Dungeons and Daddies

Dungeon Master: Anthony Burch

Glenn Close​: Freddie Wong

Darryl Wilson​: Matt Arnold

Henry Oak​: Will Campos

Ron Stampler​: Beth May

Episode 8 – The Battle Axe of Hatred Pt. 2

**Freddie:** Hey folks, Freddie here. Before we begin today, I want to tell you that we've just launched our Patreon. So if you've enjoyed our premium dad antics and would like to contribute to help make this show happen, please head on over to patreon.com/dungeonsanddads. Thank you!

[*ominous sound*]

**Hardcore History Narrator:** It's Hardcore History.

**Dan Carlin:** How far would you go to save the life of your son? It's a question worth asking, because in our modern, some would say “sheltered” lives, we don't really ever have to face those kinds of life or death questions at all, now do we? The idea of stealing a magical weapon from a group of thieves calling themselves the Redbrands to free your son from a wizard's curse might be unthinkable to us. Yet that is exactly what four dads set out to do on a cold night in the forests outside Waterdeep.

Now the plan was—and I'm pulling from a number of sources here—to take a page out of Germany's playbook during the Battle of Bolimów, where, on the 31st of January, 1915, they deployed poison gas on the battlefield. These dads would engage in their own form of chemical warfare by attempting to use their minivan to smoke out the Redbrand hideout with vape juice infused with drug flowers. Lest you think they would be affected themselves, well…they had a plan for that.

One of the fathers—I believe I read somewhere, it was Darryl Wilson—told the others that urine would stop the effects of the smoke, saying, quote, “If you pee on a cloth, I was listening to Hardcore History, and they peed on their faces.” Now those of you who are familiar with this program will know, I've never said anything about urine being an effective means to stop poison gas. Listening to Darryl would be a mistake, and that mistake would soon prove deadly…

[*ominous sound, fade out*]

[*theme music*]

**Freddie:** Welcome to *Dungeons and Daddies*, not a BDSM podcast. This is a D&D podcast about four dads flung into the Forgotten Realms in the quest to rescue their lost sons. My name is Freddie Wong and I play Glenn Close, rock-and-roll dad. Fun fact about Glenn, this week, that despite espousing the rock star lifestyle to all the other dads and all the other strangers around him, Glenn Close has done a total of $15 of damage to a hotel, and that was when he—

[*Will and Beth laugh*]

**Freddie:** —and that was when he stole a really nice looking wine uncorker thing from a particularly nice hotel, and decided to keep it.

**Will:** Was it a Hyatt?

**Beth:** Oh man.

**Freddie:** No, it was like one of those nice, fancy hotels somewhere on the California coast.

**Matt:** Fifteen bucks is pretty good for a wine uncorker.

**Freddie:** They wanted to keep him on the accounts there. And the fun thing I like about this podcast, and the character I play, is, “How much of this is Freddie’s real life, and how much of this is Glenn Close?” You’ll never know.

[*all laugh*]

**Matt:** I'm Matthew Arnold and I play Darryl Wilson, a stay-at-home coach dad who's a barbarian. And a little fun fact about Darryl, his favorite holiday is Tax Day.

**Will:** Oh God.

**Beth:** Oh God [*but more incredulous*]. Oh man.

**Matt:** Well—also, when Tax Day comes around, he already did his taxes about three months ago.

[*Beth laughs*]

**Beth:** Man after my own heart.

**Matt:** Matt’s favorite day is October—

[*all laugh*]

**Matt:** —when he remembers that he delayed his taxes, and then has to do them again.

**Freddie:** Oh perfect.

**Will:** Hello, I am Will Campos. I play Henry Oak, granola-munchin’, Birkenstock-wearin’, crunchy-granola-hippie-dad, slash druid. Fun fact about Henry—I decided this on the way over—Henry dropped off his kids at his grandparents’ house—not his grandparents, their grandparents’ house—one time when they were little boys, and Henry's dad, Henry Sr., who's pretty hardcore, spanked one of them—

**Anthony:** Oh no.

**Will:** —but won't tell Henry which one it was [*wheezes*].

**Anthony:** Oh my God. Your kids aren't narcs, so they won’t—

**Will:** And then the kids aren't snitches. So he knows one of them has been spanked exactly one time by their grandparent, and they don't—he doesn't know which one it is. Is that like, weird? Is it like—

**Matt:** No.

**Will:** How do people feel about spanking now?

[*Beth laughs*]

**Beth:** The speed at which Matt said no.

[*all laugh*]

**Matt:** It's not weird for your character to have that as a moment.

**Anthony:** Yeah, yeah, yeah. I mean, I'm not psyched about it as a person, but yeah, I don't feel like it's a bad thing to be in the podcast.

**Will:** Okay. Alright. Well, cool.

**Freddie:** You can’t—by the way, you can't ask the opinion of spanking from the Asian in the podcast.

[*Will laughs*]

**Matt:** I got spanked as a kid.

**Anthony:** I got spanked. I wish I hadn't, it was bullshit.

**Will:** Okay.

**Beth:** I got spanked.

**Will:** Yeah me too. So anyway…

**Freddie:** Did we all?

**Will:** That's why we're all doing this podcast, isn’t it.

**Beth:** Oh my God.

[*laughing*]

**Anthony:** Yeah, actually yeah. Turns out—

**Beth:** Wait, Freddie is there some Asian stereotype about spanking?

**Freddie:** Oh it's like, from a cultural thing it’s like, capital punishment and spanking are like the two knowns of Asian culture.

**Anthony:** Yup, my mom is Thai. I can verify, this is seconded.

**Beth:** …like pro or against?

**Anthony:** Like pro.

**Freddie:** Like one hundred percent—

**Anthony:** Like pro.

**Freddie:** —one *hundred* percent pro.

**Will:** Henry’s a pretty like, free range new age parent so this definitely stressed him out a lot. He’s definitely worried that like one kid is a little off kilter but he doesn't know which one it is.

**Beth:** God, it’s stressing *me* out.

**Matt:** You're like—Henry was Googling what the spanking’s effect is on children, like, is only one spanking enough to affect—

**Freddie:** Long-term psychological damage.

**Will:** Is there—are there any double blind studies on twins, where one has been spanked and the other one hasn’t, one time, you know?

**Anthony:** Can you spank one and the other one feels it, because of the twin connection.

**Beth:** Oh my God.

**Matt:** Wait are they twins?

**Will:** Yeah, they’re twins!

[*all laugh*]

**Anthony:** Oh my God.

**Matt:** Alright.

**Anthony:** Are you kidding me?

**Matt:** I forgot they were twins!

**Anthony:** Are you kidding me?

**Matt:** I thought they were like a year apart!

**Anthony:** No!

**Anthony:** Every NPC is like, “oh, it’s the same person”. Have you been paying attention?!

**Matt:** —you know …

**Beth:** Oh, my god…

**Anthony:** So that was that was your parents right, that was Henry's parents?

**Will:** Henry's parents, yeah.

**Anthony:** Okay cool.

**Freddie:** So did Henry get spanked?

**Matt:** Yeah, did they spank you?

**Will:** Henry got spanked as a kid, yeah.

**Matt:** Okay.

**Beth:** Aw man.

**Matt:** Oh shit.

**Beth:** Another Dad fact—it’s a really sad dad fact.

**Will:** Another spanking related fact on this “not a BDSM podcast”.

[*laughter*]

**Anthony:** It's not BDSM because these are not consensual spanks, these are bad spanks.

**Will:** True that.

**Beth:** We're a sex positive non-BDSM podcast.

**Freddie:** So is *99% Invisible*, too.

[*all laugh*]

**Beth:** And with that my name is Beth May and I play Ron Stampler, emotionally detached stepfather. Oh, he's also a rogue. Fun fact about Ron: actually it's three fun facts that are all linked by—Okay so number one is that Ron thinks that all musicals have to be about animals…

[*all laugh*]

**Beth:** Okay. And then number two is that the only musical that Ron has ever seen is *Cats*.

[*laughter continues*]

**Beth:** And then number three is that Ron's favorite musical is *Cats*.

**Freddie:** How does he feel about musicals in general?

**Beth:** So far so good.

**Freddie:** One for one.

**Matt:** So he likes *Cats*.

**Beth:** Well, yeah.

**Matt:** That’s burying the lead. That's the important fact to know, that he likes *Cats*.

**Beth:** I mean, yeah—favorite musical, probably favorite thing.

**Will:** So when Ron hears someone describe another musical, like *Hamilton* is he just like “oh they must be all like dogs”, or something like that?

**Beth:** Or, like—pigs, like *ham*. I think he thinks that *Hamilton* is about ham. Fun fact: I also think *Hamilton* is about ham.

