Dungeons and Daddies

Dungeon Master: Anthony Burch

Glenn Close: Freddie Wong

Darryl Wilson: Matt Arnold

Henry Oak: Will Campos

Ron Stampler: Beth May

Episode 18 - MMMPop!

[*Sportscenter-esque music plays*]

**Sportscaster 1**: Time now for the Phandalin Murder Sports Play of the Day, brought to you by Bullywog’s! Step into your local Bullywog’s and try out their new Sizzlin’ Smilodon Sliders, for a limited time only. New location opened up now in Thundertree. Hey, your neck of the woods!

**Sportscaster 2:**. Yeah, I’m going to go have to get down there and slam some brewskis with my buds.

**Sportscaster 1:** Today's play comes from the Meadowshade Four Knights competition. Early game, two zones down we’ve got Goose Moose Van Gloose!

**Sportscaster 2:** Love me the Gloose!

**Sportscaster 1:** Going toe to toe against rookie team, The Doodlers, and things do not go well for the downtown drow down in zone G.

**Sportscaster 2:** No sir they do not. Let's get into the action.

**Sportscaster 1:** Doodlers here laying low, going for the camping strategy, but Van Gloose is not fooled, comes in hot with the Magic Missile, [*glass shattering*] BOOM goes the window, Van Gloose sprinting forward, going for the dive, and [*tire screech*] stopped mid-air!

**Sportscaster 2:** That’s the magic of the Revisor right there. Doodler, Henry Oak, trapping Van Gloose in the window by casting Healing Wood! Some lightning quick wordplay and teammate Glenn Close following that up immediately with a quick cast of Hold Person, and that drow is going nowhere.

**Sportscaster 1:** Now here’s where things get interesting. Just as Darryl Wilson pivots his son away from the imminent carnage, The Doodlers get locked in a debate about the ethics of murder!

**Sportscaster 2:** What a quagmire!

**Sportscaster 1:** Glenn Close sidestepping with a clutch rationalization while Oak and Stampler struggle to seal the deal until —

[*shotgun cocking and blast*]

**Sportscaster 2:** Boom shaka-laka! Darryl Wilson takes the lead and blows Van Gloose away! Let’s go down to the Bullywog’s *Wog this Way* slow-mo kill cam for a closer look.

**Sportscaster 1:** Check out this teamwork. Right before Grant Wilson turns around, Henry Oak grabbing the smoking shotty from his old man’s hands, and Stampler giving him the credit for the kill! Now that’s what I call parenting!

**Sportscaster 2:** With moves like that, it’s no wonder a mysterious masked man has stormed into the game to take these Doodlers down!

**Sportscaster 1:** That’s right. No more eye in the sky. All bets are off. Who knows if The Doodlers are getting out of this predicament. You know all in all some exciting action there coming out of Meadowshade.

**Sportscaster 2:** And that's the play of the day.

[*background music ends*]

**Sportscaster 2:** Up next, the latest on the Unfortunate Foster Children League’s performance enhancing potion scandal! How young is too young to start using them?

**Sportscaster 1:** Well because they’re legal right?

**Sportscaster 2:** Oh absolutely legal—

**Sportscaster 1:** [*laughs*] Yeah!

**Sportscaster 2:** I mean what’s the point without em’!

[*theme song*]

**Freddie:** Welcome to *Dungeons and Daddies*, occasionally a BDSM podcast. Actually, it’s a DnD podcast about four dads—

**Will:** I was just gonna say, um, actually, it’s a DnD podcast.

[*all laugh*]

**Matt:** Also I kind of miss the pseudo BDSM times—

**Will:** What do you mean?

**Anthony:** You mean when we had our innocence?

**Matt:** Yeah. There hasn't been a lot of sexy times in a long time. It’s been mostly murder.

**Beth:** Guys, give Freddie a break. He’s just trying to introduce the world to our podcast.

**Freddie:** [*overlapping*] I’m just trying to get through the damn introduction here.

**Beth:** They’ve never listened to it before.

**Freddie:** My name is Glenn Close. Nope, it's Freddie Wong and I play Glenn Close. I made the Will Campos mistake.

**Anthony:** [*overlapping*] The character is so in ink.

**Freddie:** The rock and roll bard dad of the group and this week’s dad fact about Glenn Close: with the actual Area 51 raid now come and gone, I’m sure we all have UFOs and aliens on the mind and just a little story about Glenn, specifically about the three UFO videos that got released by fellow rock and roll star Tom DeLonge, a good friend of Glenn Close’s actually, Blink-182 star was responsible for the release of three videos from the U.S. Navy declassified, titled ‘Floor One’, ‘Gimbel’, and ‘Go Fast’, those of you UFO fanatics out there wanna know—

**Will:** Wait, there’s one— Is it Sonic? The ‘Go Fast’ one?

**Freddie:** No, it’s not— [*laughing*] Yeah, that’s the one where they actually captured Sonic the Hedgehog on radar.

**Anthony:** The upcoming documentary with Jim Carrey in it.

[*all laugh*]

**Freddie:** Here’s Glenn Close’s hot take on ‘Floor’, ‘Gimbel’, and ‘Go Fast’: those are easily explained by a weather balloon, or some sort of stationary balloon, some kind of distant jet or some kind of passenger airplane, or any of those things. Hence the names, ‘Gimbel’, etc etc. It’s like they’re secretly telling you what they actually are. The real secret is why is Tom DeLonge, his fellow rockstar, now working for the government to put this interference out there? That’s the real conspiracy folks!

**Will:** What do they have on Tom?

**Freddie:** What do they have on Tom? What do they have on Blink-182 guitarist Tom DeLonge?

**Will:** They don’t have any big things on Tom, but they do have *All the Small Things.*

[*all laugh*]

**Beth:** No.

**Matt:** No…

**Anthony:** Holy shit.

**Will:** Yes!

**Freddie:** We’re back baby!

**Will:** What’s up everyone? I’m gonna take that opportunity to introduce myself. I'm Wil Campos I play Henry Oak, Birkenstock rocking, granola crunching munchy hippie nature druid dad. This week's dad fact about Henry Oak is this: we've all heard Henry's favorite TV show, we've all heard of Henry's favorite drink. But did you know that Henry's favorite radio station is the Wind? That’s right! One oh three point one KWND the Wind! Serving San Dimas all the classic country from the 60s, 70s, 80s and more, you’re listening to [*blows air*] the Wind.

**Beth:** As the husband— as the husband of a classical rock DJ— I mean, you are a walking betrayal, listening to the Wind!

**Anthony:** Yeah, how does Mercedes Oak-Garcia feel about that?

**Will:** Oh, shit, I didn’t think about that.

**Beth:** Yeah!

**Freddie:** You didn’t think about that?

**Anthony:** She literally hosts radio shows—

**Will:** I was so excited for my Wind double trap card reversal—

**Beth:** Think about your wife.

**Will:** Okay, alright, alright—

**Beth:** Disgusting.

**Will:** Alright.

**Freddie:** Second favorite.

**Will:** No no no no no no no! It’s canon, I said it.

**Anthony:** Oh shit, alright.

**Matt:** He doesn’t have to patronize his wife by just saying hers is the favorite!

**Will:** Yeah, you know, they have a relationship based on honesty.

**Anthony:** Yeah. That’s true. Well, she appreciates it, ‘cause like if you had said it to her she would know you were lying.

**Beth:** [*overlapping*] Alright, well you guys worried about Darryl getting a divorce—

**Anthony:** ‘Cause she’s seen the look on your face when the wind is blowing really nicely—

**Will:** Henry has a very special relationship with the Wind, it was the station he listened to in college, it was the station he listened to when he fell in love with Mercedes Oak-Garcia— Don't you take this from him. It's one of the few great classic rock stations left in that part of California. They've all been bought up by Clear Channel, but one oh three point one the Wind still plays the classic cuts, they still let the DJs do what they want.

**Beth:** Alright, cool. My name is Beth May—

[*all laugh*]

**Beth:** And I play Ron Stampler, emotionally detached stepfather and a rouge. Fun fact about Ron is that, actually, his favorite radio station is Mercedes Oak-Garcia’s station.

[*all laugh*]

**Beth:** No, no no no, Ron doesn’t listen to the radio.

**Will:** I have never seen Beth this mad in the entire time I’ve known her— like, she’s legitimately offended.

**Freddie:** Ron feels like an AM radio kind of guy.

**Beth:** Well, he would, like, I’m sure he would be like looking on his body for antenni to listen to the radio.

**Matt:** I like the idea that Ron’s never listened to the radio and someday somebody just steps into the car and turns it on.

[*various overlapping impressions of Ron saying “What the hell?”*]

**Beth:** Actual, real, canon Ron fact is that he had a tummy ache during the first part of the Fortnite, you know, thing. But he was too manly to say anything, so, it eventually went away, and that’s great.

**Anthony:** That’s— that’s it! Like all good problems if you’re a man, you just sort of bury it and it just eventually disappears.

**Beth:** Yeah, exactly.

**Matt:** Hi, my name is Matthew Arnold. I play Darryl Wilson, a stay at home coach dad who’s now a barbarian in the forgotten realms and a little dad fact about Darryl, since I got that grill: so Darryl loves barbecue and he still uses his dad's original P.K. Grill which is an old school charcoal grill from the 19th. They start in 1952 so he has his dad's Grill which is from 1954 one of the originals! He knows propane is better but gosh darn it he knows how to use charcoal just like his dad did.

**Freddie:** They look like little UFOs.

**Matt:** Yeah, they’re— they’re great! They do what they need do they heat up, they get hot and you cook the meat on it and he loves pork ribs and brisket and he hates— both Carol and Grant love chicken which he thinks is a big waste of time on the barbecue, like why the hell you cook a bird on the barbecue?

**Beth:** Did you say he hates Carol?

**Matt:** Maybe a Freudian slip. No, he hates that Carol and Grant like barbecue chicken. The only thing that he likes to eat on the barbecue chicken is the skin and he's been thinking about that a lot recently.

**Anthony:** Hoisted on his own petard! I’m Anthony Burch. I’m your daddy master and, canonically, I am your dad. I’m also your dad.

**Freddie:** Some long awkward conversations with everyone’s moms to be had in the upcoming week.

**Matt:** Anthony’s had sex with all of your moms.

**Anthony:** Yeah! They— they loved it. Don’t get me wrong; it was great. Everyone had a good time.

**Freddie:** Everyone: seven out of ten at least.

**Anthony:** I’m sorry I haven’t been around as much but I'm trying to make do. I'm trying to be better. I'm here now aren't I?

**Beth:** Honestly learning that I’m gonna cancel my therapist tomorrow.

[*all laugh*]

**Anthony:** I mean you and I already have maybe the most complicated psychoanalyst analytic relationship two human beings can have.

**Beth:** We’re each other's dad.

**Anthony:** Cosplaying as you in a podcast.

**Freddie:** Special thing going on this week; Beth has graduated from the dice tower, which you've heard in the background of all the previous episodes, to a dice tray. This one sent in actually by listener John Nicholson. This is a zebra wood laser engraved dice tray!

**Anthony:** Made from the bones of a zebra.

**Freddie:** Made from dead zebras.

**Beth:** John, this is so cool. Like I didn't know that it was for me, really, and I like called dibs on it. Immediately I was like I need this. It's so cool. If I don't score good dice rolls though, I will blame you.

**Matt:** Can you roll a d20 on it?

[*Overlapping “Roll one!”s and “First roll!”s*]

**Beth:** Natural 20— just kidding that’s a 2.

[*all laugh*]

**Matt:** I don’t like this, I don’t like this.

**Beth:** Alright, John—

**Anthony:** Thanks for fucking us, John!

**Beth:** Thank you so much, it’s like literally beautiful. It’s so exquisite.

**Freddie:** Will it be enough to tame Beth’s wild dice rolls—

**Beth:** Probably not.

**Freddie:** Only time will tell. By the way, just as a quick shout out, John has a company called Braveburn Crafted Goods, it’s on the Internet, ‘Braveburn’, one word. Do a google search, we also link to it in our Twitter. So thanks very much, John!

**Beth:** Thank you, John.

[*music*]

**Anthony:** So to summarize what happened last time; you jumped into a game of For Knights which is— is Fortnite. It's a battle royale game. After Grant explained all the rules to you, you jumped down, you went into the PubG tavern, you immediately sort of made a little base for yourself—

**Freddie:** We found a gun.

**Anthony:** You found a gun because you had a really good investigation roll. Found the only gun in this game so far. And then, promptly upon the approach of a dark elf you used your Healing Wood spell, which is not a real spell but you got to use it because your visor of like alphabetical manipulation, you trapped him in there and you paralyzed him like a sad Winnie the Pooh, and then Darryl shot it in the face and killed it in one hit, and then Grant stood up and saw Henry Oak holding the smoking gun and Ron very wisely then said ‘What the fuck Henry?’ and so currently Grant thinks that Henry murdered that guy and not his dad.

