is Glenn doing this rockstar pose and he's just putting the hand up like talk to the hand style, somehow. It's like a good pose move. Usually he'll do it for a beat hold, anyway.

**Anthony:** So how long is he paralyzed for?

**Freddie:** Up to one minute.

**Anthony:** Up to one minute, okay so you got, he's still stuck in there but you've prevented him for a minute from even trying to free himself from the wood.

**Glenn:** Someone should take one of my molotovs.

**Darryl:** Yeah, could we burn him to death or shot him in the head with a shotgun?

**Glenn:** Holy shit.

**Ron:** I'll shoot him. I'll shoot him.

**Beth:** I hit him with the gun.

**Anthony:** All right, go ahead and roll for a melee attack.

**Beth:** Okay.

**Glenn:** Guys we have a minute to fucking blow his head off. Blow his head off.

**Beth:** 17 plus 2.

**Anthony:** Okay, great so you've done, let's just say that that shotgun is 1d6 bludgeoning damage. You've done 2 damage to him, you kind of open up a little wound over his eye and he starts bleeding a little bit and he's staring at you with even more fucking hatred in his eyes. Since he's paralyzed we don't have to do initiative or proper combat or anything like that because combat in D&D is like every round is six seconds, you basically have 10 free rounds of doing whatever you want to this guy.

**Will:** I turn around and I just say,

**Henry:** Make it quick whatever you do.

**Darryl:** Ron, you want me to do this?

**Ron:** I can shoot him again.

**Darryl:** That wasn't shooting him.

**Ron:** What?

**Darryl:** That wasn't shooting him.

**Ron:** Okay, well I have to-

**Freddie:** So I have to concentrate, so I can't do anything right?

**Anthony:** You're holding him the entire time.

**Ron:** All right, you go ahead and you shoot Deuce Bigalow.

**Matt:** I grab the shotgun, I point it at his head.

**Darryl:** Grant there is no way you got, people die, you got to kill people in this?

**Grant:** I mean, some people have to die, we don't have to be the ones to kill him.

**Anthony:** And he's looking at you holding a shotgun to this guy's head and he's like,

**Grant:** I mean this guy, he's a bad guy but I don't, this feels weird man. I don't think I like this any more. Could you not?

**Darryl:** Yeah man.

**Matt:** I can't pull the trigger and I put the gun down.

**Glenn:** Jesus.

**Darryl:** We got to do something, we're in a death match but it's one thing to fight off vampires, it's another thing to put a gun at a guy's head. I've never done this.

**Glenn:** Are we literally just going to argue about killing this dude?

**Will:** So once he's unparalyzed, he's basically going to be able to rip free from that wood?

**Freddie:** Yes, he's going to kill us.

**Matt:** Did Henry say that or did Will say that?

**Will:** That's Will saying that.

**Beth:** Okay, what if we build more wood in front of him so that he can't get through the second layer of wood?

**Will:** Or stone? We could cask of Amontillado him.

**Matt:** Tell him something in the mechanics or something that he can just break through eventually.

**Anthony:** He can but it will take him time. If you wanted to run, it would give you time to run.

**Will:** Well that's just as fucked up as killing him I guess, because you're dooming him to, you know. Here's my only thing is, okay, so yes this-

**Beth:** So we should just let him go and just let him kill us?

**Matt:** Yes, seems like if we're in this-

**Freddie:** Someone kill this guy.

**Will:** So basically I made it weird is what we're saying.

**Freddie:** Henry made it fucking weird.

**Will:** Yeah, I don't know what you guys want to do?

**Freddie:** Fucking kill him.

**Darryl:** Grant, turn away.

**Anthony:** He-

**Henry:** Wait, I'll do it.

**Will:** I grab the gun.

**Glenn:** Henry?

**Henry:** I don't, I mean, what are we going to do? We're in this fucked up world, we've been in this stupid fucking world where there's nothing to do but kill people I guess.

**Darryl:** Wait, I know. Guys, you know when they execute prisoners, the way they do it is-

**Ron:** Oh yeah, with one blank.

**Darryl:** Is one blank, do you know what I mean?

**Glenn:** We only have one gun.

**Henry:** But if we all put our finger on it.

**Matt:** Did Grant hide?

**Anthony:** It seemed like you were going to kill him and then Henry said this, so he still looking at you guys. He wants to know that you're not going to kill the guy.