**Anthony:** I don't know how Ron lived this long, just like in life. Just like in society, it feels like he should've been culled long ago by natural selection.

**Beth:** Don't count down luck, baby.

**Anthony:** So my dad fact this week, and this is just spurred from Freddie talking about his character stealing fifteen dollars worth of stuff from a hotel room. So when I was 19, I was invited to an E.A. promotional event for like, the expansion pack for *Command and Conquer 3*, and they hosted—they hosted—us at the *Ritz Carlton*. And I'm from Phoenix, Arizona, which is the opposite of the *Ritz Carlton*.

[*Freddie laughs*]

**Beth:** [*celebratory*] Arizona!

**Anthony:** So when I was there—

**Beth:** Sorry, I am also from Arizona.

**Anthony:** I thought it would be fun to steal one of the bathrobes, and I was like, “they’ll never know.”

**Will:** Oh no.

**Anthony:** And then I stole the bathrobe, and I never heard anything else about it and I was like “ha-ha.” And I looked up how much the cost for stealing one of them was, and it was like $1800. Which meant that the very nice EA guy who had been hosting all of the community people—

[*Will gasps*]

**Anthony:** —had to pay out of EA’s budget $1800.

**Will:** Oh no.

**Anthony:** And I got a new job, and the head of marketing there is the guy that I made pay $1800.

[*general gasping and histeria*]

**Will:** What a twist!

**Freddie:** Oh the twist!

**Beth:** Oh my God!

**Anthony:** Every day—

**Will:** Doo doo doo. Doo doo doo.

**Anthony:** Every day I see him I pray he does not recognize me as the 19 year-old kid who fleeced him for $1800.

**Freddie:** Holy shit.

**Will:** I think we can all agree that—

**Matt:** You should tell him.

**Will:** —the real people who are fleecing you were the people who said a replacement towel is $1800.

**Anthony:** Well no, it was a bathrobe. It was a terry clothbathrobe.

**Beth:** Oh my God.

**Will:** I still feel like that's a bit high for a bathrobe.

**Anthony:** Yeah it's bullshit. It’s the *Ritz Carlton*.

**Will:** That eighteen hundred dollars is why *Battlefront 2* had microtransactions.

**Matt:** It’s your fault!

[*all laugh*]

**Matt:** If you want to clean your conscience, download *Battle Front* and buy—and buy $1800 worth of loot boxes.

[*all laugh again*]

**Anthony:** You lost me at pronouncing it like “Battle Front,” like it's two words.

**Matt:** Battle. Front. 2

**Anthony:** Star. Wars.

**Anthony:** Alright, do you guys want to pretend to be wizards and shit?

[*Once again, the laughter cannot be contained*]

**Freddie:** Let's go

**Will:** Let’s dive in.

[*theme music*]

**Anthony:** Matt fucked up his roll. Crit failed, hit himself in the face with his pommel of his axe and then also very quickly learned that urine does not eliminate the psychotropic effects of the drugs in this world.

**Beth:** The hardest lesson to learn, really.

**Henry:** Hey, hey Darryl. Sounds like—

[*all groan*]

**Freddie:** Oh boy.

**Henry:** *Urine* trouble!

[*Matt laughs*]

**Anthony:** I don't even need to tell you what to do, y’all know what to do.

**Matt:** In character Darryl Wilson would obviously not respond with any sort of joke. I am currently vomiting and I forgot everything. Which is why I forgot that they’re twins. Wink wink. I was in character in this one at the beginning.

**Anthony:** I’m just going to point out that for the first time, you are in a position where you could redirect that damage to a hostile enemy.

**Matt:** I know but I play by the rules and I'm throwing up, so I'm not making a joke.

**Anthony:** Okay!

**Will:** Is there a separate rule for like in character dad jokes versus dad jokes that I just make because I'm sad—

[*Anthony laughs*]

**Will:** —and I want attention?

**Anthony:** As we've just found from I think the intro of this. There is so little difference between our characters and us that I'm just going to treat them as one and the same.

**Will:** Fair enough. Alright guys, pony up.

**Anthony:** Yeah everybody roll a d4 of damage, or come up with your own dad joke so you can redirect it to somebody else.

**Beth:** God, sounds like our prospects here are really in the toilet.

**Will:** Boom!

**Anthony:** Good. That's good, that's good, that’s good.

**Beth:** Thank you for calling it good.

**Anthony:** It *was* good!

[*all laugh*]

**Matt:** That was a good joke, Beth.

**Freddie:** We should have peon-ed these peons.

**Anthony:** Alright.

**Will:** Alright

**Anthony:** Alright.

**Will:** I'll allow it. I don’t know why *I'm* allowing.

[*Anthony laughs*]

**Freddie:** I want to redirect this to one of the guards.

**Anthony:** So I'm assuming all of you are redirecting to the guards.

**Beth:** Yes

**Matt:** Except for me, which I just took 3 damage. As I'm floating, if I'm vomiting, is it kind of like a *Wall-E* type in space moment where I'm like…

**Anthony:** Where it's like projecting you backwards?

**Matt:** Yeah, like is that how gravity works here? Am I moving around?

**Freddie:** Peter Gabriel's lightly wafting in the background.

**Beth:** Oh my God.

[*Will laughs*]

**Anthony:** The force of your dad jokes becomes physicalized, and you see this force just move through the air and [*Anthony makes a fwoosh sound effect*] hit the ruffian that just rang the alarm in the face and he takes 4 damage.

[*Freddie laughs*]

**Will:** Sweet.

**Anthony:** So now you were properly in combat so everybody roll Initiative.

**Matt:** Not to do your job for you, I feel like I probably have disadvantage for Initiative right?

**Anthony:** Umm…

[*all laugh*]

**Anthony:** Yeah. That's a good idea. I like that.

**Freddie:** 14.

**Beth:** 12.

**Will:** 18.

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

**Will:** My Initiative can vote.

[*all laugh loudly once again*]

**Freddie:** And buy cigarettes.

**Will:** And watch pornography legally or whatever. Because that's always stopped kids in the past.

**Beth:** Your Initiative is *of age.*

**Will:** Is of age.

**Anthony:** Okay so…

**Will:** My Initiative cannot have sex with your Initiatives.

[*all laugh very loudly*]

**Matt:** There’s going to be a few people under 18 who are like: “Wait is it illegal for me to watch porn right now?”

[*more laughter ensues*]

**Anthony:** A good third of our listener base just started *sweating.*

**Beth:** And to all of those who are in that base, the police are on their way.

**Will:** They know what you did. They saw you scroll down to 1901 for your birthday because you thought it was so funny.

**Matt:** And your parents do know by the way.

**Anthony:** Yeah, you open all those tabs. You don’t need to open all those tabs.

**Beth:** Your parents know and so do we.

**Will:** You know I just realized? I don't even think—are those age gate things even a thing anymore?

**Matt and Anthony:** Yeah.

**Matt:** It’s still like a legal requirement for them to have a gate.

**Will:** All the websites know I'm old now. They’re like, “Welcome back”.

**Anthony:** They're like “Aren't you married?” and you’re like “Shut up!”

[*more laughter*]

**Anthony:** First off it will be Henry's turn.

**Will:** It's Henry's turn! So what do I see? I'm like around the corner? Where am I?

**Anthony:** So yeah, you're around the corner and you can see poor Darryl doing all kinds of horrible things.

**Matt:** I'm spin-wheeling in midair.

**Anthony:** You can see Glenn just whiffed on the other guard, and the guard that Glenn whiffed on blew into a whistle and was shouting “Alarm, alarm!” You hear some like footsteps inside of the warehouse.

**Freddie:** Or do we? Are they floating?

**Will:** Oh yeah! What happened with our—with our weed, magic?

**Anthony:** I don't know. Maybe you'll find out when you open the door.

**Will:** Okay, so there's two guards in front of me, though.

**Anthony:** Correct.

**Will:** Okay. And we don't— ‘cause the vans in the back because Lizard Scales McStuffins is flooding the engine to smoke everyone out. Right?

**Anthony:** Correct.

**Will:** Okay. Ron's next to me, right?

**Anthony:** Yep.

**Will:** I'm going to consult with Ron.

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

**Henry:** Ron! What do you think we should do? We're in a real jim-jam here. Looks like our boys’ ambush didn’t go so well.

**Ron:** That's true Henry. If I were in this situation, which I am, I would, umm… I don’t know, what were you thinking?

[*Freddie laughs breathily*]

**Will:** Henry decides to redirect his energy towards the battle.

[*all laugh*]

**Henry:** Here's what I'm gonna do. I'm going to take one of them, you take the other one, okay?

**Ron:** Which one? Which one is which?

**Henry:** You take the one on the left and I’ll take the one on the right.

**Ron:** Alright.

**Henry:** Let’s do it.

**Ron:** Let’s do it.

**Will:** Okay. I’m going to, let’s see. Am I going to use a little razzle dazzle on these guys? I’ve got so many options… I'm just going to run up, screaming, with my light hammer.