**Matt:** Shot him in self-defense.

**Anthony:** Okay. I feel like we'll leave that to the audience.

**Will:** Since he’s a Drow, wouldn't that be Elf-defense?

**Anthony:** Oh God. Oh boy.

**Freddie:** Brilliant. Brilliant.

**Anthony:** Well you get advantage, everybody else takes a d4.

**Matt:** First damage we've taken in Fortnite.

**Anthony:** Yeah.

**Beth:** I got 3 damage.

**Freddie:** 2 damage!

**Matt:** I took 3 damage from Will’s incredible dad joke.

**Anthony:** So Will’s got inspiration, whenever you want. He can spend it on advantage.

**Matt:** I give three out of four stars for that dad joke.

**Beth:** Will, couldn’t you be satisfied with just your cool Healing Wood thing? Like isn’t that enough for you for a while?

**Will:** That was last week! My self esteem has a giant hole in the bottom of it that drains out and needs constant refilling.

**Anthony:** Will is a professional writer, and, so!

**Matt:** I’m a little concerned that if we have eighteen other groups to kill that Anthony’s gonna judge us on everyone we murder in hostile defence.

[*all laugh*]

**Freddie:** Yeah, this is part of the rules of the game!

**Matt:** Anthony’s like, ‘Um, you have to kill eighteen people— Oh, hello, murderers.’

[*all laugh again*]

**Anthony:** Well we talked about this last time— last time—

**Will:** Jeez, Anthony, what is this, *Spec Ops: The Line*?

[*all laugh some more*]

**Matt:** [*mocking Anthony*] ‘Look what you’ve done!’

**Anthony:** [*mocking himself*] ‘Don’t you love killing people? You’re a pervert for playing this game!’ Yeah, no, I mean we were literally talking about this last week, ‘cause I was like, ‘Oh no, I need to find some way of making that not happen again’, ‘cause it made our comedy podcast suddenly very not funny, because of the design of it— but then I realized, like, there’s literally no way for me to plan for that to not happen. You’re all roleplaying as characters that have functioning moral compasses, and Dungeons and Dragons is predicated on the idea that your characters do not.

**Beth:** I mean, ‘cause we’re all dangerous as people.

**Freddie:** We got that edge!

**Anthony:** So I guess I'll try my best to make them all, you know puppy stomping Nazis, but we'll just sort of see how it works out at the end. After you murdered— or killed in self-defense, maybe— after someone was shot in the face by someone, Greg Proops from *Phantom Menace* announcer in the hot air balloon that was over the Fortnight map was shot down by a rocket, and then a mildly familiar sounding voice picked up the microphone that they had and said that even though normally a For Knight game can end with a lot of people just from hunkering down and waiting for it to end, whoever this guy is is determined and he's going to kill you before the game is up. He is not in this to win. He is in this to get rid of all of you.

**Matt:** So you made this murder game even a more murderous?

**Anthony:** Yeah, but he's clearly the bad guy there right? I mean he's coming for you specifically.

**Matt:** Yeah.

**Freddie:** He also murdered Greg Proops!

**Matt:** Yeah he murdered two innocent— and I mean okay, those announcers are not that innocent.

**Will:** Can I just say one thing though? This one really really important thing.

**Matt:** Uh huh.

**Will:** How did they not get Colin Mochrie and Ryan Stiles to be the two heads of the fucking—

[*all make sounds of agreement*]

**Will:** —announcer in *Star* *Wars*?

**Anthony:** That’s why *Phantom Menace* was bad!

**Will:** Greg should have fallen on the sword and been like, ‘No, this would be better as a Colin and Ryan joint’— Anyway we can continue the podcast now, I just wanted to get that off my chest.

**Anthony:** If it weren’t for that, *Phantom Menace* would be fucking great.

**Will:** That was the one flaw in the diamond that is *Star Wars: The Phantom Menace*!

**Anthony:** We’ve talked about how *Phantom Menace* is the best of the prequels, right? That’s just an objective fact.

**Beth:** Best of the *Star Wars* series.

**Anthony:** Okay, so we’re just gonna move on.

[*all laugh*]

**Anthony:** Before this gets too bad we’re just gonna keep going.

**Freddie:** I would put *Phantom Menace* above— I would put— At the top of the prequels! At the top of the prequels, and at the top of the sequels.

**Anthony:** That's insane. You just said a bunch of insane things, I’m going to move on past that. So, the fifteen minutes is starting now. I believe it's armory, bomb makers, egg farm, and ice cream. A, B, E, and I. Those zones will be filled with poison within fifteen minutes.

**Freddie:** Ah man, last chance to get ice cream, guys!

**Anthony:** Currently, zone G, the tavern, is not in any danger but everybody roll perception.

**Beth:** I got a 5.

**Freddie:** Yes, natural 20 perception roll.

**Matt:** I got 12.

**Will:** I got a 22.

**Anthony:** Wow. Jesus. Okay so, Glenn and Henry with your 20 slash over 20 rolls, you can see a very buff grey humanoid with a brown cloak over his shoulder sort of hunched over— I'm looking at a picture of him right now on D&D Beyond, he’s very Solomon Grundy-esque. You see him before he sees you. You basically can see him crest a hill nearby and he sees the bar but he can't tell whether or not anyone is inside of it.

**Freddie:** And he looks like he's hunting for blood, right?

**Anthony:** I mean, he's just walking. You can't really tell. He's got a-

**Freddie:** Natural 20 doesn't give me any perception into his intent?

**Anthony:** Okay, with a natural 20, I tell you what items he has. He's got what looks to be a wand with a flaming end. It's not like a torch, it's a magical wand that's got these little flames that are orbiting around the sides of it, and he's got what looks to be a couple of green herbs.

**Glenn:** Yeah! That's what I'm talking about! Yeah, baby! This guy's my new best friend! Hey guys, guys, I think this guy's got some righteous herb. What do you -

**Henry:** What do you guys? Okay, so -

**Darryl:** All right, so guys, somebody is coming after us. Does anybody recognize that voice?

**Henry:** I don't know. We pissed a lot of people off on this journey of ours. I'm a little worried it could be Cern? Do you think maybe it's Cern?

**Darryl:** No. It couldn't be Cern.

**Will:** I can't even bring myself to say the funny thing I was going to say.

**Matt:** What were you going to say?

**Anthony:** Are you Cern-tain?

**Will:** I didn't say it! Anthony said it, so we don't take damage!

**Darryl:** It's okay, it's okay Henry, the callous humor is good in times like this. I appreciate it.

**Henry:** Ah. This is... Gosh, boy, I'm just feeling so many things right now. There is also a fairly large Solomon Grundy-esque gentlemen lumbering towards us. Does anyone know the classic DC movie villain character Solomon Grundy? Born on a Monday? Et cetera et cetera. He's like a big, gray guy, I think. That was a deep pull that Anthony made, to say Solomon Grundy, I don't know that people are going to follow along with that.

**Anthony:** My bad, guys.

**Henry:** He's like a big scary looking guy.

**Anthony:** Yeah, he's like Frankensteinian. He kind of looks like a Frankenstein's monster dude but with long white hair.

**Freddie:** Frankenstein, no bolts, white hair, silver.

**Anthony:** Yeah. Exactly.

**Matt:** Okay, is he coming towards us? What is he doing?

**Anthony:** He is basically looking at the bar. You can see in his head he's kind of like, "Do I go in? Do I explore this? It is boarded up, could people still be inside? Maybe they left?" He's sort of deciding what he's going to do with this, but he's definitely thinking about the bar right now.

**Henry:** So...

**Matt:** Stay still.

**Freddie:** Everyone should just stay quiet, and let's see.

**Will:** I think we got to lay low.

**Freddie:** Lay low and observe.

**Beth:** Yeah. If you don't move, they can't see you.

**Anthony:** Okay. He is going to roll perception, let's say. Oh. That's a 21. With that good of a perception roll I think he can just tell that there are multiple people inside.

**Will:** Does he react to seeing the dead body of Spruce Vous man?

**Freddie:** Spruce Vous Van Gloose.

**Will:** [crosstalk 00:16:51] Deuce Biggolo??

**Anthony:** Important question, does he still have the pant belt on his face? Is he still just two pairs of pants, like...

**Will:** No, we kicked him out of the hole.

**Anthony:** Oh, okay.

**Will:** Yeah, yeah, yeah, yeah.

**Beth:** I took the holographic belt back.

**Anthony:** Okay, so he sees the corpse there. What's he going to do? What kind of bad boy is this? I'm going to give him a Wisdom roll to see if he can decide whether or not he's going to go after you. It would be wise to not attack you.

**Freddie:** Some bad mother -

**Anthony:** He did not do well on his Wisdom roll.

**Will:** Is he a dumb boy?

**Anthony:** So he's a dumb boy.

**Beth:** Oh, silly.

**Matt:** Oh, now I sympathized with him.

**Anthony:** So he's not like, nice dumb. He's like murdery dumb.

**Glenn:** Darryl. Darryl! He's coming this way.

**Darryl:** Shit.

**Glenn:** So - what was the plan? We're supposed to lure him in here and then set this place on fire?

**Darryl:** I think we're a little late for that. We don't have any booty traps. Booty traps?

**Freddie:** Booty traps!

**Anthony:** Booty traps!

**Freddie:** Matt...

**Anthony:** [crosstalk 00:17:34]

**Will:** Can they play those at the Booty trap house, is that?

**Freddie:** Matt...

**Matt:** Or they play music that's all electronics.

**Freddie:** Matthew! Booty traps!

**Darryl:** It's been a long day, guys, there's a lot going on right now.

**Anthony:** Grant's like,

**Grant:** Are you guys talking about booty traps?

**Beth:** It's more appropriate than boobie traps, in a way.

**Will:** That's true!

**Freddie:** Yeah, if you think about it.

**Will:** I'm more of a booty trap guy, if I think about it.

**Anthony:** I'm more of a personality trap man.

**Will:** Okay, all right, there's another guy coming -

**Anthony:** So Grant looks out the window, and he sees the wand on the guy's side, and he goes,

**Grant:** That's a flame wand. He can basically use it to cast fireball. I've seen that used before.

**Henry:** Oh, we're in a big wood building.

**Anthony:** Fireball is - Soaked in alcohol.

**Freddie:** Oh!

**Glenn:** Hey, Grant!

**Grant:** What's up man?

**Glenn:** What about the herbs on his belt, though?

**Grant:** I think those are healing herbs.

**Glenn:** Hm. I guess in some cultures, the Mary Jane -

**Henry:** Oh, my God -

**Glenn:** Has been used as a healing - Okay, all right sure, focusing.

**Darryl:** Grant, Grant.

**Grant:** Yeah.

**Darryl:** How quickly can we build stone structures?

**Grant:** Uh.

**Darryl:** Like if you were the one designing the game, and you were the Dungeon Master, like, how? Do you just say we build it, and it pops up like the video game Fortnite? Or is it more like -

**Glenn:** Yeah, is this an enchanted building that's happening? Are we just magically suddenly are able to build?

**Grant:** Yeah, the resources are a little bit enchanted, so they do sort of pop up quicker than you imagine, and they are based off of your intention rather than your martial ability with actually building things.

**Glenn:** Hey, this is really handy, Darryl!

**Grant:** But, that said, if a guy's looking at us, it'll take us a couple of minutes to build anything, which means, meta, means like five, 10 rounds of combat to build a fence. We can't -

**Henry:** Gentlemen, follow my lead!

**Darryl:** What're you going to do, Henry?

**Henry:** I open the door.

**Anthony:** He raises the wand immediately.

**Matt:** I put my arm around Grant, kind of like, pull him back a little bit, in case something happens.

**Will:** I say,

**Henry:** Hey! Back off, man! That's Spruce Moose Van Gloose! He's the baddest boy in this game and we just kicked his behind, and there's five of us, and one of you! What -

**Beth:** Ron's voice in the background,

**Ron:** There's actually seven of us - eight of us!

**Freddie:** Ron throws his voice like an actor!

**Henry:** We got a whole mess of angry people in here, and we're tough as nails, so if you want to know what's good for you I'd point that wand elsewhere and maybe join up with us, and we can kick some butt together instead of us dooking each other out, you know?