**Glenn:** This is kill or be killed Grant. Look at him.

**Grant:** I don't want to look at him.

**Anthony:** He closes his eyes and puts his hands-

**Matt:** I cock the shotgun. I shoot him in the head.

**Anthony:** Holy shit, okay. You don't need to roll for damage on that.

**Matt:** I feel like Henry, unless you want to roll dexterity. I feel like Henry went to reach it and I appreciate it, but I put his hand, the moment I see Grant duck down, I cock the shotgun, I point it at the head and I look away and I pull the trigger.

**Anthony:** Fuck.

**Beth:** Ron says,

**Ron:** Wow good shot, Henry. Henry, you really, really smoked that guy.

**Will:** I grab the gun from Darryl to basically play along like that's what happened. I don't want him to think his dad just iced this dude.

**Anthony:** Grant stands up and looks over and sees you holding the smoking gun and he looks at the horrible mess that used to be the Drow mage's face and immediately turns away, but he definitely saw you holding the gun and not his dad and he goes like,

**Grant:** Could we-

**Henry:** Let's move one.

**Grant:** Could we go, could we not be here anymore please?

**Darryl:** Yeah, we need to, well-

**Will:** Man, this is so dark.

**Matt:** Dungeons and Dragons is fun.

**Anthony:** Welcome to this comedy D&D podcast.

**Matt:** All right, I toss the- the Drow's half way through the window right?

**Anthony:** Yeah.

**Matt:** I toss the Drow, back out the window. I go,

**Darryl:** Ron, board this thing back [crosstalk 00:56:24].

**Anthony:** You can’t toss- You'd have to Winnie the Pooh style shove him through the hole because it's perfectly formed around his waist.

**Matt:** Oh shit.

**Beth:** Well we got to take the wood. If he's in the wood-

**Anthony:** You can't get the wood back if you harvest it from-

**Darryl:** I think we should stay here.

**Henry:** We're going to go, you go stand with your son, we will take care of this.

**Glenn:** No, this is easy. I'm going to take one of them molotovs, I'm going to burn this whole place down while we run away from it.

**Darryl:** No, this is our protection.

**Ron:** We hide the body-

**Darryl:** Henry, you got this?

**Glenn:** We're not hanging around here anymore with this corpse.

**Matt:** I walk over to Grant because Henry said he's got this, and I gave him a

**Darryl:** Thanks man for taking care of this. Don't let Glenn do something stupid.

**Ron:** Okay, we hide the body with the holographic pants, they're like somebody has hung up some pants on a boarded window and they're drying out and they're a little bit bloody and that's okay.

**Glenn:** Which from the outside, I guess that's already what you see is you see just like two legs just dangling like an inverse Winnie the Pooh situation.

**Henry:** What's crazy is with the inside, if you put the pants on the inside it would be like where's the guy?

**Glenn:** This guy is all pants.

**Henry:** Okay, we're going to temporarily put the pants over the blown off stump of his head so that Grant does not have to look at this dead Drow.

**Anthony:** It's funny again! Yay.

**Freddie:** Oh my God.

**Anthony:** You hear fucking Greg Proops be like,

**Greg Proops:** Oh we've got our first kill of the game.

**Henry:** This is a fucking nightmare.

**Anthony:** Anyway, you talk to your son or whatever.

**Freddie:** Holy shit.

**Anthony:** Oh, this is a lot. Maybe this was a mistake. Maybe I shouldn't have put you guys in FortNite, maybe this game's a lot darker than I gave it credit for.

**Matt:** This is good, we're going to survive this.

**Henry:** Okay. So here's my question, gentlemen. Is our plan to hole up here until they announce that this place is filling with poison-?

**Darryl:** Yes that's right we already got a lot walls here, we got wood. Look now there's half a body hanging out here, maybe nobody will come in here. Look, I don't want to kill people if we don't have to. Let's just hide in here as long as possible and just use this as a fort.

**Henry:** Okay.

**Ron:** And there's drinks in here-

**Darryl:** Yes!

**Ron:** -to dull the pain of having a headless man with pants.

**Anthony:** Okay.

**Henry:** Gentlemen, there is-

**Will:** And Henry now having seen some gnarly shit is ready to fucking get on board with the craziness.

**Henry:** -that's going on here. Gentlemen, there's a concept known as the sword of life and the sword of death and to walk in this world a person must be able to swing the sword of life and be able to love and be able to bring life into the world, but there are times-

**Glenn:** Is the sword of life your dick?

**Henry:** I'm trying to get in the spirit of the thing here Glenn, so there are times nature which I love more than almost anything except for my wife and my two beautiful boys, is a place of beauty and it is a place of savage ferocity and it comes a time in every person's existence where sometimes you must fight and this is one of those times and we must fight.