**Anthony:** Okay?

**Will:** And I’m going to hit one of them on the head.

**Anthony:** Sounds perfect.

**Matt:** This is real Dungeons & Dragons everybody. Finally!

[*all laugh*]

**Matt:** Finally we’re playing!

**Will:** Finally one melee attack without any dumb fucking dad jokes.

**Matt:** It’s about fucking time, it’s what I've been waiting for!

**Will:** Alright, I'm going to do it! Hot dice coming in!

**Anthony:** Alright, here we go.

**Will:** And I even got a boring roll on it: an 11.

[*all laugh*]

**Matt:** God, I love this game!

**Will:** God, what a rush!

**Freddie:** Tip of the bell curve!

[*much more laughter*]

**Will:** Minus 1 to hit, so a 10.

**Anthony:** Wait what?

**Will:** I think ‘cause I'm bad, because I have minus one strength?

**Anthony:** So, yeah, you come up with your light hammer and completely unused to the idea of even attacking another human being with a weapon—

[*Will laughs*]

**Anthony:** You kind of just like swing just generally in his space, and you're like a foot away from him he just sees it go *whoosh* right past his face and nothing.

**Will:** And I say sorry.

**Anthony:** Now it is Glenn Close’s turn.

**Freddie:** Am I affected by the aforementioned?

**Anthony:** No. Because you were not hurt, you didn't have to like [*gasping sounds*] to breathe back in, so you can tell what's going on now. You're going to have to like…

**Matt:** Avoid the smoke or whatever.

**Anthony:** Yeah. I mean you’ll have to avoid the smoke, but I'm gonna make you roll to avoid it, because it's like you could just choose to hold your breath and like, whatever.

**Freddie:** Sure, sure. And who's the closest to me?

**Anthony:** There is a Redbrand ruffian right next to you with a—blowing on a whistle saying “Alarm, alarm!”

**Freddie:** Can he see me as I flourish with my nunchucks?

[*Beth chuckles*]

**Anthony:** Yes, he can see you.

**Freddie:** So then you'll see the 6 flourish as it whips from my left to my right.

**Anthony:** 6? Okay.

**Freddie:** And then he sees again.

[*dramatic dice rolling noise*]

**Freddie:** As I nut myself.

[*all laugh*]

**Anthony:** Alright. You nut yourself. Again. Take damage.

**Freddie:** That will be 1d6 of nut damage.

**Beth:** Oh my god.

**Freddie:** And—oof! 3 damage!

**Beth:** You'll never be a father again.

**Anthony:** So this guy looks to his left and sees [*intense vomiting noises*] vomit like floating, and he turns his right and sees you hit yourself in the nuts, and you also take a suck in and you start fucking vomiting and start floating and like—

**Matt:** And then Henry just swung with a hammer and missed.

**Anthony:** Yep.

**Henry:** Ron, it's up to you.

**Glenn:** Ron, it’s all you!

**Henry:** Big game, Ron!

**Ron:** Alright. Okay. Okay. I take both components of my disassembled, preassembled *Skip-It*, and I throw them individually, at the same time, at both guards.

**ggAll:** Holy shit

**Will:** What a move!

**Matt:** Double ninja star action.

**Anthony:** Okay.

[*all laugh*]

**Beth:** I, Beth May, am describing Ron's action: I am moving my hands forward as if throwing with both of my hands at the same time, and it looks *hella cool*.

**Anthony:** I'll tell you right now, it looks maybe like the least powerful thing anyone's ever done in history. It's like somebody, like, directing air traffic control after their wrists got broken.

**Beth:** But like—

[*all laugh again*]

**Beth:** —but in the coolest way possible.

**Anthony:** Okay. So if you want to do that, you can do that, you're just gonna roll an attack against both guys, but you’ll have disadvantage on both of them.

**Beth:** Okay.

**Anthony:** So this is the first dude.

**Beth:** 16.

**Anthony:** Roll again, you're gonna take whatever there's less.

**Beth:** 15.

[*everyone ‘ooooooooooohs’ dramatically and Beth makes a weird squeaking noise*]

**Anthony:** So you're gonna do 1d6+2, because we're basically pretending that your scimitar, according to the character sheet, is a *Skip-It*.

**Beth:** Awesome.

**Anthony:** Alright. So roll damage on the first guy.

[*dice roll*]

**Anthony:** Holy shit!

**Beth:** 8

**Matt:** Whoa.

**Beth:** 6+2, 8.

**Will:** Dang!

**Anthony:** Wow. Okay… so here's what happens! The first guy—so which part of the *Skip-It* do you throw at this guy,? The skip or the ball?

**Beth:** I'm going to say the ball.

**Anthony:** Okay.

**Freddie:** Like a shot put.

**Beth:** Yeah.

**Anthony:** Was it just, It was just a mace, right? It was like a morning star?

**Beth:** It was—yeah.

**Anthony:** Okay, so this guy turns, sees vomiting to his right, and then sees vomiting to his left. He goes: “Wha-?”. And as he's about to say ‘what’, your ball comes in and just impacts into his face, and just crushes his skull.

**Will:** Oh, God!

**Beth:** Oh my God!

**Anthony:** And he is fucking dead.

**Freddie:** So the last thing he sees is a grown man floating in the air vomiting, another man nutting himself…

**Beth:** And then air traffic control.

[*all laugh heartily*]

**Anthony:** And before all that he got hit by the dad joke. So it was like the most confusing and last seconds of his entire life.

**Will:** Dang.

**Beth:** That's how I want to go.

**Anthony:** Okay. So that dude is just fucking dead. Now you can roll for the second dude.

**Beth:** 6.

**Anthony:** And the second one is the skip part of the *Skip-It*, it just *whooshes* past and he is unharmed. So that guy, he turns to look at you. One of the two only non-completely incompetent people—

[*laughter*]

**Anthony:** —in this fight is gonna come up to you, and attack you with his short sword. So, he hits you with both of his attacks and you take 10 damage.

**Beth:** Poor Ron!

**Anthony:** And then as his short sword cuts a chunk out of your shoulder, the door behind him busts open and you see three more Redbrand ruffians coming out, waving their hands in front of them trying to dissipate the smoke.

**Anthony:** They have a little bit of vomit on their chests—

[*more laughter*]

**Anthony:** —but it seems like they didn't get much of it, and behind them you can see that the bat moved around a little bit, but he didn't have enough time to fully fill the space. And there's definitely one room in the back that you could see smoke coming through a crack in a door that seems like it's definitely smoked out, but in this large antechamber that makes up the majority of the warehouse, it feels like it didn't have time to fully get smoked out.

So, you’re going to have to deal with these three as well. So now there are four Redbrand ruffians remaining. And with that it is now Darryl Wilson's turn.

**Matt:** Darryl Wilson’s floating, unsure of where he is, vomiting. Sees three gentlemen come out through a door. And Darryl Wilson puts his arm out and says—

**Darryl:** Hi, my name's Darryl Wilson.

**Anthony:** Alright go ahead and roll… Persuasion? Cause you’re persuading them to be nice?

**Matt:** That is an 11.

**Anthony:** The three dudes stop, in confusion. And one of them sort of slowly reaches out his hand as well.

[*all laugh*]

**Matt:** Does he grab my hand?

**Anthony:** Yeah he does.

**Matt:** I go—

**Darryl:** Sorry for vomiting on your doorstep there, sir. I gotta be honest I don't quite know where—Am I floating?

**Ruffian 1:** You are, yeah. Uh-huh.

**Anthony:** And then as he's saying that he turns and he sees the dead, skull-fractured impacted Redbrand next to him and he goes—

**Ruffian 1:** Oh!

**Anthony:** And the guard that is next to Freddie goes like—

**Ruffian 2:** They’re attacking! They're attacking—we have to do—They're attacking!

**Anthony:** And they go—

**Ruffians:** Oh, okay.

**Matt:** I follow his gaze when he looks down, and I see this collapsed skull. And I go—

**Darryl:** What the—

**Matt:** And I vomit all over them.

**Anthony:** Okay. Roll Constitution.

[*laughter*]

**Anthony:** You want to fail this.

**Matt:** Yes. Yes. 8.

**Anthony:** Perfect. Okay, so you're—

**Matt:** Oh, sorry, +2, that’s 10.

**Anthony:** Oh, never mind then.

**Matt:** Shit.

**Anthony:** No, I'm just joking. So yeah. You vomit all over all three of them. And so for the next round, while they're dealing with that, people will have advantage for attacks to hit against them.