**Anthony:** Okay. Ron roll deception.

**Beth:** It's a natural one. Curse you, John.

**Anthony:** Okay, so because this guy can tell Ron lied about how many people were inside, you make your intimidation roll a disadvantage. But again, if you want to, you can spend your inspiration to cancel it out.

**Will:** I'm going to do that. That is a 20. Not a natural 20, 19+1.

**Anthony:** Okay, so he'll roll. He got a natural 20. So, he goes,

**Buff Grey Humanoid:** Nah. I don't think so.

**Anthony:** And he fires the wand at, basically you, actually. Directly at you.

**Will:** [screeching]

**Anthony:** So, let's -

**Will:** Real quick, when we passed out on the Fortnite bus, did that count as rest?

**Anthony:** Yeah.

**Will:** Okay, so we're at full health.

**Anthony:** Yeah, minus the damage you just did to them with your dad joke.

**Matt:** Yeah. Yeah.

**Will:** Okay, cool cool cool.

**Beth:** I have an idea.

**Freddie:** Dad's just [inaudible 00:20:29]

**Beth:** As the - Is he casting the fireball?

**Anthony:** If you want to get in something beforehand because you saw him coming, I'll say you'll get one thing and -

**Beth:** No, at the exact moment that he cast the fireball.

**Anthony:** Tell me what you want to do.

**Beth:** I reach into one of my pockets of one of my pants and I pull out an egg.

**Anthony:** Oh, shit!

**Beth:** I throw it at the fire, trying to just get a simple fried egg out of it. Nobody gets hurt. No damage is done. There is just a tasty treat at the end of this action.

**Anthony:** This was the magic egg?

**Beth:** What magic does it do?

**Matt:** It could have healed you.

**Freddie:** This is from -

**Anthony:** I thought you were going to give it to Henry because he's about to get hit by the fireball. It would've given him like -

**Beth:** Oh, I thought I could just block the fireball if the egg takes the damage, and gets fried instead.

**Anthony:** Oh, you know what? I see, okay, I see what you're trying to do.

**Freddie:** You're trying to convert that potential [crosstalk 00:21:23]

**Matt:** Like a top gun. Like an anti-missile.

**Anthony:** Yeah, you're trying to shoot a missile out of the air with an egg.

**Will:** It's counter measures!

**Anthony:** Okay, so roll. Give me a ranged attack roll with disadvantage, because that's nuts.

**Freddie:** Please tell me Ron saw this way in his past somewhere, like -

**Anthony:** But again, you also have inspiration, so if you want to use that to cancel out the deep disadvantage, it'll just be a normal ranged attack roll.

**Beth:** I got three.

**Anthony:** Oh, you got three? Okay. So with your three, the egg goes sailing through the air and as he shoots the fireball. The fireball as it comes out, it's just a little spark, and it progressively as it comes out it gets bigger and bigger and bigger, and there's a moment where it seems like the egg is going to perfectly intersect with it, but then the fireball just sort of keeps going, and it just completely fucking incinerates the egg. Like, of course that didn't work. It never would have worked. No, it would've worked.

**Freddie:** Is the egg just gone?

**Anthony:** It's incinerated.

**Will:** What was the egg again? Remind me!

**Matt:** It was a healing thing.

**Anthony:** It was a healing thing that you could've taken, and permanently increase your lowest ability score by one.

**Will:** Wow!

**Beth:** Well, guys, if you want to win a war, you've got to crack some eggs and then lose that war.

**Freddie:** Beth offered us an egg in this trying time.

**Anthony:** So the egg -

**Beth:** Egg-zactly.

**Anthony:** The egg is the first thing the fireball hits. The second thing the egg hits is Henry.

**Freddie:** Well hold on, shouldn't there be like a -

**Will:** Dexterity save, or something?

**Anthony:** Yeah, that's what I was about to say.

**Will:** Oh, okay.

**Freddie:** Fuck, it's [crosstalk 00:22:34] slow your fucking roll!

**Will:** Jesus Christ.

**Freddie:** I'm going to say we've literally never done a Dex save in this entire podcast.

**Anthony:** No, this is the first one.

**Will:** Literally the first one!

**Anthony:** Welcome to episode 18, the first dexterity save. Okay, so Will, give me a dexterity saving throw.

**Will:** [singing] 22!

**Anthony:** So you definitely succeeded. So you, how do you dodge out of the way?

**Will:** I'm going to do a yoga pose.

**Anthony:** Oh, my God!

**Beth:** Oh man.

**Anthony:** From now on, I need to always ask you guys what you do, because that's very good.

**Freddie:** What's the yoga pose that gets you out of the way of a fireball?

**Will:** Is it the elevated crab, where you're backwards and raised up?

**Beth:** Oh, my God. That's like the exorcist.

**Will:** Yeah, it's like a kind of exorcist move.

**Anthony:** So -

**Freddie:** So you do like the Neo dodge that turns into the elevated crab.

**Anthony:** Yes. Do the Neo dodge now. Unfortunately because of the way that fireball works, you're still going to take some damage, but it'll be half of what you normally would take. So it goes right over you, hits the doorframe behind you, and explodes, and fire spreads everywhere, and you take... God...

**Will:** That's a lot of dice rolls I'm hearing.

**Beth:** Oh my God.

**Anthony:** No, that's not even half of them, just a second.

**Freddie:** What?

**Anthony:** There's multiples.

**Freddie:** Jesus!

**Will:** Wow!

**Beth:** Oh my God, he's just -

**Freddie:** What is this?

**Beth:** He's dividing you in half. I only wish the egg had been a better egg.

**Anthony:** So we'll just be clear, it's 8d6.

**Freddie:** 8d6!

**Matt:** How often can you use? I mean, I guess we'll find out.

**Anthony:** That's right. Immediately you see the fucking thing fizzle out.

**Matt:** Oh, okay.

**Anthony:** It was a one and done. I need to roll two more times, sorry guys.

**Freddie:** What!

**Matt:** Good thing you dodged it.

**Anthony:** Thank Christ you dodged it. It still might be horrible, because I rolled a six, a three, a six, a six, a three, a four, a one, and a five. So, 17 damage.

**Freddie:** Holy balls!

**Anthony:** You take 17 damage and the bar is now on fire from the front. You all, I assume, are sort of nearish the back? But every turn it's going to spread further and further and eventually might take this place down unless you can find a way to extinguish it or get out.

**Anthony:** So now we should roll initiative because we're actually in combat.

**Matt:** Okay.

**Will:** Mama Mia!

**Freddie:** Hot cha cha cha cha cha. That's another natural 20 roll for initiative!

**Matt:** Seven...

**Will:** I think I figured out what's happening is John's dice tower. It's, in the words of Control, an object of power, and the way it works is it gives all of Beth's dice energy to our dice rolls.

**Beth:** Actually, I just got a 19, so.

**Will:** Oh shit. Well, it's -

**Matt:** I got seven.

**Will:** I got to workshop this theory some more. I got a four, technically.

**Anthony:** Okay so the timer just went off, which means those zones are currently filling with poison, but because we're going into combat mode that kind of fucking Matrix-wise slows everything down. We're not going to worry about the real time, 15 minutes, during this part. It'll resume after the fight. Freddie! It is your turn first.

**Freddie:** Alright, so first move, Glenn's going to cast Dissonant Whispers. I whisper a discorded melody that only one creature of our choice within range can hear, wracking it with terrible pain. Wisdom saving throw on a failed save, it's 3d6 psychic, and then immediately must move away from us as far as it can.

**Anthony:** OH, wow.

**Freddie:** The dissonant whisper is, of course, a hoarse whisper of,

**Glenn:** Mmm-bop! Mm-mm-mm-bop!

**Beth:** Yes!

**Glenn:** Yeah-yeah-yeah-yeah!

**Will:** You leave Hanson alone! We do not besmirch Hanson on this podcast!

**Anthony:** What's the number he has to save against?

**Freddie:** That's a wisdom 14 saving throw.

**Anthony:** A 14, okay. Oh, he got a four, so -

**Freddie:** 3d6 psychic unless immediately uses reaction if available to move as far as it's speed allows away from you. The creature doesn't move onto obviously dangerous ground such as fire, or a pit, he just freaks out because of the discorded melodies of Hanson!

**Anthony:** He grabs his head and goes,

**Buff Grey Humanoid:** Ah, fuck!

**Anthony:** And then...

**Will:** Ah, what is this crap!

**Buff Grey Humanoid:** I'm never even heard this before but it's the worse thing I've ever heard, fuck.

**Will:** I'm going to have this stuck in my head all day!

**Buff Grey Humanoid:** This is no Rembrandt Trailers Christmas album.

**Anthony:** And then he turns around and just starts bolting.

**Freddie:** Guys, here's our chance, let's get the fuck out of here!

**Matt:** Well, should we try to save this place?

**Freddie:** No! I think it's going to go up. We've got a lot of alcohol in there, this place is going to be a giant fire!

**Anthony:** Basically you have one round of all of going, and then I'm going to roll if there's any fire left. I'll roll with advantage, if I get any higher than a 10, it's going to catch onto the bottles and start blowing some shit up.

**Henry:** I think it's closing time, gentlemen.

**Darryl:** Grant, what's the good location to move to?

**Grant:** The zones available to us are C for Cafeteria, D for Deli slash Slaughterhouse, F for Fucking Shit-Ass Toilet Building, H for Haberdashery, and J for Jewel Cutters. Because we are in G, we could go to F or H right away because they're adjacent. Any others will have to pass through other zones.

**Darryl:** The toilet is not flammable. Haberdashery, that's plants, right?

**Grant:** That's a hat place, I believe.

**Glenn:** That's a hat place.

**Darryl:** Oh.

**Henry:** Yeah! The kids call them Lids.

**Matt:** Grant just -

**Grant:** I do not.

**Darryl:** There's places just for hats?

**Henry:** Yeah, it's like a cool place where you can get hats with all your favorite sports teams on them, and you know, then there's fancy hat places -

**Grant:** The ones here are like, magic and stuff. They do stuff.

**Glenn:** I think we should go to the hat place, guys.

**Anthony:** Now, the thing you need to know about Fucking Shit-Ass Toilet Building, is it has very, very, very low chance when you search to have something, like, mind-blowingly incredible. The idea is that if you search there, it's all or nothing, essentially. You're not going to find anything that's,like, okay. You're going to find literal shit, or you're going to find, like, a legendary item.

**Glenn:** I want to see this Toilet Building.

**Will:** We're kind of in the middle of a fight right now, so I feel like [crosstalk 00:27:31]

**Matt:** He ran away.

**Anthony:** Yeah, he's running away.

**Will:** Oh he's running away, that's right.

**Anthony:** So you basically get two rounds of, like, running and maybe he'll chase after you, he maybe won't.

**Darryl:** Look I'm definitely down for not having to kill people if we don't have to, and it feels like the Toilet might be the best place to set up defenses. I've got my ax. I don't need to search. And the last thing we searched for was a gun, and like I don't think I can pull another trigger today, so I like that.I feel like Haberdashery a lot of people are going to be there.

**Anthony:** Wait, sorry, Grant says,

**Grant:** You...

**Henry:** He means pulling the trigger like making the decision!

**Darryl:** Yeah, the royal us, as in a gun went off today, we don't want to pull another gun.

**Anthony:** Alright,both of you, make deception, Will with disadvantage because Henry's bad at lying.

**Matt:** I did a 17.

**Will:** I got a natural one.

**Anthony:** He can't tell that his own dad is lying to him, but he can definitely tell that Henry is lying to him.

**Matt:** I was very convincing.

**Anthony:** Yeah, you were, but he was so deeply, deeply unconvincing, he critical failed, which means that not only is he pretty sure that you're lying, he now is going to have a harder time trusting you in the future.