**Henry:** So, we must be prepared to be as the animals, to be able to fight and defend this young boy who is not just Darryl's son but who is all of our sons and we will swing the sword of death for this boy and we will defend him and we will find a way to not eat his face off and we will win.

**Will:** And with that, Henry kicks with all of his might the stump out of the fucking hole and then he goes outside and he takes the body and he props it up against the side of the door. He says,

**Henry:** This is the toughest guy in here, is that right? Well whoever comes by here is going to know that the people inside killed the toughest guy in this game.

**Ron:** Henry-

**Matt:** The only reason-

**Ron:** Henry, I didn't get a sword of death. Where was it?

**Matt:** The only reason Darryl didn't stop-

**Ron:** I searched my pockets and everything, I can't find it at all.

**Matt:** The only reason Darryl didn't stop Henry from going outside and screaming is he was kneeling down with Grant and I feel like when he finally... He wasn't really listening, he was just talking to Grant, and being like

**Darryl:** Hey, we're going to get through this.

**Anthony:** Grant was looking over your shoulder at everything Henry was saying and then Henry brought up the eating his flesh thing again and he goes,

**Grant:** Yeah, that's what I wanted to talk to you about.

**Darryl:** We're going to figure that out after-

**Grant:** No, no, no, no that was the whole thing was after we dealt with that guy you would explain. So what's going on dad, something's off? This is weird, I'm seeing emotions from you that I didn't-

**Freddie:** I love the idea that this is happening like in close-up, like a really intimate conversation, and then like behind them you can see us like trying to pull these holographic pants off of this corpse and dragging this thing outside and trying to stick this corpse onto a wall.

**Anthony:** Henry's doing the speech but it's in the background like, Doppler “we will swing the sword of death and…”

**Darryl:** Grant, we can't talk, don't worry your dad's going to take care of it, we got to get through this first.

**Grant:** No, no your friend, the hippie guy, just shot somebody, I don't understand what's going on, you need, there is something you're not, you know I can handle the weird, you know I've done this before, this part I've done before, not the death and the stuff, but I can handle whatever's going on from you. You're freaking me out, okay, there's something going on and it's really weirding, what's wrong with you, something's happening with you?

**Darryl:** What's wrong with me?

**Grant:** Yes.

**Darryl:** Grant, do you see where we are right now? We got to solve this first.

**Grant:** It's solved, he's dead.

**Will:** Henry pokes his head back in through the hole and says,

**Henry:** Darryl, I can't help but overhear. I have some advice I would like to butt in with.

**Darryl:** Hey Henry, did you just tell everybody our location?

**Henry:** I told everybody that we killed the baddest dude in this entire fucking thing and if they want to not get wasted like this dude is, maybe they'll steer clear. That's kind of what my plan was but-

**Darryl:** I didn't hear you, that sounds pretty dope actually.

**Henry:** Okay so I had more of a thing- Could you just come over here for a second? Grant, one second, I need to borrow your dad.

**???:** Jesus Christ.

**Ron:** Hey Darryl, have you seen my sword of death?

**Darryl:** No, did we get a sword?

**Ron:** Yeah, guess what-

**Darryl:** Did we find a sword? It would be helpful.

**Henry:** No no, okay.It was a metaphor, it was a metaphorical sword.

**Ron:** Well, where is it?

**Matt:** Can we keep searching for 15 minutes, can we search for more?

**Freddie:** Glenn is sniffing the molotov stuff, like

**Glenn:** I wonder what this would taste like?

**Anthony:** You can search one more time in this area, yeah.

**Freddie:** Well, we'll do that before we, tell us when our 15 minutes are coming close so we can search again.

**Anthony:** You have three minutes left before the next zones get announced.

**Henry:** Okay.

**Darryl:** What's up Henry?

**Henry:** Far be it for me to kibitz on another dad's dadding style, but I think what Grant is looking for from you is not just a reassurance that everything is going to be okay, but a genuine connection. So, it's you know, maybe just open up to him, maybe just tell him what's really going on with you. He needs a dad and he needs a dad to be a leader, but he also needs to, you know. He feels like he can't trust you right now. He feels you're putting up this wall between them and I think that might be making him more scared because-

**Glenn:** Let the only walls that we build be the ones made of wood and stone outside of this-

**Henry:** That is a beautiful sentiment Glenn.

**Glenn:** Thanks man, that's just working on some lyrics here.

**Anthony:** You just liked peaked your head over while you're pulling the pants off this fucking thing, be like ‘I couldn't help but overhear.’