**Matt:** You're welcome, everybody.

[*Will laughs*]

**Matt:** Quick question: How long is combat, and do I actually forget for five minutes?

**Anthony:** You forget whatever happened in the last five minutes.

**Matt:** Oh, okay.

**Anthony:** So you remember everything about the plan and everything, just whatever happened in the last—

**Matt:** I feel like I'm recovering. It was a moment of complete—I wasn't sure what was going on, but okay. I’m coming back.

**Anthony:** Yeah—you're basically back to normal next round, that's fine.

**Matt:** Okay.

**Anthony:** Okay, so now it is Henry’s turn, yeah.

**Will:** Henry…is going to have a weird moment.

**Beth:** Oh man.

**Will:** As he feels really weird about what just happened with his hammer, and he, he senses, like, an anger inside him—a power inside him—and he turns into a bear.

**Anthony:** Oooh.

**Beth:** Yes.

**Matt:** Wait, you can turn into bears, too?

**Will:** I can turn into any animal I've seen before.

**Beth:** Oh my gosh.

**Will:** And he saw a grizzly bear once at the San Diego Zoo.

**Freddie:** The San Diego Zoo is the entire basis of your power—that $200 day-trip forms the foundation of all of your magical powers.

**Matt:** Well he's not gonna turn into a wolf, because I told him if he turns into a wolf I'm gonna try to ride him.

[*everybody laughs*]

**Will:** You'll get your chance Matt, don't you worry. So—

**Anthony:** I’m just gonna say Darryl riding a bear is also maybe the best image.

**Matt:** Yeah I know, but—yeah that’s true.

**Beth:** Yeah. Both of them is hot as hell, I just wanna say.

**Will:** So I Bear-out.

[*laughs*]

**Anthony:** Sounds good.

**Beth:** [*laughing*] Bear with me.

**Will:** It's a *Story Break* crossover, as Henry says—

**Henry**: “Bear with me.”

**Will**: and turns into a bear. I don't know what a bear's shit is, can we look this up? I’m sorry.

**Freddie:** No, it’s fine.

**Will:** I feel like I'm grinding us to a halt here.

**Anthony:** Brown Bear, Fifth Edition.

**Matt:** I mean they really nerfed the Bears ever since 4th.

**Anthony:** So, you can bite which is a plus 5 to hit with 1d8+4 piercing damage. Or you could try to claw. Which is +5 to hit and it's 2d6+4 in piercing—Why would you ever bite?

**Will:** I'm going to claw.

**Anthony:** Alright

**Will:** Alright. I'm feeling like a bear—

**Anthony:** Oh my God, you make multi attacks.

**Will:** Oh shit! For real?

**Anthony:** You do one with—you do a bite and a claw!

**Will:** This is way too powerful.

**Anthony:** This seems extremely imbalanced.

**Will:** [*laughing*]Alright!

**Matt:** Can you do that like once a day, probably?

**Will:** I can do it twice per short rest.

**Freddie and Matt:** *What*??

**Will:** And I can stay as a bear for an hour.

**Anthony:** …I'll look that up after the session.

*[all laugh]*

**Will:** Alright, well I'm getting away with it now. So what do—I just roll a d20?

**Anthony:** Yeah, you’re gonna roll a d20.

**Will:** Alright*.*

**Anthony:** First tell me, are you trying to attack the guys that got vomited on, or the guy who is not vomited on?

**Will:** The guy I just missed with the hammer.

**Anthony:** Okay. So the guy who is not vomited on.

**Will:** Yes.

**Anthony:** Alright.

**Will:** I got an 11+5, right? To hit?

**Anthony:** Okay so that hits him with a bite. And now go ahead and roll damage for the bite, so that'll be a d8+4.

**Will:** Which one of these fuckers is a d8?

**Anthony:** It's like two pyramids ass to ass.

**Beth:** [*impression of old man from* *Requiem For A Dream*] Ass to ass!

**Anthony:** [*same impression*] Ass to ass!

**Will:** Okay, I got a 4.

**Anthony:** Okay so that's 8 damage from that now to hit him with the claws?

**Will:** Okay. And now he gets the *claws*. I did not so great on the claws. I got a 13 including the bonus.

**Anthony:** Oh yeah, it just barely just whiffs past him. You hit him for 8 damage so he's looking Bloodied.

**Will:** Sweet.

**Anthony:** Now it is Glenn Close’s turn.

**Freddie:** So we got three guys with disadvantage, we got one guy that's getting currently mauled by a bear that came out of nowhere, very similar to one from the San Diego Zoo.

**Anthony:** Mmhm.

**Will:** I want to say, specifically it's a panda. If I can.

**Beth:** [*adoringly*] Oh my gosh! Yes!

[*Anthony laughs*]

**Freddie:** Aw, that’s adorable!

**Anthony:** That’s great, that’s great. That’s really good.

**Freddie:** To be fair a panda stats are slightly less than—

**Will:** Lazier?

**Freddie:** —lazier.

**Will:** Yeah.

**Freddie:** Like you can't fuck and you're not as bad.

**Anthony:** Yeah. Yeah. You have horrible seduction rolls.

**Freddie:** Yeah. All your seduction rolls don't work and you have to eat way more plants.

**Beth:** Where does this come from? What, are pandas not sexy?

**Freddie:** Yeah, pandas are—

**Matt:** Yeah, they don’t have sex.

**Freddie:** Pandas *will not* have sex with each other.

**Matt:** They’re like the only creature that is *trying* to become extinct.

**Anthony:** They kind of just figured out that life is better if you just sit around eating bamboo rather than trying to—trying to get that on that game.

**Freddie:** And the best part about bamboo is that it provides so little nutrition to them that they have to eat ungodly amounts of it.

**Beth:** Oh my God.

**Will:** Dude no, for real. I went to the San Diego Zoo last year and we saw this new, like, baby boy panda.

**Freddie:** Oh, yeah.

**Will:** He was like 14 year-old Will. It was just this panda splayed out in a tree, just double-fisting bamboo.

[*all laugh*]

**Will:** All he needed was an Xbox controller and it was like—it was just like—it was like a Seth Rogen movie or something. It was hilarious.

**Matt:** But 14 year-old Will had a lot of sex, though, right?

[*Beth laughs*]

**Will:** I plead the fifth.

**Beth:** It’s like 20 year-old Beth on her couch eating Laffy Taffys for like six months.

**Will:** Pretty much, yeah yeah yeah.

**Anthony:** The dream, essentially. If they go extinct they go out doing what we all wish we had the courage to do.

**Beth:** Which is nothing. [*chuckles*]

**Freddie:** So I'm woozy and floating, but I did see Ron get chunked by that short sword. So I'm going to cast Cure Wounds on Ron [*Beth says aw*], which I assume is within touch range, right?

**Anthony:** Yep.

**Freddie:** Cure Wounds touches a—hit points equal to 1d8 plus my spell casting ability modifier, so that’s 2d8+3.

**Will:** I feel like as a bard-rock dad this is like a restorative high five, right?

**Freddie:** Yeah, it's a fist pound.

**Will:** Yeah.

**Freddie:** It's a—

**Glenn:** Hey hey you're looking a little tired there. Get your head in the game, let’s do this. Let's finish this show!

**Freddie:** And I hold my fist out for a fist bump.

**Beth:** I put my hand around it.

**Will:** What, like you *Get Out*?

**Freddie:** And that heals you for 11.

**Beth:** Wow.

**Anthony:** You got all your HP back.

**Beth:** Oh man I feel rejuvena—I mean—

**Ron:** I feel rejuvenated.

**Will:** This heal went up to 11.

[*all laugh*]

**Anthony:** Alright. And on that note it is now Ron Stampler’s turn.

**Beth:** Let's see. Can I do something to… I was thinking about doing something with my pants, as I often do.

[*Will laughs*]

**Beth:** But I would like to distract the guards, the remaining guards using my Transmutation Cantrip.

**Anthony:** Okay? Describe… it.

**Beth:** Okay, so—

[*all laugh*]

**Freddie:** Ron’s just gonna run screaming into the woods!

**Beth:** No, no it's not. It’s not. Okay, so—

**Freddie:** Oh what is it?

**Beth:** So, how do you pronounce this? Tham—Thaumaturgy?

**Anthony:** Yep.

**Beth:** Which is, you create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder or ominous whispers. So Ron's version of this is called Daddy's Home.

**Freddie:** Oh my God.

**Beth:** And it's the—the enemy briefly hears the frightening voice of Ron's father from around them.

**Will:** Woah.

**Anthony:** Okay. So what I'll say is that you can try to do that, but because they're already in combat, and they saw somebody die, you are definitely more of their immediate concern than the sound of your dad potentially?