**Matt:** [sigh]

**Anthony:** So, his face just goes slack when he realizes what happened, and he says,

**Grant:** You shot that guy.

**Darryl:** Yeah, I shot that guy, Grant.

**Grant:** Why did you lie to me?

**Darryl:** Because it was a lot on my mind -

**Grant:** You know what fuck it.

**Darryl:** And I thought, just kill him.

**Grant:** Fuck it! Fuck it! No let's fucking yeah, let's go to the Toilet. Yeah, fuck it. That sounds great.

**Darryl:** Let's go to the Toilet.

**Grant:** Let's do that. That's - I'm great.

**Ron:** I'm glad we're doing this, because to be honest, my tummy was kind of hurting earlier?

**Freddie:** Oh, was it? [Laughs]

**Grant:** Yeah, sounds great Ron. Sounds great. Let's go to the fucking Toilet Building, fantastic, here we go!

**Darryl:** Which way is it, Grant?

**Grant:** Fucking follow me, what do you think I'm fucking doing, Jesus Christ. Follow me.

**Anthony:** Okay, so the timer's started again now we're out of combat.

**Freddie:** To be clear, Glenn single handedly won that combat, I just want to point that all out.

**Anthony:** Okay, thank you.

**Darryl:** Glenn, I really appreciate the way you handle that, without us having to get our hands dirty.

**Glenn:** Shit, now I got Hanson stuck in my head, man. Dang it!

**Henry:** Hey, what was that tune you were singing? I really liked it?

**Glenn:** It was a song called Mm-Bop. You guys know Mm-Bop?

**Henry:** I don't, but it sounds delightful, you know -

**Glenn:** It was a bop!

**Henry:** Next time I'm listening to the -

**Grant:** We're here.

**Henry:** The rock -

**Matt:** No, we definitely have a moment. We have one of those shots, like the big helicopter shot in like *Fellowship of the Ring* as we're all climbing up the mountain, but Mm-Bop is playing.

**Anthony:** Mm-Bop is playing and the bar is on fire behind you, with a faceless elf there. Okay, so you arrive, and every time you guys travel from one zone to another I reduce the real time timer by five minutes. We have 10 minutes left before the next two zones get announced. So, at Zone F, the big Toilet Building, so it's basically just a bunch of really shitty ramshackle little sheds that kind of just seemingly exist to provide cover, and then one building that has a massive sculpture of a toilet on the top of it that just, literally, smells like feces. So you get the feeling that people have actually in the longer games of Fournights, people have used this place as a literal, actual toilet.

**Will:** Wow!

**Matt:** How big is the toilet?

**Anthony:** The toilet is like two stories tall. The building it's in is one story tall, and then the toilet on top of it is two stories tall.

**Freddie:** Now structurally, is this a toilet? Like in that there is a bowl, there's a flusher, is that -

**Anthony:** Yes. There's a bowl, there's a flusher - I mean, the flusher and all that stuff is decorative. It's not a functional toilet, but you could go up there and like, y’know.

**Matt:** And just to clarify, it smells like people have actually climbed up two stories and then took a dump -

**Anthony:** Correct.

**Matt:** In this two story toilet.

**Anthony:** Correct.

**Beth:** What do you mean the flusher doesn't work? Like, somebody took a two story dump that big, that it couldn't flush anymore?

**Anthony:** I... I don't know -

**Freddie:** There are giants that roam the realm!

**Anthony:** You're going to have to experiment with this shit to find out more about the way that this Toilet works.

**Beth:** I will.

**Anthony:** But that's as much as Grant knows.

**Henry:** Um, this is going to be a weird time to say this, but, Darryl, do you think you could fire up that grill?

**Freddie:** What!

**Henry:** I took a pretty nasty hit in that last encounter and I don't know how long it takes to whip up a steak so I could maybe, you know, salve some of these wounds.

**Matt:** I will say that due to the intense smell of human feces right now, I don't think anybody would smell barbecue and give away our position, am I right Daddy Master? That smell of shit would hide any sort of barbecue smell?

**Anthony:** Oh yeah, absolutely, they would cancel each other out. That said, your healing is going to be halved while you're fucking eating shit smelling steak.

**Matt:** How long does the grill take?

**Anthony:** The grill takes a couple minutes. It's magical!

**Matt:** Okay, cool.

**Will:** Could you make -

**Ron:** What are you putting on the grill?

**Henry:** I have like, a couple of carrots for me. I was going to have a carrot dog, if that's okay.

**Darryl:** I don't do vegetables on the grill.

**Henry:** You don't? Well -

**Darryl:** I'm pretty sure this magical - Henry, I would actually, but this magical grill is only for magical meat.

**Ron:** Magical meat?

**Henry:** I don't think I heard him say. I just - I'm a vegetarian, so, if you could help me out, maybe by losing your condescending attitude.

**Ron:** What about magical meat that is not meat currently, but was meat when it was in somebody's stomach?

**Henry:** I don't think that's going to work for my diet, either. I don't mean to be difficult. I'll just heal myself, I'm-

**Anthony:** If you recall, the grill specifically says the meat you cook has to be meat you've hunted.

**Matt:** Oh, so we can't just do it.

**Anthony:** I'll allow you to forage -

**Will:** I'm not foraging for carrots around here.

**Anthony:** Instead of foraging for wood or stone, you can forage for meat. Or -

**Beth:** [crosstalk 00:32:10]Poop!

**Matt:** Okay, I take a glance around and see if there's any small game in the area.

**Henry:** Forget I asked, I-

**Matt:** Oh I’m doing it, becauseI could use some meat, I got hurt.

**Anthony:** Roll perception.

**Glenn:** The first thing you smell is open sewer and you're like, "I could use a steak right now."

**Daryll:** It's to heal, Glenn.

**Matt:** I got a 4, so I'm assuming I didn't see shit. Well, I did see -

**Freddie:** Well, you did see shit.

**Matt:** That's all I saw.

**Beth:** Ah, wow.

**Anthony:** Just mainly saw a lot of shit.

**Glenn:** Grant, you said that there's like, magical items here?

**Grant:** Yeah, so basically if we search here, there's always a chance that somebody died having something really really good on themselves that fell into the shit, and that nobody had the courage to go and get it, because it's shit.

**Freddie:** I'm going to cast Detect Magic, which allows me to sense the presence of magic within 30 feet of me.

**Will:** Fucking smart.

**Anthony:** All right. You can tell that there is something magical inside the bowl, but A, you'll have to find a way to get up there, but B, once you are there, you will get an advantage on your search roll inside the bowl.

**Glenn:** Guys, I think there's some magic shit in the shit bowl. Is there stairs, or something like that?

**Henry:** We could build stairs!

**Glenn:** My God, yeah! Wooden stairs! Into the bowl!

**Henry:** Plus the bowl would be a good place to scout out for enemies and to keep an eye on the rest of the land.

**Ron:** Yeah, or I mean, we could even build stilts out of the wood, if we wanted one of us to sort of venture around and look out for enemies.

**Henry:** That's true!

**Glenn:** If you put the stilts out, and then you put the holographic pants on the stilts, would it look like you're a [crosstalk 00:33:22] creature?

**Henry:** Oh my God!

**Beth:** I'm going to take a couple of wood and do this.

**Henry:** I think, all right Ron, you work on the stilts project, we'll work on the stairs and get up there.

**Anthony:** Ron, you're going to build the stilts?

**Ron:** Yes.

**Anthony:** That's going to take seven wood. Do you have seven wood?

**Beth:** I have 14. Now I have seven.

**Anthony:** Perfect. So that's your go.

**Henry:** Okay, so, Ron. You're going to stilt up, because I like the idea of intimidating everyone by thinking we got a giant on our side. And I'll go look for wood, and Darryl, you can use your craftsman skill. Maybe you and Grant can have a fun father-son project and help build these stairs together!

**Darryl:** Yeah, not a lot of fun going on, but we'll definitely get a - Grant, why don't we go search for some items.

**Grant:** Yeah, sure, sounds great.

**Darryl:** All right.

**Will:** I thought he was building the stairs.

**Matt:** We need more wood.

**Anthony:** You can search for crafting materials or you can search for items.

**Matt:** Okay, because we don't have enough wood to build stairs.

**Anthony:** Okay so Grant and you are searching for wood.

**Matt:** We'll search for wood then.

**Ron:** Maybe you could find some wood glue to repair that relationship as well.

**Darryl:** That's a good idea, Ron.

**Glenn:** Wood glue is stronger than the original father son bond!

**Henry:** Wood glue dries [crosstalk 00:34:21]

**Ron:** Exactly.

**Anthony:** Grant takes a d6 because he's definitely fucking heard that shit before and takes four damage. Henry, why don't you go ahead and roll for what you're doing.

**Will:** I got a 19. Wood.

**Anthony:** That's 19 wood?

**Will:** Yes.

**Anthony:** 19 wood or 10 stone.

**Will:** Okay, I'll do 19 wood.

**Matt:** Six wood.

**Anthony:** All right six wood. Grant will do that, but he'll do the disadvantage because he doesn't give a shit. He got 15 wood even with disadvantage.

**Freddie:** Wow, so that's a 40 total wood.

**Darryl:** Grant! Good job on that wood there, man.

**Grant:** Yeah. Cool.

**Darryl:** Let's build these stairs. Let's check out what's in the toilet, everybody.

**Anthony:** Okay. What did Glenn do?

**Freddie:** I'll look for items in the area around here. I know there's something in the bowl, but I guess I'll just search for something right now.

**Anthony:** Sure. Go ahead Freddie.

**Freddie:** That's a 12 investigation roll to see if there's anything around the base of the toilet.

**Anthony:** Not good enough. This place is, so -

**Freddie:** Now is the wax seal in place?

**Anthony:** The wax seal?

**Freddie:** Yeah, so when a toilet gets built, there's a wax seal. It's really important that that wax seal is seated correctly, otherwise you'll get leaks, and you'll probably mess up the floor.

**Matt:** Is it Freddie talking, or -

**Freddie:** Oh, Freddie and Glenn.

**Matt:** Or measure once, cut twice Glenn talking? Glenn doesn't know shit.

**Freddie:** Both Freddie and Glenn happen to know a little bit of way around repairing toilets, Matthew slash Darryl!

**Will:** Wow, dads got testy this episode.

**Matt:** Darryl's proud. Darryl's like,

**Darryl:** Hell yeah, Glenn! Yeah-

**Beth:** What has to happen in a man's life for him to be that good at repairing toilets?

**Freddie:** Nothing good! Still nothing, though.

**Anthony:** So you see -

**Freddie:** But the wax seal is probably pretty intact.

**Anthony:** I mean, it's not a real toilet, so like... Again, it's just a really large statue of a toilet.

**Freddie:** If it's not a real toilet, why is everyone pooping in it, Anthony?

**Anthony:** You want me to explain human nature to you? I don't know!

**Freddie:** Just because I see a toilet, doesn't mean I will just go and poop in it!

**Anthony:** Here's a question, how many people do you think have shat inside of show toilets at a Home Depot? Because I bet you the answer is more than zero.

[*All laugh*]

**Freddie:** Good point. Good point.

**Beth:** Oh my gosh, I feel like -

**Freddie:** To be fair, Glenn's done that one.

**Matt:** If Matt saw a two story tall toilet in the middle of nowhere and he could get to the top, he would definitely have to take a shit in the toilet.

**Will:** How many people do you think have fallen to death trying to take a shit in that toilet?

**Anthony:** There are definitely going to be some corpses when you get up there.

**Matt:** Oh, very excited to see what is up here. All right let's go up these stairs.

**Anthony:** All right, so first I'm making a roll on the encounter table. Cool! So, while you all are doing this stuff, Grant is looking around with a very dead expression in his eyes, like he's just sort of checked out, but then he sees some - Whoops, sorry. So you hear the speakers that you hear earlier on before Greg Proops got shot down, and you hear this [knocking] and then you hear not Greg Proops but the other head, voiced by Will. You're the only one that's alive. Greg Proops died. You are now alone in this body.

**The second head:** Boy, oh, Fournight fans, it's Goofo McBoofo, secondary head to my fallen brother Greg Proops. I am surging with so many emotions right now, but I know Greg would want me to continue the show. All right everyone, here's the news for you. Zone J from the Jewel Cutters, you got a wave of poison gas coming your way, and for people anywhere in Zone F with the Fucking Shit-Ass Toilet Building, you're already dealing with the poison gas there coming out of that toilet but I got to say, things are about to get a lot... stinkier. Oh God! My brother is dead!

**Anthony:** All right, and then the mic cuts out.

**Beth:** Wait, is it Jewel Cutters? Like? Is it that kind of vapor?

**Matt:** Oh my God.

**Freddie:** Oh my God, is it Juul? J-U-U-L?

**Anthony:** If you went there, I will say that you will find both precious gems and Juul vape pens.

**Glenn:** Vapes! Grant! There's vapes in jewel cutters!

**Grant:** I don't vape.

**Glenn:** Oh.

**Darryl:** Yeah.

**Ron:** We get it, you don't vape.

[*All laugh*]

**Freddie??:**Not like Nick

**Anthony:** I'm very proud of that.

**Will:** [crosstalk 00:38:12] Okay, so we have how long until this place is -

**Freddie:** They said everyone vapes.

**Anthony:** Sorry, 15 minutes, the poison will start to come.

**Darryl:** So we're going to have to get out of here, but Glenn, you said that there's something in -

**Glenn:** Yeah, there's something in there.

**Darryl:** Let's check. It's something magical, something good?

**Glenn:** Yes.

**Darryl:** Okay. We got to see if there's something in the toilet before we get out of here.Otherwise, why did we build these stairs?