**Glen:** Hey, just really quick just thinking about some lyrics and, anyway yeah sorry.

**Darryl:** Hey, Henry, I appreciate what you did with the shotgun, let's just try to again, next time that we're hiding, let's not raise our voices so loud so that doesn't happen again and we got only a couple minutes so let's do this everybody, all right? Let's do this, let's go search.

**Ron:** Wait, what are we doing?

**Darryl:** We got to search more and we got to find more weapons in case this happens again. We're going to get through this.

**Ron:** I want more wood.

**Anthony:** If you want to, if everybody wants to roll again to search or get crafting materials, we can do one more round of that and then I will roll on the encounter table, which is now one person shorter now that you've murdered Goose Moose Van Gloose.

**Freddie:** Murder is a very strong word for self defense.

**Anthony:** You did a very strong murder.

**Freddie:** Self defense.

**Matt:** I get 5 stone.

**Freddie:** 9 investigation.

**Anthony:** A 9 investigation is not going to get you anything.

**Beth:** 14 wood.

**Anthony:** 14 wood. All right and go ahead and make sure to mark down these-

**Darryl:** Hey, do you want to make those stone by any chance, Ron? That would be helpful.

**Ron:** No, I'll keep wood, thank you.

**Darryl:** Okay.

**Will:** Do I add anything to it or is it just a number?

**Anthony:** Just the straight 20, unless you're searching for items which gets an investigation roll.

**Will:** I got a 5 for wood.

**Anthony:** All right, I'm going to roll for encounters.

**Will:** Okay, we should patch up the hole in the window.

**Anthony:** Okay. That will take 2 woods, so you can decrease two from whatever you just collected.

**Henry:** Do we want to build a second story on this thing?

**Glenn:** Yeah, let's make a dummy tower and booby trap it.

**Darryl:** That's a good idea.

**Henry:** I like that.

**Ron:** Let's make a bridge.

**Darryl:** To where, Ron?

**Ron:** You laugh but we could make a bridge from this world to our world.

**Henry:** I don't think we're going to make that kind of bridge out of wood, that seems like something we're going to need-

**Ron:** Yeah, that's more of a heart bridge.

**Henry:** Yeah, yeah.

**Ron:** Let's make a bridge to a tower of booby traps.

**Henry:** All right.

**Darryl:** Grant, you want to help out Glenn get that tower built?

**Anthony:** Grant just looks at you with this glare that you've sort of seen before. He's just like,

**Grant:** Yeah sure, no problem.

**Darryl:** All right, good job buddy.

**Ron:** We need to make a bridge between father and son. Darryl, if you could hold this board and then Grant, your name's Grant?

**Grant:** Yeah.

**Ron:** Could you hold the other side of this board and then-

**Henry:** I like this.

**Ron:** And then there you go. Now we could cross it but most importantly, in the words of Henry, feelings could cross you inside.

**Henry:** I have never been more proud of you, Ron. I think you and Glenn have really internalized a lot of positive messages about masculinity and being intimate and vulnerable. You two are doing a great job with that.

**Ron:** Oh, thank you. I'm just very excited to find the sword of death.

**Matt:** Me and Grant are just holding this board.

**Darryl:** So take this wood and this would be good for maybe use this as part of the truss for the tower.

**Glenn:** I got an idea. We'll build a little shack out there that says, ‘free sword of death inside’ and then I'll dowse it in oil from my jug of oil and then make a line of it all the way back to here so we can booby trap this distant shack.

**Henry:** There is a good chance that Ron will go into that shack.

**Ron:** Yeah, who will be there to get the sword though?

**Darryl:** That's a good idea Glenn. I think that's a good game plan. What's everybody think, good game plan?

**Henry:** Let's build a booby trapped tower and shack.

**Glenn:** Tower is a lot of-

**Anthony:** So the shack will take, it's going to be out of wood presumably?

**Will:** Yes.

**Matt:** Yes.

**Anthony:** So it's going to take 10 wood.

**Freddie:** No I have to go make it out of stone, the hardest thing to blow up.

**Anthony:** Oh yeah, you guys have been acting purely logically.

**Beth:** That is so mean, Freddie.

**Anthony:** Far be it for me to assume you guys might do some dumbass shit.

**Beth:** Oh my gosh.

**Anthony:** So deplete your resources by 10 wood. So as you're building it, you hear Greg Proops shout out,

**Greg Proops:** All right it's that time again. The next two zones that will be hit with poison gas are,

**Second head:** Can I get a drum roll please?

**Greg Proops:** [imitates a drum roll] Zone A for the armory and Zone I for ice cream.

**Second head:** You scream, we scream, we all scream for death!

**Anthony:** Perfect.

**Greg Proops:** That's right and we'll be back in another 15 minutes with an up-

**Anthony:** And as he's saying that a rocket screams through the air and slams into the side of this hot air balloon that you can sort of see in the distance and there's an explosion and it fucking crashes to the ground.