**Beth:** [*chuckling*]You would think.

**Anthony:** So you can roll Intimidation but you'll be at disadvantage.

**Beth:** Okay.

**Will:** Big rolls, let's do it.

**Freddie:** Big daddy rolls!

**Beth:** Big daddy… rolls. [*nervous*] That's a 9.

**Anthony:** Why don’t you roll again, because it might be worse even.

**Beth:** Oh yikes. Okay, 14.

**Anthony:** Alright. So yeah. What did your dad say?

**Beth:** “I'm not mad. I'm disappointed.”

**Anthony:** They hear that and they look at you, because it seems to have affected you far more than it affected them.

[*all laugh*]

**Ron:** I'm crying from the wound.

[*more laughter*]

**Henry:** Oh no!

**Anthony:** And they just kind of shrug it off and continue to attack. So there are still four of these dudes. The three guys, the baddies, are going to spend their actions shaking the vomit from their eyes, so that you no longer have advantage against them, but they did have to waste all turn getting the vomit off of them. And the fourth one is gonna attack the bear.

**Will:** How much HP does this bear have?

**Anthony:** I'm going to check that very shortly. Right. So hits you with its short sword for three damage and then… It hits you with its short sword… [*sing song tone to himself*]Does it hit? Does it hit? Does it hit daddy? Daddy? Tell me!

[*all laugh*]

**Anthony:** It does. So it hits you all together for—this is a joke. What? You have 34 hit points as a bear!

**Will:** Yes!

**Anthony:** He hits you for six damage and it means NOTHING to you apparently.

**Will:** Hey, so for six damage?

**Anthony:** Yeah.

**Will:** Alright so that'll knock me down to 28, which is two above my normal full health.

**Anthony:** Good lord.

**Will:** From now on I'm roleplaying a bear who turns into a druid every now and again.

[*all laugh*]

**Freddie:** I do like the idea that you can just pick any animal from the San Diego Zoo.

**Will:** I know, yeah!

**Freddie:** There's so many at the zoo, it’s a great zoo!

**Will:** I could be a giraffe, a rhinoceros—

**Beth:** An armadillo!

**Will:** There we go. An armadillo.

**Beth:** Wow.

**Will:** Alright. Well I take the hit.

**Anthony:** Yep.

**Will:** And I say,

**Henry:** Hey boo boo.

[*all laugh, Beth loses it*]

**Anthony:** Alright. Darryl Wilson’s turn.

**Matt:** Okay. So I'm—

**Will:** I will bet you $20 Matt is about to try to jump on me.

[*laughter*]

**Matt:** No. Nope, no. So there’s three armed people right in front of me. Oh I forgot the last five minutes. I look over at—I’m like—

**Darryl:** Glenn! What the hell's happened?

**Glenn:** Oh hey man. Uh, I think we’re in a fight? Weren’t we supposed to do an ambush? I don’t know, man, this stuff’s hitting me pretty hard.

[*Will wheezes*]

**Darryl:** [*quietly*]What?

**Matt:** I shake it off. I look, I see three armed men in front of me, and I evoke Rage.

**Anthony:** Okay.

**Matt:** And now when I evoke Rage I have ancestral protectors, which I didn't read until recently.

[*Freddie snickers*]

**Matt:** I thought it was a cool name and I thought all it did was make sure that, if they don't attack me they get disadvantage on anybody else they try to attack.

**Anthony:** Okay.

**Matt:** But the important thing is, is that the reason that happens is because, from my body comes the spectral spirits of all of Darryl Wilson's favorite fathers!

**Will:** Woah!

**Freddie:** [*laughing*] What?? What!?

**Beth:** Wait, how many fathers do you have?

**Matt:** So, my own father steps out and begins circling the men, and then he reaches out his hand and he goes “Hi, nice to meet you,” and he starts shaking their hands.

[*Freddie laughs*]

**Matt:** Abraham Lincoln—

[*all laughing*]

**Matt:** —steps out. George Washington steps out.

[*Freddie continues laughing*]

**Matt:** And Mike Brady from The Brady Bunch steps out.

[*all laughing*]

**Matt:** Darryl Wilson’s favorite show.

**Freddie:** It was either that, or it was going to be Tool Time.

[*laughing continues*]

**Matt:** A very good show. He steps out, and begins circling them and just, imbuing them with dad knowledge. Just, “Hey, hey, you know you guys shouldn't be fighting.” And they're just talking.

**Anthony:** Okay.

**Freddie:** As a man who's studied the Presidents, can you give me a little bit of like, what is Washington saying? And what is Lincoln saying?

[*Matt pauses and makes thinking sounds*]

**Anthony:** Sure glad I have all these slaves!

[*all laugh*]

**Beth:** Ohhhhh man! [*laughs*] Oh man…

**Matt:** And Abraham Lincoln would be like, “Oh. You're not gonna keep those for much longer!”

[*laughter*]

**Matt:** So I evoke Rage and then I swing at the one in the middle of those three.

**Anthony:** Okay, so you can evoke Rage as—it's like a bonus action?

**Matt:** As a bonus action, I evoke Rage and it lasts for one minute.

**Anthony:** Okay, go ahead and swing.

**Matt:** That's a 3. So I miss.

**Will:** All of your favorite dads are very disappointed in you.

**Anthony:** All of them stop and they just turn to look at you, and they just kind of silently shake their heads.

**Matt:** I stare at my dad and I go—

**Darryl:** I miss you.

**All Dads:** [*laughing*] Ooohh!

**Freddie:** Oh my God!

**Beth:** Oh man.

**Matt:** And I put my head down.

**Freddie:** Oh my God.

**Anthony:** How did Darryl’s dad die? Did he die or did he just leave?

**Matt:** Well, we'll get to there at some point. He’s dead though.

**Anthony:** Alright. Okay.

**Matt:** [*chuckling*]That's why he's a ghost.

[*laughing*]

**Matt:** He didn't leave and become a ghost.

**Anthony:** I kind of just imagined that these were the spirits of the way that you view them rather than like, literally their spirits.

**Matt:** Oh, no.

**Freddie:** So you're related to George Washington and Abraham Lincoln?

**Matt:** If you're an American you’re all related to—

[*all laugh boisterously*]

**Matt:** We’re all related to the founding fathers, *Freddie.*

[*laughing continues*]

**Beth:** Ron—Ron hears that—Ron hears that excuse and then he perks up.

**Anthony:** Alright.

**Freddie:** Oh my God.

**Anthony:** Alright.

**Freddie:** Holy shit.

**Anthony:** We're back to Henry Oak’s turn.

**Will:** Henry Oak in bear form rears in astonishment at the appearance of four ghost dads. And then lets out a patriotic growl at the sight of Abraham Lincoln. He's so pumped up he's going to hit this guy again with his big bear claws.

**Anthony:** Sounds good.

**Matt:** Can you swing those two attacks on two different people?

**Anthony:** Yeah.

**Will:** Oh! Maybe I'll do that then. Maybe I'll bite one and hit the other with my claws.

**Anthony:** Yeah I mean, I think you can bite one and then see if it kills him and then choose to hit another guy, or whatever.

**Will:** Let’s do that. Let’s start with that bite. Sha-shah! I got an 8+5, so 13.

**Anthony:** Not quite enough. Just barely your teeth just—[*biting sound*]—right out of—right out of there.

**Will:** Ooh, I bit my bear tongue! Ow!

[*Will and Beth chuckle*]

**Will:** Alright. I'm gonna go ahead and I’m mad and I rolled a 9+5. 14?

**Anthony:** That hits.

**Matt:** Bingo!

**Will:** 2d6+3 oh shit.

**Anthony:** +4, actually I just looked it up again.

**Will:** Oh God. So that's I rolled 9+4 is 13 damage.

**Anthony:** Okay so you just bisect him. There was one of him and now there's just two parts of him, and he just dies very quickly—so quickly he doesn't even know what happened.

**Will:** The bear part of Henry is very stoked, but the human part of Henry who is in control is very horrified at what’s just happened. [*chuckles*]

**Anthony:** So it is Glenn Close’s turn again.

**Freddie:** So we've got one who's been bisected.

**Anthony:** Yeah, you only have three living ones remaining. They are the ones that had been vomited on that are now standing in front of floaty Darryl.

**Freddie:** So these substance use has put me in a somewhat social mood so I'm going to cast a first level spell, Charm Person.

**Anthony:** Okay.

**Freddie:** I’m going to attempt to charm one of those three, post vomit. I kinda tap him on the shoulder and I’m like—

**Glenn:** Hey man. Pretty sweet robes you got going on there. I dig it. I think that the—I think that really kind of compliments the whole, like, outfit you guys got going. I like—I like your guys’ whole style. Your whole steez.