**Matt:** Darryl goes running up the stairs.

**Beth:** [*laughing*] I just keep thinking about the Home Depot, about the display toilets! I can't imagine. I would do it.

**Anthony:** 14 minutes, 30 seconds.

**Matt:** Darryl runs up the stairs.

**Anthony:** Yeah, well, one of you has to spend your action building and then everybody else can spend actions doing different things.

**Glenn:** Darryl, build these stairs as I run up them!

**Matt:** Okay. Yeah. Darryl, knowing how to measure twice and cut once, builds expert stairs.

**Freddie:** This would be a time when actually, you would want to measure once cut twice, for speed.

**Anthony:** So it's very much like fucking the wrong trousers from Wallace and Grommet, where Grommet's putting the train tracks in front of the train kind of thing, as Glenn runs up the stairs. You're just forming the stairs beneath him.

**Freddie:** I'm going to peak my head over the rim.

**Anthony:** Okay, so you see literally one of the worst things you've ever seen. Although actually, to you it's not that dissimilar, because you're in a band. You see a lot of shit, you see a lot of bodies, and you can sense that there's something down there but you're going to have to go ahead and get your hands dirty.

**Glenn:** Hey guys this is the real like, end of Woodstock kind of situation in there.

**Darryl:** Glenn, can you tell what's in there?

**Glenn:** There's something magical, I can tell because my spell allows me to see things slightly glow.

**Darryl:** Can you see the shape?

**Glenn:** I can't. I can just tell there's a light glow for something, so I guess I'm just going to dive into the shit and pray.

**Henry:** Whoa! Do you have a back? How are you going to get out?

**Glenn:** Let's get a rope on me!

**Anthony:** It is shallow enough that you can maybe crawl back out. You'll have to do a dexterity check to crawl back out.

**Matt:** Okay, well can we roll? Can we run it by -

**Will:** Oh, oh, oh, oh, I have a spell for this.

**Henry:** Hey, Glenn.

**Glenn:** Yeah.

**Henry:** If you need to get back out of that toilet, sounds like you might as well jump.

**Will:** And I cast jump on Glenn which triples his jump distance.

**Freddie:** Holy shit!

**Will:** Until the spell ends.

**Anthony:** Oh my God.

**Will:** So you got mad vert for one minute, my dude.

**Anthony:** All right.

**Freddie:** Hell yeah!

**Matt:** Awesome.

**Anthony:** Okay, so roll your investigation check with advantage. You want to get over a 20.

**Freddie:** Over a 20 in terms of -

**Anthony:** Yes, because this place is high risk, high reward.

**Freddie:** Okay.

**Will:** Wait, wait, while he's jumping in, I'm going to cast speak with plants, and then I'm going to ask a nearby blade of grass, voiced by Anthony Burch, in a flawless blade of grass voice.

**Henry:** Blade of Grass, I wish to commune with thee.

**Blade of Grass:** What's up?

**Henry:** What does the forest say about what treasures may be hidden in that toilet bowl?

**Blade of Grass:** Oh, we don't fucking go up there, that's nasty.

**Freddie:** [*laughs*] My new favorite voice!

**Henry:** Have ye heard any rumors? Any tidings, perhaps from the trees themselves, who can see into the bowl, of any valuable items that may have fallen therein?

**Blade of Grass:** Yeah, uh, the Dimedone Sword is up there. It's a sword of adjustable length. It's basically a lethal tape measure. It's weight and it's length are proportional, and it can be infinitely long.

**Anthony:** Uh, well not infinitely long.

**Blade of Grass:** It can be really, really long.

**Anthony:** And that was made by Ryan Peterson.

**Freddie:** Thank you, Ryan.

**Henry:** Thank you, blade of grass.

**Blade of Grass:** No problem.

**Henry:** Hey, Glenn!

**Glenn:** Yeah!

**Henry:** You're looking for a stretchy length sword, kind of like a tape measure!

**Will:** What I'm kind of hoping here is I can give him advantage on his search, because he knows what he's looking for.

**Anthony:** Well, he already had advantage, but we'll give you double advantage. The much rumored double advantage.

**Freddie:** A DnD first, ladies and gentlemen. What does double advantage grant me? Advantage on my advantage rolls?

**Anthony:** It means you get to roll three times, take the best of the three rolls.

**Freddie:** So Anthony, I rolled three times. Six, 17, and seven, with and investigation unfortunately I only get up to a 19, is that -

**Matt:** I was going to say, if somebody dives in with him, can it help the investigation?

**Anthony:** It can't be you, because you spent your action building the stairs, but Ron could do it.

**Darryl:** Ron, get in there and help out Glenn!

**Henry:** Ron, be a trouper!

**Ron:** I'll be a pooper instead!

**Henry:** That works!

**Beth:** I'm going to hop on in the poop.

**Anthony:** Okay, go ahead and roll investigation with advantage.

**Beth:** Okay. A 15.

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

**Beth:** Eights.

**Anthony:** So no dice there. That's your go, so I'm going to roll on the encounter table again. Matt, your hand's itching, why don't you roll ahead and roll perception?

**Matt:** I got a 13.

**Anthony:** Yeah, everything's fine. So now, everybody go again. If you want to keep searching you can. So you have eight minutes before poison starts to flood this place.

**Freddie:** Do I still have triple advantage because I know exactly what I'm looking for?

**Anthony:** Yes, you do.

**Freddie:** 19 is the highest I got again.

**Anthony:** Woof.

**Freddie:** Of three rolls. I'm using an app. Damn you, app, and your real generated numbers.

**Beth:** 15 plus 4, that's 19. So 14 plus 4...

**Freddie:** God!

**Anthony:** Oh boy, tragedy.

**Beth:** I'm sorry.

**Matt:** So they're just hunting around for poop?

**Anthony:** Yeah, seems like it.

**Matt:** While they're hunting around for poop, what's Grant doing?

**Anthony:** Grant's gone. As I was saying, after the first roll on the encounter table, all of a sudden he saw something move through the trees, and all of a sudden this look of something akin to happiness appeared on his face, and while you were building the stairs he sort of wandered off in the direction of what he saw in the forest.

**Matt:** So, since I asked immediately after building the stairs, do I see the direction he went in?

**Anthony:** Yeah, you can follow him if you want.

**Matt:** Okay, I go

**Daryll:** Grant! Grant! Guys, guys, Grant's ran, I got to go get Grant. Keep looking for that sword! Henry, come help

**Henry:** Okay! I'm on it!

**Matt:** They start running towards Grant.

**Anthony:** So, you see Grant standing at odds against two people that actually seem to be around his age. One of them is a really cute girl with red hair, and the other one is a kid with an eye patch and a skateboard -

**Matt:** Holy shit, that kid sounds cool.

**Anthony:** That seems to be like, attached to his feet.

**Will:** Holy shit.

**Matt:** Wait, wait, the skateboard's attached to his feet? What do you mean?

**Anthony:** Like, the skateboard is his feet. He's just skateboard from the ankles down. That's like, his thing.

**Will:** I still can't tell if you're just doing a metaphor and he's really good at skateboarding.

**Anthony:** He's literally grafted to the skateboard.

**Henry:** Dude, it's like you're literally grafted to your board!

**Anthony:** So Grant is up against the -

**Beth:** That's some grip tape!

**Anthony:** His back is up against a tree, and the two are like staring him down, and he looks kind of small, almost like he's being threatened, but he's also smiling.

**Will:** I put my hand out to block Darryl, like

**Henry:** Darryl, fucking let this play out for a second.

**Darryl:** We don't know - Hey, hey, Grant!

**Will:** Oh, God!

**Anthony:** So he turns and he sees you and immediately his fucking shoulders slump, and he goes,

**Grant:** Oh God, don't! Don't! These are good guys, these are my friends.

**Darryl:** We're not going to hurt them, we just want to make sure you're okay!

**Grant:** I'm fine. I was fine, and now I'm back -

**Darryl:** Are these your friends? Hey, kiddos.

**Grant:** Oh, God.

**Darryl:** My name's Darryl Wilson, nice to -

**Grant:** Oh, no.

**Darryl:** Darryl Wilson, nice to meet you guys.

**Grant:** No, no, no!

**Darryl:** I'm Grant's dad. This is my pal Henry. Henry, come say hi to these kids!

**Henry:** Hello, kids! Or should I say, what's up, teens?

**Grant:** Oh, God.

**Anthony:** So immediately the girl -

**Freddie:** I didn't think you could get meeting your kid's friends in this podcast, but boy, oh, boy, here we are.

**Anthony:** The girl, like, very politely smiles and shakes both of your hands.

**Will:** Whoa, we got to hear more about this handshake from Darryl and this girl in detail.

**Matt:** Yeah, what, how does the interaction feel?

**Will:** This is like a big first impression she's making now -

**Freddie:** Yeah pause that timer. This is important moment!

**Anthony:** All right. Actually, [crosstalk 00:44:47]

**Beth:** Wait, why?

**Will:** Because this is, he's sizing up a potential romantic interest, you know? [crosstalk 00:44:52]

**Beth:** What?

**Matt:** Either one could be a romantic interest!

**Will:** Not for him, not for him! For Grant!

**Freddie:** Oh, whoa!

**Anthony:** Oh shit, oh shit, no it's not that kind of podcast. No. The girl reaches out for a handshake. What kind of handshake do you give a girl that's the same age as your son?

**Matt:** Oh, like a nice handshake. You know, it's still firm, but I'm not going to hurt her hand.

**Anthony:** Okay. She gives you a pretty firm one. It's not enough to hurt, but she's clearly intimidating.

**Darryl:** Nice little handshake, little lady, what's your name?

**Anthony:** She goes,

**Killa:** My name is Killa DeMall.

**Freddie:** [*laughing*] Killa Demall!

**Anthony:** Yeah.

**Darryl:** Sorry, did you say "Kill them all?"

**Killa Demall:** No. My name is Killa, space, Demall.

**Darryl:** Oh, okay, that's a nice name.

**Anthony:** She was named by Eric Sispolski, thank you Eric.

**Beth:** I like that.

**Anthony:** And then the boy does a kickflip, which is weird because it's like he's connected to the fucking board. It's like they're bungee connected. He does a kickflip, and then sort of like turns around and puts his head on his shoulder like he's giving you the stink eye with this one eye, and he just goes,

**Yeet:** The name's Yeet Bigly.

**Freddie:** Yeet Bigly!

**Anthony:** He does not shake your hand.

**Darryl:** Nice oly there, Leet.

**Anthony:** Thank you, Bryce Baker, by the way.

**Freddie:** That's so fucking -

**Yeet Bigly:** It's a kickflip, you doofus.

**Darryl:** Oh, kick flip, very cool. Well, nice to meet you. I put my hand out.

**Anthony:** He doesn't shake it. He goes,

**Yeet:** It smells like shit, so I'm going to not risk that.

**Darryl:** We were in the big old toilet over there, I would not go in there if I were you.

**Henry:** Darryl, I got this. Sick flip, bro, up top. And then I go for a high five.

**Anthony:** So roll persuasion. Man, this podcast goes -

**Will:** Fuck yeah, it's a 19.

**Anthony:** He doesn't even look at you, but his hand just goes up and pow! Perfectly hits yours. His posture says, I don't give a shit, but the sheer crispness of the high five says that he appreciates the compliment.

**Will:** I explain to Darryl,

**Henry:** You know, sometimes kids are skating around the museum, and I got to tell them no skateboarding at the museum, and I sort of just developed a bit of a rapport. I get some of the lingo.

**Darryl:** I wasn't in on the skateboarding thing at first but then Grant, you were telling me, it's a sport! It's very - What you do is very difficult -

**Grant:** Oh, my God, oh, just stop. You're not making it better. It's sounding more condescending. It's -

**Henry:** So what's going on, kids? Are you also For Knights players? Are you part of this Nintendo?

**Anthony:** Yeet Bigly says,

**Yeet:** We're not just players. We're winners. I mean, never won, but we've survived a fair number of these games.

**Anthony:** And Killa goes,

**Killa:** Yeah, absolutely, we're really big fans of competing in For Knights, it gives us a lot of really cool equipment that we can use to sell and keep our mom in hospice care.

**Will:** Aw!

**Killa:** We're very sympathetic.

**Darryl:** Oh, are you brother and sister?

**Killa:** Yeah, we're brother and sister.-

**Darryl:** So you're like, a team. Can we just all join the same team? Is that how For Knights works? Can we all be the same team so we don't, we can all help each other out here?