**Freddie:** Oh they're definitely giving commentary during all of this.

**Second head:** Oh no. We seem to be dying.

**Greg Proops:** Where we dropping? Looks like right about here and that's going to be real quick-

**Anthony:** And then as he-

**Second head:** Greg, it's been one hell of a ride, I'm glad that if I'm going to die, I'm going to die with my best friend: you, the man I share a body with.

**Greg Proops:** I kind of resented you after about year three but I sort of came back around to you so it's a real shame-

**Second head:** It's been a complex journey and I hope we get to hear about it more one day you crazy son of a bitch… [screams fade into distance]

**Anthony:** And then there's a crash and everything goes silent. They've also been speaking via microphone, obviously and after a second you hear the like... [tap tap tap of someone hitting microphone] Of somebody presumably picking up their microphone in the distance. You can't see them because they've already crashed or whatever and you hear a voice that's familiar in some way, but you can't quite place it saying,

**Mysterious Voice:** This message goes out to the Doodlers, I'm changing the rules. No more top five survive, none of that bullshit anymore. It's winner takes all baby. There's going to be one group left, and it's going to be me, and I'm coming for you. Doodlers wherever you are, no matter how you're holed up, no matter what you're going to do, I'm coming for you and you are not going to see the next fucking sunrise and neither is your stupid Goddamn son. You might as well eat his skin now, honestly. I'm coming for you.

**Anthony:** And then you hear the sound of the mic dropping.

**Beth:** I mean-

**Will:** Doodlers come out and play.

**Beth:** If we're playing FortNite though, we're not going to see a sunrise anyway. Ha!

**Freddie:** Dungeons and Daddies, this is Matt Arnold as Darrel Wilson, Anthony Burch as our DM, Will Campos as Henry Oak, Beth May as Ron Stanpler, and myself Freddie Wong as Glenn Close. Theme song and outro is All Right by Maxton Waller. Thank you this week to Frances Adrian for the excellent name submission which is perk of being a Patreon supporter. Another one is that your name gets entered into a shoutout pool. So, this week let's give it up for Griffin Mehan, Jessica Olson, Mr. John Q. Wolfman the third, Jaquelyn and Ben Harris. These are folks who are not just satisfied with mere passive listenership, no. They took it upon themselves to put the rest of you on their backs and when you look back over your podcast life and see over a thousand sets of footprints, know that that when all of our fine Patreon supporters carried you.

**Freddie:** You too can get in on that hot, hot Patreon action full of perks and good vibes by heading over to patreon.com/dungeonsanddads. You want to get there soon because we're going to be recording the cannon prequel in about two weeks time, where we play the dads grandfathers in the campaign Anthony has called in the mountains of dadness, which is going to be set in the Call of Cthulu system. That's going to be available to Patreon subscribers at all levels and that'll be likely coming out in October so head on over to patreon.com/dungeonsanddads to reserve your digital e-seat before someone else takes it, that's not how that works. That's not how the internet works Freddie.

**Freddie:** Anyway patreon.com/dungeonsanddads. @dungeonsanddads on Twitter and the @, that's shift two for those of you new to the keyboards. bit.ly/dungeondads for that private Facebook group. R/dungeonsanddaddies for that sub Reddit and bit.ly/DADGUT, that's capital D. A. D. G. U. T. that's all caps. For the group transcription project, we're about half way done with transcribing the episodes and if you've got crazy fast fingers and you like to type, well check it out, help us transcribe these episodes. Speaking of episodes, the next one's coming at you October first. So until then, if you can measure once and cut twice, that's way more efficient, you're going to be a better carpenter, everyone's going to think you're cool, they're going to give you discounts at the hardware store.

**Freddie:** Thanks for listening everyone, we'll see you then.

**Beth:** As long as he doesn't spell skin.

**Anthony:** Grant's like,

**Grant:** Why do you keep bringing up the skin thing?

**Anthony:** You see him cresting a hill-

**Will:** It's foreskin.

**Beth:** No!

**Matt:** I was waiting for somebody to say that.

**Anthony:** Oh no.

**Freddie:** Oh that's the worst.

**Beth:** Not in the house.

**Will:** Another classic Will Campos vocabulary crime. Holy shit.