**Anthony:** Alright.

**Freddie:** This person must attempt to do a Wisdom saving throw with advantage.

**Anthony:** With advantage? Oh, because we're in combat?

**Freddie:** You’re in combat and there's a Wisdom saving throw of 13.

**Anthony:** Okay. [*sing-song*]Oooh, he fails.

**Freddie:** [*copying*] Ooooh!

**Anthony:** So what happens when he fails?

**Freddie:** So what happens now is that it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends a creature knows it was charmed by you.

**Anthony:** So you say all those nice things to him and he like, pauses for a second, then kind of cocks his head and he goes—

**Charmed Ruffian:** [*boisterous and drawn out*]Hey!

**Glenn:** [*copying tone*] Hey!

**Anthony:** He goes in for like, a hug. He’s like—

**Charmed Ruffian:** It’s my old pal! I recognize you.

**Glenn:** Hey!

**Charmed Ruffian:** Hey!

**Freddie:** We totally fumbled the handshake but it's fine because we’re buds!

**Anthony:** Yeah, he goes for a handshake and you go for like, a hug and then you—

**Freddie:** We switch it, it goes back and forth.

[*Anthony makes sounds to indicate awkward misreading of body language*]

**Freddie:** But it's charming and endearing we’re like—

**Glenn:** This is the exact weird dance we used to do!

**Charmed Ruffian:** That’s our whole thing!

**Glenn:** Messing up handshakes.

**Charmed Ruffian:** What are you doing here, man?

**Beth:** Man. This is romantic as hell.

**Glenn:** We're just looking for this—I heard you guys got this sick axe in there, dude.

**Anthony:** So as you say that, the other two are like—

**Ruffians:** What the fuck are you doing? What are you doing?

**Anthony:** That’ll be your turn. So he's on your side now. So when it comes time for the bandit’s turn he will do whatever you want him to do.

**Freddie:** Mhmm.

**Anthony:** Now it is Ron’s turn.

**Beth:** Okay. Ron sees the chain part of the skip-it in the distance. He is going to try—just empowered by, honestly the rage of his father's voice and all those other fathers just being disappointed at another father. There's just a lot of fatherly sorrow that's fueling his anger right now, and so he's just going to try to, *[grumbly]* like he missed that one throw. But he's gonna go find that chain, gosh darn it.

**Anthony:** Okay.

[*short pause, Beth inhales*]

**Beth:** And then he's gonna try to strangle somebody with it.

[*all laugh*]

**Anthony:** Okay, so I'll just say you just get the chain no problem. Because I would usually have you do an Opportunity attack, but the person who you would do that for, Will just bisected. So you just get the chain. Let's say—are you going to try to choke them from the front or from behind?

**Beth:** From behind.

**Anthony:** Okay so then roll Stealth to see if you can get behind them without them noticing.

**Beth:** 5+4. That's 9.

**Anthony:** Okay. Oooh! [*squeak*]They rolled a crit fail.

[*all jeer*]

**Beth:** The suspense!

**Anthony:** So you easily come up behind them, because they're so busy being irritated that one of their friends is all of a sudden like, buddy buddy with the floating vomiting guy. With one of the two floating vomiting guys. So go ahead and roll—roll an attack on them.

**Beth:** 8.

**Anthony:** Okay, so you get the chain over his head, but as you're about to pull it tight—he sees what you're doing and then puts a hand up to like, grab the inside of the chain. And so now you two are sort of struggling together and he's like, got his hand on your weapon. So he's gonna have to deal with *that* as his action.

So, it's now the baddie’s turn. So his action is going to be—he's going to try to do a Strength check to like sort of duck under the chain. Why don’t you roll Strength?

**Beth:** 10+1.

**Anthony:** Ooh, okay. So he doesn't make it. You pull it tighter and [*choking sound*] you've just got him restrained now.

**Beth:** Okay.

**Anthony:** The second guy, Freddie, you get to determine what he does, your friend.

**Freddie:** I feel like—I feel like, because—so I have something that allows me to have these guys attack. So I have a second level one that's called Crown of Madness which is like—

**Anthony:** Oh okay. So this one is just your friend.

**Freddie:** So I think this guy is like—this is like my good college buddy so someone attacks me I feel like would be like, “Hey what the heck this is my buddy Glenn like what the hell?”

**Anthony:** Sure, sure.

**Freddie:** Like he would be—

**Will:** Can I throw an idea at you?

**Freddie:** Yeah, let’s hear it.

**Will:** I have an idea. I was thinking about this earlier. Is this the guy with the whistle? Like the—the alarm whistle?

**Anthony:** No, that was the guy you killed.

**Freddie:** No, no. The guy with the alarm whistle is covered in blood and in two sections.

**Will:** Can we, like, blow that whistle again? It's like a, “hey false alarm” whistle? Like in *Thief*? Like when the guards are alerted, and then you hide for a second, and then they're like, “I guess nothing happened”.

**Anthony:** Must have been rats.

**Will:** Back to my normal life. Like, can we do like that—

**Freddie:** Okay so I'm going to try—I like that. So what I'm going to do is, I'm going to try and pull him over to the side so he doesn't see, like, what is clearly about to happen. Like, I feel like we've been having a conversation like, catching up on old college times. And I'm going to, like, kind of put my arm around him and kind of like, lead him over. Well he's gonna lead me because I'm floating, but kinda like, turn him away.

[*Beth laughs*]

**Anthony:** He's carrying you like a balloon, like a little child’s balloon on a string.

[*laughter*]

**Freddie:** There’s just so much we have to catch up on. We were such good buddies back in… college? College.

**Anthony:** Sure.

**Beth:** Bard College? Is it Bard College?

[*Will laughs*]

**Matt:** What are you saying to him Freddie?

**Freddie:** Yeah we took—yeah we took the pickup artist course together. “Hey, how’s the game going?” But the point being, it’s so he doesn't see what—the chaos that is currently happening.

**Anthony:** Sure.

**Freddie:** And the Persuasion here is, I'm going to be like—

**Glenn:** Dude, it’s been like, a wild night. Like these two guys? They got in a fight. Like you see this? This guy bashed the other guy's head in. Like, it sounds like you guys got a little dissent in the ranks here. I feel like, I mean, you heard the whistle but I think that's a kind of false alarm. I think we should you know maybe, you know. You know.

**Anthony:** Okay. Roll Deception with advantage because he is charmed.

**Freddie:** 15… 15.

**Anthony:** Okay. That succeeds, and he goes like—

**Charmed Ruffian:** Oh man you're right.

**Glenn:** This is just like that one frat party that—you guys have frats here? They're just like, that one party that you guys have. Remember?

**Charmed Ruffian:** We have frats, they're extremely deadly… beasts.

**Glenn:** Yeah like deadly frats, like remember when—

[*all laugh*]

**Charmed Ruffian:** They come from the ground underneath. Many tentacles and many eyes. The frats are creatures of great fear.

**Beth:** And just wait until you hear about the sororities.

**Charmed Ruffian:** But you know about that, we both know about that. We talked about that all the time in college. The sororities are actually pretty nice.

[*Will and Matt laugh*]

**Anthony:** They get a bad rap because people tend to be really anti women for kinda no reason but like, they're generally fine.

**Beth:** No, like, as a woman, sororities are the worst.

**Anthony:** Are they really? [*chuckles*]

**Beth:** Yeah, they’re horrific. [*chuckles*]

**Anthony:** [*mumbles*]I didn’t know that… [*regular voice*]Okay. So yeah he goes—

**Charmed Ruffian:** Yeah. Good point. I feel like these guys might get even more upset if the alarm keeps going, so let me let me just take a quick—[*whiney whistle alarm impression*]

**Anthony:** He takes out his whistle and does the exact noise that I just made.

[*all laugh*]

**Matt:** Wait, he takes out the whistle, but he just makes that noise?

**Anthony:** Yeah, he does it into the whistle and it, like, barely goes through and comes out a little bit more high pitched. And the third guy, who still saw like, the second guy get strangled and he still has his action left, he goes—

**Ruffian 3:** Dude, what the fuck are you doing?

**Anthony:** He moves to take out his whistle and then he thinks—

**Ruffian 3**: *No, actually I should probably deal with the guy that's choking my friend out first.*

**Anthony:** So he turns and tries to attack Ron… [*dice roll*] and he crit fails.

[*laughter*]

**Beth:** What?

**Will:** Oh no!

**Freddie:** Now the tables have turned, Daddy Master!

**Anthony:** So he's—in his attempt to attack Ron, he accidentally attacks the guy that Ron is strangling. And he does three damage to him. So he takes his short sword out and tries to hit Ron in the face but just misses, and cuts off the guy's ear.

[*Freddie laughs*]

**Anthony:** He goes—

**Ruffian 3:** [*panicked yelling*] My bad, my bad! I'll try again! I'll try again! It’ll be different this time, I promise!