**Killa:** Yeah! I mean, that's what we did with your boy Grant,

**Anthony:** and then Yeet goes,

**Yeet:** Yeah, your boy Grant is real fucking good at For Knights.

**Darryl:** Oh, hell yeah he is.

**Yeet:** He's never killed anybody, but he's great at building, he's great at finding, and he's great at being a good pal.

**Matt:** How about you guys, do you feel -

**Freddie:** And the meta right now is that you can just be good building and do pretty well in Fortnite.

**Darryl:** And how about you two -

**Anthony:** You're shouting that from the toilet bowl?

**Freddie:** Yeah.

**Glenn:** [*away from mic*] The meta!

**Darryl:** How about you two kiddos, you've killed anybody?

**Yeet:** Yeah. Yeah. But we're not like, psyched about it,

**Anthony:** says Yeet Bigly,

**Yeet:** We try not to. It's easier to sort of survive on your own. We're not really ones for a lot of combat.

**Darryl:** How old are you two?

**Killa:** We're the same age as your son. How old is Grant?

**Freddie:** Careful, Matt. There's a lot of speculation.

**Matt:** [crosstalk 00:47:48] How old is Grant?

**Anthony:** Somebody on Reddit asks what the ages of all the kids were and I just responded yes. I feel like he's probably like 13?

**Freddie:** We were saying that it was like a pretty big range in the soccer team, which is why it can have like -

**Matt:** It was middle school.

**Anthony:** It was K through 8 school, and he's on the upper end.

**Matt:** Okay, so he's probably like -

**Anthony:** So he's 13.

**Freddie:** So they're all 13. And I will also say that, like, "Oh, they seem young," and I'm like, do you not remember 13 year olds? There are some mature-ass 13 year olds, and there are some wild cards.

**Will:** Hey that's my sons you're talking about!

**Anthony:** So, yeah, we're all the same age.

**Darryl:** Okay. These kids go through a lot in this world.

**Henry:** Yeah, it's tough. I do think maybe we should kind of zero in here and come up with a game plan. So you must be the Hotties? Is that right?

**Anthony:** Killa goes,

**Killa:** Uh-huh!

**Athony:** And then Yeet just sort of crooks a thumb at himself and goes,

**Yeet:** Why don't you tell me?

**Henry:** I'm not going to do that!

**Anthony:** So roll perception with advantage, Darryl.

**Matt:** With advantage that is 19.

**Anthony:** So with a 19, the second that Yeet Bigly points at himself and says, "You tell me," Grant blushes very hard.

**Will:** I knew it.

**Darryl:** Grant, what's going on there buddy? You look a little flushed!

**Grant:** Oh my God, Dad!

**Darryl:** What? No, it's hot out, I'm saying it's really hot outside right now. You're looking a little sweaty, buddy.

**Anthony:** Yeet and Killa turn, and they see him just blushing, and then he just immediately freezes up and he literally puts his hands over his face and he goes,

**Grant:** Daaad! No!

**Anthony:** And Killa is like,

**Killa:** Oh what's wrong? Are you okay? Are you sick? What's going on?

**Anthony:** And Yeet's like,

**Yeet:** Yeah man, what's the deal? What's going on?

**Athony:** And he's like,

**Grant:** Please don't! Oh, this has to be a dream! This is worse than everything!

**Darryl:** I hear you Grant, it's pretty hot outside. I'm getting pretty sweaty, too. I feel like we should -

**Grant:** Oh, don't mention sweat, oh, Jesus!

**Darryl:** No, no, no, my back -

**Grant:** Jesus, you sweat so much! Oh no, stop!

**Darryl:** Yeah, right down the crack right now!

**Grant:** Oh, Dad! NO!

**Darryl:** I think -

**Grant:** No!

**Will:** Henry is like,

**Henry:** Darryl, Darryl, Darryl, Darryl-

**Anthony:** He literally curls into the fetal position and is just like going,

**Grant:** No - o - o - o!

**Darryl:** I think us and the hotties should get down to, we got two friends down there, really powerful warriors. They can help out. I think we should all stick together.

**Grant:** Go where?

**Darryl:** To the Shit Toilet.

**Grant:** The Shit Toilet's about to -

**Darryl:** We're just going to help them out, then we're going to go to the next place. We just can't leave our friends behind.

**Anthony:** So meanwhile, back at the toilet.

**Glenn:** Did they just leave us to dig through a big pile of shit by ourselves, Ron?

**Ron:** Yeah, they said something about West Indian lilac poisoning the dinosaurs.

**Anthony:** That's so... Jurassic Park. Oh, my God.

**Freddie:** If this was a JRPG dating simulator, it'd be like, "You spent some quality time with Ron." My indicator just went up a little bit.

**Anthony:** “You bonded over shit!”

**Will:** How long has it been since I cast jump?

**Anthony:** It's definitely been more than a minute. And Ron didn't have it.

**Will:** Ron's got his stilts, I guess.

**Beth:** My stilts!

**Anthony:** That's true.

**Freddie:** So, to paint the picture, Ron is on his stilts, very gently standing around and like pointing at things, and Glenn is covered head to toe in excrement, blood, and guts.

**Anthony:** If you're considering drawing that as fan art, maybe don't!

**Freddie:** No! Not this one!

**Matt:** I feel like Ron is just stomping like grapes in a winery.

**Glenn:** Let's just do one more check for Ron. One more check.

**Ron:** Okay. I'm just going to spread out my whole body on this poop, so if something’s there, I can really feel it.

**Freddie:** Again, 10, 13, 15.

**Matt:** Can they get possibly more? If they're scooping poop out, it should be getting -

**Anthony:** I'll reduce the AC of the search, yes.

**Matt:** So you only got 19.

**Anthony:** You only have to get a 19.

**Freddie:** Still, no. I'm 17 highest on that last roll.

**Beth:** I got 18.

**Freddie:** Fuck! Jesus Christ! Hey, Ron! Fuck this!

**Ron:** Okay. I've got an idea. I was just thinking that since we're in sewage, it might be helpful to have somebody who knows a little more about sewage. You see, you and I, we merely adopted the sewage. But the rats out of my hat of vermin, they were born in the sewage, and they might be able to find something better than we can.

**Glenn:** That's a good idea! It's too bad none of us can talk to them!

**Ron:** Oh yeah.

**Will:** Oh, shit, can we come back?

**Anthony:** So, the second you say you come back, I'm starting the timer, and you have three minutes and 44 seconds. When the poison starts coming out, then every real life minute you're in the poison you'll have to take a d6 of damage.

**Will:** Okay.

**Freddie:** Hey!

**Anthony:** So, just be ready for that.

**Will:** All right, we're starting right now?

**Freddie:** Communicate that to -

**Anthony:** And, you are back now.

**Glenn:** Hey is Henry over there?

**Ron:** Will! I mean, Henry!

**Henry:** Who's Will?

**Ron:** Will you come talk to a couple rats?

**Henry:** You bet your ass I can but we got to high tail it out of here. I run up the stairs.

**Anthony:** Okay.

**Beth:** Okay, cool. I hold out the hat of vermin. I say,

**Ron:** Hat of Vermin, shit me out a couple of rats. I think I'll take three.

**Anthony:** All right. Three rats come out.

**Darryl:** So Yeet, how expensive is a skateboard like that if I was going to get one for Grant? Have you thought about skateboarding? IS that something you like?

**Grant:** Dad!

**Anthony:** He's like,

**Yeet:** I was born on these blades, baby.

**Will:** I cast speak with animals on the rats.

**Anthony:** So the rats like,

**Rat:** All right, oh, a lot of shit, yeah, I love the shit. Love the shit.

**Henry:** Can you go look for a cool sword for us?

**Rat:** Oh, fuck yeah. Why not?

**Freddie:** I'm going to run my investigation roll.

**Anthony:** All right.

**Freddie:** Finally got one. 18.

**Anthony:** 18, okay, so, with the 18, and -

**Freddie:** Assisted by the rats.

**Anthony:** Assisted by the rats, the rat grabs what looks like a magical tape measure in its mouth, and starts pulling, but you can tell as it pulls that there's something else in there, if you want to keep searching.

**Beth:** I'll roll. So this is 16.

**Anthony:** You basically pull out a pair of orbs and you pull out a tape measure.

**Freddie:** I try to jump, and I fail.

**Will:** I cast jump on you!

**Freddie:** No, no - I just hug one of Ron's' stilts, I'm like,

**Glenn**: Let's get out of here Ron!

**Beth:** I use my powerful quads to propel up from the sewage.

**Anthony:** All right roll acrobatics or athletics.

**Beth:** Gosh darn it, I knew you were going to have me roll something. Acrobatics, that's going to be a 19.

**Anthony:** Oh perfect. You deftly leap out with your stilts from the shit statue, and you land with a horrible splotch.

**Matt:** So I take off my polo shirt, and then take off my undershirt, so I'm -

**Anthony:** Are you taking both your shirts -

**Matt:** I'm shirtless for a second. I say,

**Darryl:** Whoa, man, you're covered in shit there Glenn. Here you go.

**Matt:** I toss him my undershirt, and I put my Polo shirt back on.

**Darryl:** Man, that felt good though. Sweaty day, guys. Let's get out of here.

**Anthony:** Oh, God.

**Freddie:** I don't know if this is worse.

**Anthony:** Your son is just so upset. So you guys are adjacent to Egg Farm, which is full of poison, or the tavern that you came from, Pub G.

**Freddie:** Oh!

**Darryl:** Hotties, what do you guys recommend?

**Yeet/Killa:** I would probably go back to the tavern.

**Darryl:** Oh. Problem. That tavern's lit on fire.

**Yeet/Killa**: Do you want to get poisoned?

**Henry:** It's not poison gas, so I think let's go to the tavern.

**Darryl:** All right.

**Anthony:** So, cool, you manage to make it back to the tavern as you hear poison gas begin to seep out of the pores of the ground behind you in the Fucking Shit-Ass Toilet Building.

**Freddie:** Hold on. As we're leaving, though, I'd like to take a quick second to do a perception check of the poison gas coming out of the ground? Is that what you were saying? I just want to get a little more on that -

**Will:** I'm right there with you.

**Freddie:** That's a 14 plus 2, 16 investigation on that.

**Anthony:** So that's good enough to know that something magical is causing that to happen. Why don't you now roll arcana?

**Freddie:** Arcana is 14 plus two, 16.

**Anthony:** Okay so you can tell, even though you don't know alot about this world, but you can tell -

**Freddie:** But I know a lot about, like, crystals and shit.

**Anthony:** Yeah. You can tell -

**Will:** He played in a band called Arcana, back in the '90s.

**Anthony:** You can tell that the -

**Freddie:** We wrote a song about this.

**Anthony:** That this is a poison gas spell that is not being done randomly. It's like, a person is doing it, and they must be -

**Freddie:** They're here.

**Anthony:** Within some certain proximity of the map. They're here, because the poison's coming from the ground, they could be underground. There could be an underground wizard making the poison come out. Okay, so the items that you got.

**Anthony:** This one's made by Ryan Peterson, it's called the Dimadone sword. It is a sword of adjustable length. It's a lethal tape measure. It's weight and it's length are proportional. I'm going to say it's maximum length is like a hundred yards, like a football field.

**Beth:** Nice.

**Anthony:** So you can make it go really long.

**Freddie:** Hell yeah.

**Matt:** So but the idea is that the longer it goes, the more -

**Anthony:** The more heavy it is.

**Beth:** That's what she said.

**Anthony:** And then...

**Will:** God.

**Anthony:** And then the other item - oh, also by Ryan Peterson, jeez. Well done, dude - are teleportation orbs. These are two hand held, indestructible orbs that allow the user to instantly teleport between them. The orbs need to recharge between uses -

**Beth:** That's what she said.

**Anthony:** Based on... Fuck. That's really good.

**Matt:** Oh, my God!

**Anthony:** Fuck. That's good. All right, you get inspiration. You get inspiration.

**Beth:** Yay!

**Matt:** That's the opposite of a dad joke.

**Anthony:** Yeah, but that's too good, though. That needs to be encouraged. The time is recharged based on the distance traveled. Just don't let them touch. The orbs cannot touch. Apparently.

**Will:** What happens if they touch?

**Anthony:** I don't know. It just says don't let them touch.

**Freddie:** DM's discretion, I think.

**Anthony:** I guess I'll decide, yeah.

**Will:** Oh, this seems like a cool ‘cross the streams’ moment we could do later.

**Matt:** Quick dad huddle, really quick.

**Will:** Yes.

**Matt:** Hey, um -

**Freddie:** Glenn is like, 15 feet away from this dad huddle.

**Anthony:** All right, so new 15 minute timer is now starting.

**Darryl:** Super quick. I feel like we should give one of those orbs to Grant, because if he gets transported, like -

**Henry:** Oh, shit!

**Glenn:** Sneak it into Grant's pocket!

**Darryl:** Yeah.

**Anthony:** Oh no, [crosstalk 00:56:12] No! Oh, my arc! Oh!

**Freddie:** But remember, here's the thing, guys. It's only one person's going to go.

**Will:** Oh, shit.

**Anthony:** Yeah, you can't all touch the orb.

**Matt:** Yeah. But maybe Grant can come back. Or I can go to Grant.

**Freddie:** So slip it. Oh, who has sleight of hand?

**Matt:** Well, we don't have to slip it, I think we can just ask Grant to hold onto this orb.

**Will:** Yeah.

**Matt:** Yeah.

**Henry:** Hey, Grant?

**Grant:** Yeah?

**Henry:** Hold onto this orb.

**Darryl:** Come join the dad huddle, little buddy.

**Grant:** I don't want to be anywhere near you right now. I think I'm cool over here with my friends trying to undo the damage that you just did to my cool factor.

**Ron:** Um, okay. Let me try this. Grant, buddy! I'm going to give you some advice. It's something that Glenn and I were talking about when we were in the toilet.

**Grant:** Why. Why is my life -

**Ron:** You had -

**Grant:** Why is this how things are right now.

**Ron:** You have...

**Beth:** I hold the orb, and I hold it in front of Grant and I say,

**Ron:** You have so many relationships in this life, only one or two will last. You go through all this pain and strife, and then you turn your back, and they're gone so fast. [singing] “And they're gone! So fast! Mm-Bop!"

**Freddie:** Holy shit!

**Beth:** And then I give him the orb!

**Grant:** Uh - uh -

**Ron:** Just hold onto that.

**Darryl:** Yeah, Grant, just hold onto that, buddy, it's a teleporter. If you get lost or I get lost, we'll be able to find a way back so it's all good.

**Grant:** Yeah. Thanks Dad.

**Darryl:** Just hang onto it.

**Anthony:** Thanks guys. So he just takes it.

**Freddie:** Meanwhile, he's just -

**Ron:** So hold on the ones who really care -

**Grant:** No, I got it! I'm holding onto it!

**Ron:** And in the end, they'll be the only ones there.

**Grant:** Oh, God.

**Darryl:** Grant, Grant, why are you weirded out by that? Remember, you used to love the Hansons. That was your favorite band.

**Grant:** No, I didn't -

**Darryl:** Yeah, you -

**Grant:** Aah!

**Darryl:** Remember? Remember third grade, you did that for the talent show, and it was with your talent show, and it was with your friends but only you went up there so it was you by yourself doing it?

**Grant:** Yep, I remember that distinctly! Great memory. Thanks, dad.

**Ron:** Plant aseed, plant a flower, plant a rose, you can plant any of those. Keep planting to find out which one grows!

**Darryl:** I remember that.

**Ron:** It's a secret no one knows!

**Darryl:** Because I came up, and then I sang it with you.

**Grant:** Could you just use that sword and just kill? Could you just drive it straight through my brain?

**Glenn:** I don't know if I can do that, I'm just kind of busy cleaning myself off with this really sweaty rag. I'm basically covered in shit and sweat and, hey, just give me one second guys.

**Anthony:** You guys are just the nastiest people right now. The tavern is completely burned down now, so you are in a pretty boring spot. You are just in a clearing with the burnt out remains of a pub, and the body of Goose Loose Van Goose, and currently... Oh, yikes. You see two other competitors. You can see a Drider, which is a large arachnid creature with the torso of a woman. Basically some Dark Souls shit. And then you see the Oni that you scared off is back.

**Matt:** Are they fighting each other?

**Anthony:** Yeah, I was just about to roll for that. So yes, they are fighting each other. But do they see you, is the question. Oh yes, they do. What do you do?

**Will:** Can we go to another zone? Can we just leave?

**Anthony:** Yeah, you absolutely can if you want to.

**Matt:** How many zones are open still?

**Anthony:** So the Haberdashery is adjacent to you and that is open and not poisoned.

**Matt:** Okay.

**Anthony:** Or you can always sprint through any poisoned zone, you'll basically take only one round of damage from it. Also, the damage increases depending on how many zones overall are poisoned, but you only take one round of damage from sprinting through any individual zone, but you will roll with disadvantage on the encounter tables because more people will hear you and maybe come to your location.

**Matt:** We could probably let them fight it out.

**Freddie:** Damn, dude, you really thought out this mechanic.

**Anthony:** I don't think it'll work but it sounds like it’s good.

**Will:** I think we let them slug it out, and we go to the Haberdashery.

**Matt:** Yeah, the sun's hot, none of us want sunburns. We all get some caps on...

**Freddie:** I actually got some natural sunscreen on right now, in a way.

**Will:** That's true! In many -

**Freddie:** My camo is way up, right, visually?

**Anthony:** Yes. Absolutely.

**Freddie:** But, smell-wise -

**Anthony:** You're like Solid Snake but the worst kind.

**Will:** Runny Snake.

**Freddie:** Yeah, I say we make a run for the Haberdashery, guys.

**Anthony:** Okay cool, so that'll take you five minutes.

**Beth:** Make a dash for the... Nevermind.

**Anthony:** We're down to five minutes before we find out where the next zone is coming up.

**Freddie:** What's the haberdashery all about?

**Anthony:** So the haberdashery is a store with a shit load of hats on the outside. Every single fun, whimsical hat you could imagine -

**Will:** What is this, Team Fortress 2?

[all laugh]

**Anthony:** Yeah. Yeah, you know what, yeah.

**Will:** Is this on? Is this thing on?

**Anthony:** Yes. Canonically, every hat that you see in Team Fortress 2 is at this haberdashery on the outside of it. On the inside you can see a bunch of their hats and also suits and clothing and like, apparel and all that kind of stuff.

**Beth:** Suits?

**Anthony:** So you get the feeling that - yes, the USA show suits. You get the feeling that if you go inside and search you might find some apparel that you can wear. I'm also going to roll on the encounter table. All right, you're fine.

**Beth:** You're going to like the way you look, I guarantee it.

**Anthony:** Right now there is nobody here. You rolled very well.

**Ron:** All right guys, what kind of hats do you want?

**Henry:** I think we should scout out what's in this store, and I think Glenn in particular, no offense, but you could use some new duds, my man.

**Glenn:** Yeah. Yeah.

**Henry:** You know what, actually, come to think of it, none of us have changed our clothes in the weeks upon weeks in which we've been in this realm at this point, right? Like all I know is my Birkenstocks are covered in gore and viscera. It's been a stinky ride. I feel like maybe we could all use a makeover.

**Matt:** But haberdashery is just hats, right?

**Will:** Well, he said they had suits and stuff, too.

**Anthony:** A haberdashery is just any place that sells men’s clothing and accessories. It's not just hats.

**Freddie:** So we can get properly pimped out!

**Anthony:** You can.

**Will:** Oh wow, they got Tommy Bahama shirts here!

**Freddie:** Oh, my God! Guys, can we upgrade to cargo shorts?

**Will:** Wizard Tommy Bahama shirts.

**Freddie:** Full on dad out?

**Beth:** All right, yes.

**Will:** Tommy Waterdeep.

**Beth:** I would like to purchase, if -

**Anthony:** There's nothing to purchase. Nobody's there. You can just -

**Beth:** I would like to purchase -

**Anthony:** All right.

**Beth:** 14 pairs of cargo pants in increasingly large sizes, and then I would also like a T-Shirt that says, "Keep Calm & Carry On." And then I want a hat that says, "I search for my son in the Forgotten Realms, and all I got was this lousy hat."

**Anthony:** Okay. So go ahead and roll investigation.

**Beth:** It's a 12 plus four, so 16.

**Anthony:** You definitely find a shirt that says Keep Calm & Carry On. And that's it.

**Matt:** Are there magical items here as well?

**Anthony:** There are also magical items.

**Freddie:** I'm going to also in this time cast Detect Magic once again, and any magical items will highlight themselves to me.

**Anthony:** God damn it, Ryan Peterson, I guess your style of making items is just my kink.

**Beth:** This is so hot!

**Anthony:** So you find Liquid Proof Boots. They are fully liquid proof, which means they are physically incapable of coming in contact with any liquid.

**Matt:** A little late for that. That would've been useful... 15 minutes ago.

**Freddie:** Liquid proof boots.

**Anthony:** Yes.

**Freddie:** Interesting. Okay.

**Will:** Wait, what size are they?

**Anthony:** Uh... Why don't you roll.

**Freddie:** Fourteen?

**Anthony:** They are size fourteen. So they're for like a half giant, like a big dude.

**Beth:** Can I roll for how big Ron's feet are? I'm not scared.

**Anthony:** All right, go ahead.

**Freddie:** Wait, I can't have these shoes because I happened to roll big?

**Anthony:** I mean, you can wear them, they'll just be kind of uncomfortable.

**Matt:** Yeah, you’ll get disadvantage or something [crosstalk 01:03:01]

**Will:** You'll look like a doof.

**Anthony:** Well...

**Beth:** 18. Inches.

**Anthony:** You have very large feet.

**Beth:** And, dot-dot-dot...

**Freddie:** And big socks!

**Anthony:** I mean, you have to be, yeah.

**Darryl:** Hey, Hotties, are you guys good clothing wise?

**Anthony:** Yeet Bigly points to himself and goes,

**Yeet:** Uh, obviously. Are you kidding me?

**Darryl:** Pretty cool. Okay, why don't you guys go ahead and can you just watch the perimeter while we get some clothes so that we can be as cool as you? We want definitely to measure up to you guys.

**Grant:** Oh my God.

**Ron:** Although if it's feet, we definitely measure up.

**Henry:** Yeah, Ron's a big boy over there.

**Anthony:** Grant is literally on his knees with embarrassment and he just grabs Yeet Bigley's coattails and goes,

**Grant:** I... am so... sorry.

**Darryl:** Grant, let's get some clothes.

**Grant:** Oh, God. Oh, no, this is the other horrible thing that you try to -

**Will:** Oh my God, shopping with your kid!

**Anthony:** Shopping with your fucking parents. Oh, no. So Yeet Bigly and Killa Demall walk outside and they go, “Yeah we'll holler if we see anything.” No they don't, that's something an old man would say. They go outside and they go,

**Yeet/Killa:** Yeah we'll yeet if we see anything.

**Henry:** What? Hold on, what does that mean? What's yeeting?

**Yeet:** Yeeting is throwing something for power. So, I will throw a brick through the window if somebody comes.

**Darryl:** And that's a good way to get our attention, for sure.

**Will:** That's true, I like that. I also like that Will was able to role play Henry not knowing what yeeting is, which gave him a safe way to find out the answer for himself.

**Anthony:** So the best tweet of all time, other than the Mia Farrow tweet, is, "Yeet is for power and distance, and Kobe is for accuracy."

**Beth:** I love that.

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

**Freddie:** So I mean, Glenn is going to just change into some regular clothes and hopefully smell a little less like shit.

**Matt:** So what do I see if me and Grant are just walking down the aisles of clothing?

**Anthony:** You see suits for goblins that are sort of in his size. So, really nicely tailored things that'll be a little bit weird around the leg mid section, but otherwise would look pretty good on him. You see a bunch of T-shirts with famous Unfortunate Fighting Children on them, there's none of Paeden, so don't even look for it. Nobody gives a fuck about Paeden.

**Darryl:** Hey Grant, buddy, I don't know what you wear but pick anything you want. This one's on me.

**Matt:** And I look around because there's no... You can get anything. It's free. There's nobody here.

**Grant:** All right, fucking, I got that.

**Darryl:** Okay. So are you going to get anything?

**Grant:** No.

**Darryl:** Why not?

**Anthony:** Whatever joy you saw in his face, even just the emotion that he had, he goes right back to completely fucking emotionless when he's just with you.

**Grant:** Why not? Because I don't need anything. I'm fine. I'm good.

**Ron:** Okay, well Grant, if you see a cap that says, "I lost my kid in the Forgotten Realms, and all I got was this lousy hat," could you yeet me no?