**Anthony:** [*yells*]Are you kidding me?! The chances of that are literally one in 400!

**Will:** Did you crit fail again?

**Anthony:** I did.

**Will:** Oh, no!

**Beth:** Oh my goodness.

**Ruffian 3:** It was supposed to be different this time, and then it's not different this time!

**Anthony:** But again for 3 damage, and he cuts off his other ear. And he goes—

[*all laugh*]

**Will:** Oh no!

**Ruffian 3:** It was different in a different way I guess? Oh no! Oh no, oh no!

**Anthony:** Okay—

**Will:** That many crit fails in a row, that’s pretty—

**Anthony:** That’s, like—cause I like—

**Will:** *Ear-ey.*

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

**Anthony:** Alright. Everybody roll a d4 or add on top of it.

**Beth:** Ron is like—

**Ron:** What's that? You're attacking me? [*sing song*]I can’t hear you!

[*all laugh*]

**Anthony:** Okay. Okay. Okay.

**Matt:** Darryl Wilson takes four damage.

[*Freddie laughs*]

**Matt:** He's going to use Stone’s Endurance—

[*all laugh*]

**Matt:** —to protect himself [*chuckling*]from this dad joke that he just heard.

**Anthony:** I feel like those are the two words that Darryl furiously thinks when he's getting soft during sex.

**Matt:** Stone’s Endurance—Come on Carol, you know your man's got stones endurance-

[*dice roll*]

**Matt:** 6—I stopped all that damage.

**Beth:** It’s like Darryl’s equivalent of Bed Bath and Beyond [*Matt laughs*]—Stone’s Endurance.

**Matt:** Stone’s Endurance.

**Will:** Freddie’s going to his mind palace right now.

**Matt:** I feel like you gotta—

**Anthony:** He's, like, doing stuff with his hands like, Sherlock, to like, push shit out of the way.

**Matt:** I feel like you just gotta be able to do it, otherwise you take it.

**Freddie:** I know, I know. It's tough when it’s like—

**Will:** Can I do one for Freddie? Just to show off?

**Anthony:** Yeah, I mean it won't help him. You'll just be showing off and shaming him.

**Will:** You cut off his ears, talk about a *lobe* blow.

**Anthony:** Holy shit—

**Freddie:** I had a lobe one that I was working on, shit.

**Anthony:** Yup. Alright. So that's 2d4—

**Freddie:** I’m gonna take it—

**Anthony:** Yeah, you gotta take a d4. Well so which guard are you gonna attack—

**Freddie:** Oof, another 3 damage.

**Anthony:** Are you gonna attack with those d4’s of yours? The guy who lost his ear? Or the guy who took the ears?

**Freddie:** The guy who lost his ears didn't hear these.

**Matt:** That's true—

**Beth:** True.

**Anthony:** Oh that's a really good point. Okay so the guy who took the dude’s ears off takes 2d4 of damage.

[*dice rolls*]

**Anthony:** Okay so he takes 4 damage, which is nothing to sneeze at. Also, also your friend like your baddie friend who got charmed was like—

**Charmed Ruffian:** Oh my God you weren’t joking. These guys are, there's all kinds of dissent—they’re fucking butchering each other. Oh my God.

**Glenn:** Yeah man it sounds like you guys got a little discipline problem going on here.

**Charmed Ruffian:** Clearly—

**Glenn:** Is that what’s going on?

**Charmed Ruffian:** Oh no!

**Anthony:** It is once again Darryl’s turn.

**Matt:** I mean, I guess Darryl Wilson just swings an axe, and he does Dungeons & Dragons stuff.

[*Anthony and Freddie laugh*]

**Will:** He had a pretty good turn last turn when four presidents came out of your butt or whatever.

**Freddie:** Are the Presidents still there? Have they dissipated into the mists?

**Matt:** Yeah they’re kind of like, they kind of hover around—

**Beth:** In a way they're always there.

**Freddie:** Yeah that’s true.

**Matt:** They’re kind of, like, circling around, kind of vaguely saying, Dad stuff and you know the fact that Darryl fucked up so hard last time I mean he's just trying to swing so

**Freddie:** Aw damn it [*sings*] I can feel it coming in the ear tonight.

**Anthony:** Oh that's terrible—

**Beth:** Oh my God, oh man—

**Freddie:** It's too late, it's too late for it but I just, it just came to me.

**Matt:** Darryl Wilson, despite chanting Stone’s Endurance again and again, rolled a 4, so it’s a 9.

**Anthony:** Oh okay. It almost does something but not quite. So yeah. You swing with your what are you swinging with—

**Matt:** It's my golf club.

**Anthony:** Oh yeah. So you swing your golf club and—bogey. You got a bogey.

**Matt:** As I do it, I can literally see Abraham Lincoln shaking his head at me.

**Beth:** A notoriously great golfer.

[*all laugh*]

**Anthony:** Alright. It's now Henry Oak’s turn again, for what is almost certainly gonna be the last round of combat.

**Will:** Okay. So what do we got— We've got a guy with no ears—

**Anthony:** Yeah.

**Will:** Who's getting choked out by a chain…

**Anthony:** Yeah. And then the third guy is Freddie’s friend.

**Will:** Henry Oak is going to de-bear.

**Anthony:** Okay.

**Will:** And then he's going to look at the guy who just cut the friend's ears off. And I'm just gonna be like—

**Henry:** Take the L, man.

[*laughter*]

**Anthony:** Alright roll, let's say Intimidation—

**Will:** Okay.

**Anthony:** Let’s say Persuasion—

**Will:** Okay, Persuasion.

**Anthony:** That’s pretty friendly.

**Will:** I got a 14+1 is 15.

**Anthony:** He goes—

**Ruffian 3:** Yeah, fair enough.

[*Freddie and Will laugh*]

**Anthony:** Yeah. And he sheaths his sword. And he goes—

**Ruffian 3:** I’m just—I'm out, I'm gone. I can't go back in there. They don't—He knows I did that. I'm not gonna kill my friend.

**Anthony:** So he just walks into the fucking forest and out of this story forever.

[*Freddie and Will laugh*]

**Anthony:** So you are now out of combat.

**Anthony:** The guy with no ears just drops his sword and is like—

**Ruffian 2:** [*Sputtering noises*] Stop. I'm sorry. Whatever it was going on—what do you want, what do you want? Oh my God.

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

**Ruffian 2:** What?

**Darryl:** [*Louder*] Darryl Wilson. Nice to meet you.

**Anthony:** He reaches out, grabs your hand.

**Matt:** I shake it.

**Freddie:** I bring my guy back over. I'm like, and luckily now his friend can't hear all the lies that I'm pouring into his ear because he's basically deafened by. And I go—

**Glenn:** Hey guys, this is, uh…

**Freddie:** And I do that thing where I introduce other people first, so that he'll say his name.

**Anthony:** Very good, very good.

**Glen:** This is Darryl.

**Darryl:** Hello. Nice to meet you.

**Anthony:** He shakes your hand and he goes—

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

**Darryl:** Harrelson?

**Harrelson:** Yeah.

**Glenn:** Yeah, Harry!

**Harrelson:** It's me. Your good pal, Harrelson.

**Darryl:** Oh yeah! Harrelson, good old Harry.

**Glenn:** Cool. Hey, Harrelson!

**Freddie:** I’m gonna turn back away and kinda look at their hideout.

**Glenn:** So- you guys are, like, hanging onto like an axe or something in there?

**Harrelson:** Ooh, did you come to see the axe?

**Glenn:** Yeah!

**Harrelson:** It’s pretty cool…

**Harrelson:** Yeah, yeah, it's in the—Oh, it's in that room with all the smoke coming out of it. That's, huh. I wonder what that’s about.

**Glenn:** Hold on one second Harry. Let me just consult with my buds here. These guys are cool, don’t worry about it.

**Freddie:** I’m gonna do a quick dad huddle.

**Henry:** Dad huddle?

**Glenn:** Dad huddle!

**Henry:** Could we just ask him to get the axe for us?

**Glenn:** Yeah I think that's the way to do it.

**Darryl:** Pretty good idea.

**Henry:** But—

**Glen:** He's my bud—

**Henry:** But here's the thing. If he does go into that room, he'll start floating and barfing and forget what just happened in the last 5 minutes—

**Darryl:** Oh! But we could—

**Henry:** So he'll probably forget that he's there for the axe.

**Ron:** We could write on his hand “Hey I'm here to get the axe”. [*Freddie laughs*] so that when he's barfing, and floating—

**Will:** It's like that movie, *Remember Me*.

**Anthony:** *Spy Kids*!

**Darryl:** He could, he could hold his—Hey, Harrelson how long can you hold your breath?

**Harrelson:** That's a very specific—I don't know?

**Darryl:** Well I mean. You could hold your breath, run into a room, holding his breath, grab the axe and get out. How big’s the room?