**Freddie:** Could you yeet me no? I want to just quickly talk to the hotties, and be like,

**Glenn:** Hey guys, what's up?

**Yeet:** Not much, what's up with you?

**Glenn:** Pretty chill. What's that board?

**Anthony:** So he does a handstand and just shoves the board in your face.

**Glenn:** Oh, shit yeah, man.

**Yeet:** Yeah, it's pretty cool.

**Glenn:** Yeah. You dark slide?

**Yeet:** Do I - Do I - Uh, yeah. I can dark slide.

**Glenn:** Hell yeah.

**Yeet:** You ride anything?

**Glenn:** Back in the day I used to skate street.

**Yeet:** Street?

**Glenn:** Yeah.

**Yeet:** That's fucking cool.

**Glenn:** Yeah.

**Ron:** Tell them about the Christ Air!

**Glenn:** Hold on let me re-do that. Yeah, back in the day. Used to do verd, actually.

**Yeet:** Fucking verd? Damn. Damn. Damn. Damn. And he spins around on his hands as he's going damn. Damn. Damn. Damn.

**Glenn:** Yeah bro. Christ Air was my move.

**Yeet:** Oh, Christ Air, fuck, I can't even do Christ Air.

**Glenn:** Yeah, whatever. Let me see a half pike on -

**Henry:** Who is Christ in this world?

**Ron:** He shredded for our sins.

**Matt:** Ron is everywhere.

**Beth:** In my defense, I still have the stilts, and I can cover more ground.

**Anthony:** Also the timer went up, so I'm going to announce -

**Will:** Because we dicked around for -

**Anthony:** You dicked around for quite a while. Greg Proops's brother, why don't you go and tell us that the Cafeteria and the Deli are about to fill with poison gas?

**The second head:** Hey, y'all, it's whatever I said my name was earlier! I don't remember, because I just took some calming mushrooms to help me compartmentalize my grief over the rotting corpse of my brother which is attached to my body. And I'm here to tell you that the following zones are about to get p-p-p-powned with poison! What were the zones again?

**Anthony:** C and D.

**The second head:** For those cool cats in the Cafeteria, lunch time's over, because you're getting a second serving of poison coming our way! And if you're still hungry, don't go to the Deli, because the Deli in addition to having bad meats that will give you the dooks and send you to that poison toilet, is also going to be filled with poison. This has been whatever my name is, repressing my feelings!

**Anthony:** Okay. Just so you know, once those two go up, there will only be two zones remaining that don't have poison in them: the tavern, and the haberdashery where you currently are.

**Darryl:** Grant. Any clothes you want! I know you like those, you want to be part of the Hotties, so if you want anything here.

**Grant:** Whatever chances I had of being part of the Hotties is over now. Clothes has nothing to do with that. That is gone. That is well and truly gone.

**Darryl:** Oh, I know you think your old man ruins everything, but I tell you what -

**Grant:** You do ruin everything! You killed a guy, and then you lied to me about it! You won't tell me what the fuck is going on with you! There's still something that happened before that I don't know about. You're going to eat my flesh, apparently? Also, that's a thing? You won't explain fucking anything to me. This is the most typical, you just put on a fucking happy face and just pretend everything's cool, don't bother talking about it! Why would you talk? Why talk about something that fucking bothers you? Why? Why would you? Of course not! No, I'm fine. I'm great! I'm great! You know what, nevermind, I'm great. I'm going to put on this suit. Ha ha! Look at me in my suit.

**Matt:** I put my hand on his shoulder that is-

**Darryl:** Son, I love you, but that's a terrible suit. That's for a goblin. We'll get you a different suit, but look, I'm going to be straight with you right now. THere's a lot going on, and I'm not going to lie to you, you were put into slavery. There's been a lot of stuff happening, right?

**Grant:** Yeah!

**Darryl:** A lot of stuff happened to us, too! We found the other kids and we lost them. And I'm, frankly, I'm scared I'm going to lose you too right now, even if we save you. If we get out of this crazy game, we're the last people alive. And there's other stuff going on! THere's some very adult stuff. There's stuff going on with you dad. But you have to trust me that I can't talk about it all right now because we're in the middle of this, and I'm sorry I lied about the gun but these guys were trying to help me, because they didn't want you to know that I did it. I'll be honest, it's not the first person that we've had to kill in this situation, and I'm not dealing with it great, and sometimes I do just laugh to make it happen. But I want -

**Ron:** We've killed many people.

**Darryl:** Yeah, Ron especially has -

**Freddie:** Ron, three miles away -

**Darryl:** Ron especially has tried to kill many people. I just need you to know that right now, I love you, and I will talk to you about it once we're done with this Fortnite hell hole that we're in right now. And, I know you're mad, and I expect you to be because I've seen how everybody gets mad at their dad, but just know that for the next 12 hours, or whatever it is, we have to get through this and then we'll talk, and you can ask me any question and I will respond and tell it to you straight.

**Grant:** Okay. Sure

**Darryl:** Well that's a good talk, now let's get you a good suit!

**Grant:** No, I don't want a suit. I'm good. I'm fucking - I'm fine. Everything's fine.

**Darryl:** All right.

**Anthony:** He just walks out, seemingly exactly as upset as he was before.

**Matt:** [sighs] That's Darryl sighing. He knows he didn't do well. Well, bone that one up Darryl.

**Henry:** Hey, man, it's, you know -

**Darryl:** Oh, Henry, were you right here listening?

**Henry:** What I was going to say is I get it, it's tough connecting with kids at this age, but you know I think you did good, so don't beat yourself up too bad about it. He'll come around, assuming we'll all make it out of this alive.

**Darryl:** I appreciate that. Henry, I'll grill you up that carrot.

**Henry:** Hell yeah! But let's grill down after we get out of this place.

**Darryl:** Well yeah, I'm not going to say grill now, I'm just saying.

**Henry:** For sure. I appreciate that. Thank you, Darryl.

**Darryl:** All right.

**Freddie:** When they come back, I'm sharing a cigarette with Yeet and I'm like,

**Glenn:** Yeah I know, if we see a half pipe I'll show you how to do it.

**Darryl:** Glenn, what the hell, I know we're in a -

**Matt:** I go and I take the cigarette out of Yeet's mouth.

**Yeet:** Oh, what? Dude! You fucking narc.

**Glenn:** You fucking narc!

**Yeet:** Are you kidding me?

**Darryl:** This is terrible for you!

**Yeet:** You know what's terrible for me? All of this, he says, pointing at this, and this -

**Henry:** And can I just say -

**Anthony:** He says, pointing at the cigarette,

**Yeet:** - helps me with the fucking edge!

**Henry:** Can I just say, mister Yeetly, sir, young man -

**Yeet:** Bigly.

**Henry:** Bigly, Yeet Bigly, you should really be wearing a helmet.

**Yeet:** Oh, my God.

**Henry:** The brain is the most important resource a young person has. It's how you form your connection with the world, and I know you do cool flips and tricks on your board but, you're not going to be able to do those tricks if you're eating your food through a straw because you biffed it on your board too bad, you know?

**Ron:** You're so excited about smoking, why don't you go back to the Juul Cutters zone?

**Anthony:** Where do you think we started, they say, and they pull out Juuls.

**Freddie:** Oh hell yeah!

**Beth:** Oh, that's tight.

**Anthony:** And immediately begin to vape and they're so goddamn cool, and they ignore everything that Henry just said to them.

**Glenn:** Wear a helmet?

**Anthony:** Yeet just doesn't - yeah, no.

**Glenn:** If you want to look like a fucking tool!

**Henry:** Glenn! I take safety very seriously, so don't push it, bucko.

**Yeet:** You look pretty singed, were you wearing a helmet for whatever the fuck happened to your whole thing?

**Henry:** Well, I didn't think I was - you know what? You know what, sir, you -

**Yeet:** Gotcha. Gotcha! Killa -

**Henry:** You think you're real cool!

**Anthony:** Killa's like,

**Killa:** Uh, gotcha.

**Henry:** I revoke my high five.

**Yeet:** Oh. That's fine, I don't need it.

**Darryl:** Also, helmets are lame, Glenn, Brett Favre, uh lame, wore a helmet -

**Glenn:** That's true! I don't know who Brett Favre is, but -

**Darryl:** Tom Brady!

**Glenn:** Maybe football is harming the youth of our country more than skateboarding ever did. Hold out for a fist bump!

**Anthony:** So Grant definitely fist bumps you. He's like,

**Grant:** That's why I play soccer. No tackling.

**Glenn:** It's true, although, actually, the headings, they find out that doing the headers repeatedly might actually have similar effects.

**Beth:** Yeah, that's why I'm so dumb.

**Anthony:** Grant immediately, his eyes get bigger, he's just like,

**Grant:** I love doing headers.

**Glenn:** Ah, maybe slow down on that, my dude.

**Henry:** Okay, we are in the middle of a dangerous war zone. Let's table the soccer versus football versus vaping conversation for when we're out of danger and let's figure out what our next move is here everyone!

**Anthony:** Okay. As you say that, someone is going to make a stealth roll. Everybody do a perception roll.

**Freddie:** A 20.

**Anthony:** 20?

**Freddie:** Not natural 20.

**Matt:** I got a 19.

**Beth:** I got a 12.

**Will:** I got a natural 20.

**Anthony:** Jesus! Basically everybody except for Ron, but once they see it, you'll see it too.

**Matt:** Ron gets advantage! He's on stilts!

**Anthony:** Ron's on stilts and also is listening to everybody simultaneously. Ron is the NSA. You hear it before you see it. You hear big, heavy footsteps coming towards you, and you see somebody encased in a very large suit of armor. Even though you can see from the fists that are coming out of it and the head peeking over it, that the person's not actually very big, they're just wearing a big thing of armor. As it gets closer, you hear the same voice that you heard on the microphone even though you can't make out the face, and he goes,

**Person in armor:** Doodlers. I've come for you!

**Anthony:** And -

**Beth:** That's what she said.

**Anthony:** It's Cern. It's Cern. It's [crosstalk 01:13:14]

[*cheering*]

**Anthony:** It’s Lizardboy Scales McStuffins. He's come to kill you. He hears you say that as he comes up, he's like,

**Cern:** Well fucking great! I was doing - I had a whole thing! I had literally a whole monologue that was going to climax with me getting close enough for you to see that I was there, and I talk about like, you eating your kid, and all, but no, yeah, that's what she said. You nailed it. Fuck you!

**Anthony:** And then he starts walking, and he digs his hand into the ground, pulls out a very large rock, much larger than anybody should be able to lift with one hand, and he fucking throws it at you.

**Will:** I roll to see what type of rock it is.

**Freddie:** Dungeons & Daddies is Matt Arnold as Darryl Wilson, Anthony Burch as our DM, Will Campos as Henry Oak, Beth May as Ron Stampler, and myself, Freddie Wong, as Glenn Close. Theme song and outro is Alright, by Maxton Waller. Thanks this week to Eric Shipolsky, Bryce Baker, and Ryan Peterson, for the excellent submissions of names and items, just one of the many perks you get as a Patreon supporter.

**Freddie:** Speaking of which, do you know VZDX? Ryan Blaney, Camdon Nafedy, Jackie Bets, or Devan Steen? I mean, they're Patreon supporters, too. I'm not trying to guilt you or anything, I just think that these folks are pretty cool! Oh, sorry, what? Did you want to become a supporter of the podcast? Take a gander over at patreon.com/dungeonsanddads where you, too, can chip in and help make this podcast possible.

**Freddie:** We just got back from a weekend of hard role playing and recording, and the canon prequel starring the dad's grandparents, which we're calling At the Mountains of Dadness, is in the proverbial can, ready to be edited. I'm really excited for everybody to hear this one, because the call Kthulu system, and it being kind of mini-series really changed the game play and the way we approached it, and like me personally, I was not expecting just how tense and exciting the combat ended up being. It's very different, it's very cool, it's also very funny. We're going to try to get that out this month in time for Halloween, and something you can hear if you're a Patreon supporter at any level. So, it's not too late. Patreon.com/dungeonsanddads.

**Freddie:** Also, our stretch goal at 2500 patrons has just been posted, I just got off the phone with Henry Oak's producer and he's putting together his geology raps. We're going to be releasing the Rocks Rock mix tape. So if you want to make that happen, Patreon.com/dungeonsanddads, that's where you want to be. Dungeons & Dads on Twitter, bif.ly/dungeonsanddads for that private Facebook group, r/dungeonsanddaddies for that subreddit, and bit.ly/DADGUT, all caps, for the group transcription project. Thanks again for listening, folks, that next episode's coming at you October 15, so until then, thanks for listening, and we'll see you then.

[*theme music*]

**Freddie:** Did the sequels -

**Matt:** No, no, no -

**Anthony:** The further we get into this conversation, the more likely it is that every single NPC is going to murder you.

**Matt:** This podcast will not be a Star Wars podcast, that is the one thing it won't be, Freddie.