**Harrelson:** Wait, you—what do you want me to do?

**Henry:** I've heard that the Battle Axe of Hatred looks especially beautiful in the moonlight. So we were wondering if we could get a look at that bad boy in the pale light of the moon. And since all your guys seem pretty crazy I don't know if they're going to trust us, cuz they're not as cool as you Harrelson.

**Harrelson:** Oh, well…

**Henry:** Maybe, we were thinking, you know, you could go in and get the axe from out of that big fort. So we could look at it, and skip Anthony’s dungeon.

**Anthony:** Alright go ahead roll persuasion you piece of shit.

**Will:** Wow. Oh I got a— Oh, I have advantage from all my horrible jokes because I'm a horrible person. So I'm going to roll that again—

**Freddie:** Inspired moment from our boy Henry.

**Will:** I got a 12.

**Anthony:** Alright, let's see.

[*dice rolls*]

**Anthony:** He goes—

**Harrelson:** Nah, I don't— I don't think I want to. It feels like, they said you just stay in that room. I feel like I'm being a cool dude by even letting you guys come into see it.

**Glenn:** Mm, That’s fair

**Harrelson:** Don't make me feel like a dick.

**Ron:** What if, what if we said please?

**Harrelson:** Ooh. Yeah, no difference. No difference for me.

**Matt:** I put my arm around Harrelson. I go—

**Darryl:** Hey, you like, you like everybody in that? Are they your friends in there?

**Harrelson:** Yeah. Yeah, yeah, yeah. The Redbrands, I mean, we're pretty tight.

**Anthony:** He puts a, he puts a hand to his chest, he goes—

**Harrelson:** We're old money.

[*Beth laughs*]

**Darryl:** So it's pretty cool, it’s pretty cool. So if you care about all those people in there, you can either go get the axe. Or we're gonna go and get the axe. And if we go get the axe, all your friends are gonna look like—

**Matt:** And then I turn him to look at all of the bodies of his friends and I kind of put my foot in some of the viscera on the floor.

**Anthony:** Oh my God.

**Darryl:** And like that, like that! So those are your two options.

**Beth:** And Ron says—

**Ron:** Looks like that old money is *broke*.

**Darryl:** Hell yeah, Ron.

**Ron:** Thanks, Darryl.

**Anthony:** That's just like, good. It's not even a dad joke. That's just like a good one liner.

**Will:** That’s like a David Caruso! Yeah—

**Freddie:** Yeah, that’s a David—

**Will:** Like you Caruso-ed them.

**Beth:** Ron reaches for his sunglasses and realizes he never had them.

[*Freddie imitates CSI Miami opening*]

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

**Matt:** 18+1, 19.

**Anthony:** So he goes like—

**Harrelson:** Ho! Oh so you, so your friends are mean. So you got some, you got some gangster friends, huh? Huh, my man Glenn?

**Glenn:** Yeah. You know, after college or whatever school we attended, things got a little rough for me, I guess.

**Freddie:** Glenn’s not very good at making people feel like—but once he's in with you he's cool.

**Glenn:** Hey, Harrelson?

**Harrelson:** Yeah.

**Glenn:** Is there like a rank system, like how are you—are you up on the ladder here? How are you—how are you in terms of the ladder of—

**Harrelson:** I’m like middle management.

**Ron:** Harrelson are there any, like, upper upper management positions available? I have my resumé.

**Harrelson:** I mean, one of the guys you just killed was like slightly above me. So I guess—

**Ron:** Oh, okay—

**Harrelson:** —but, I guess I have his job now, so maybe not.

**Henry:** But who has your job?

**Harrelson:** You could take my job—

**Ron:** Is there an H.R.?

**Harrelson:** There is a guy who works for us named H.R. Correct, yes.

**Freddie:** “It's me, Harrelson Ron!”

**Harrelson Ron**: It’s me, yeah. It’s me, Harrelson Ron. That's my name.

**Ron:** Oh! My first name is Ron. This is such a coincidence.

**Harrelson Ron:** Oh that's crazy.

**Matt:** Darryl Wilson’s just, like, rubbing his head like, “I don't get it, we just—”

**Anthony:** He's like—

**Harrelson Ron:** Oh sorry. Yeah I'm just scared. What do you—what do I have to do to not die?

**Ron:** Oh we wouldn't kill you, your last name’s Ron!

[*Anthony laughs*]

**Ron:** I mean, I can, I can speak for these…alright, Dad Huddle.

**Ron:** Well guys, I just mean, I need to make sure if we're gonna kill him or not. Because if we're gonna kill him, I should probably take his last name as his murderer and then I'll be Ron Ron.

[*Anthony laughs*]

**Darryl:** Well Ron Ron, I believe what I was trying to do was that, we just send him in to get the axe. And I think he'll do it now because if we, if he doesn't, we said we'd kill all his friends.

**Ron:** Or, if I take the position of his—his former manager, I can fire him if he doesn't get the axe.

**Glenn:** It’s good, I like it. It's a two pronged approach.

**Ron:** Yeah.

**Matt:** Darryl looks around to Henry and like, kind of like raises his hands, like—

**Darryl:** You guys gonna?

**Henry:** Can you go get that axe for us maybe?

**Harrelson Ron:** Sure, sure.

**Glenn:** And if you, if you don't get it, you'll also be fired by your new manager Ron.

**Harrelson Ron:** I was already so intimidated! And now I'm worried about my job security!

**Glenn:** I know.

**Ron:** I’m not saying—

**Harrelson Ron:** You’ve changed since college.

**Beth:** Ron reaches out a hand and puts it on his shoulder and in a slightly menacing way says—

**Ron:** I'm not sure you should be intimidated. I'm just saying, your job might not be here, if you don't come back with the axe.

**Anthony:** Oh my God, it's the cruelest thing.

**Ron:** Also our Christmas party is canceled.

**Glenn:** Oh no, I was looking forward to that!

**Matt:** Does Harrelson walk away?

**Anthony:** Yes. Harrelson Ron walks away. And goes like—

**Harrelson Ron:** Okay, here we go.

**Matt:** As he walks away. Darryl looks at Ron and Glenn like—

**Darryl:** Good job guys. It was a team effort—

**Ron:** Yeah.

**Darryl:** Hands in the middle.

**Ron:** Honestly I think we should have the Christmas party regardless of whether he comes back out.

**Henry:** That's a great idea.

**Ron:** Alright.

**Beth:** I put my hand in the middle.

**Darryl:** Alright.

**Freddie:** How bloody is everyone's hands in the middle?

**Anthony:** I mean Henry's are insanely bloody because it was just claws.

**Will:** I'm just I'm elbow deep in gore and viscera. So I slap my hand on last like a big wet like *thump* sound and then I say—

**Henry:** I'm—this is gross. I need to clean up after this, guys.

**Darryl:** You know this started off pretty rough but I mean I called the Presidents. You—you charmed a guy. You became a bear and. And Ron, you threw that skip-it hella good.

**Ron:** I became the boss.

**Darryl:** Yeah! I say—one, two, three, Doodlers.

**All:** One, two, three, Doodlers!

**Harrelson Ron:** Guys there's smoke coming out of the room.

[*all laugh*]

**Harrelson Ron:** Should I—do you still want me to go in? Cuz there’s smoke.

**Darryl:** Just hold your breath there, Harry.

**Harrelson Ron:** Sure. I mean, how bad—really?

**Glenn:** Oh let me try this—let me try this.

**Freddie:** and I get a pen and I write on his hand, *bring the axe out*.

**Anthony:** Okay. Alright.

**Beth:** I take the pen and I say, *or you're fired*.

**Anthony:** Do you write it on the same hand? Or does he just have one hand that just says or you're fired if he looks at it in the wrong order?

**Beth:** Same hand, same hand.

**Anthony:** Okay. Alright. Okay.

**Freddie:** Ron takes the other hand and inducts him into the Pen15 club.

**Glenn:** Don't worry about that smoke is totally fine and totally Kush

**Harrelson Ron:** Okay. Okay. Here I go [*inhales*].

**Anthony:** And he runs in and he's going to do a Constitution check [*dice roll*]. He disappears into the smoke and you hear [*Anthony makes pitter patter sound with his hands*]. I'm sure that sounds great on the podcast. You hear—you hear the sound of his feet receding into the distance. And then

[*dice roll*]

**Freddie:** For the return trip.

**Will:** You hear a dice roll.

**Anthony:** Yeah, you hear dice roll and then on their return trip you hear—

**Harrelson Ron:** Oh no!

[*laughter*]

**Anthony:** You hear vomit. He goes—

**Harrelson Ron:** [*vomit sounds*]

**Anthony:** And puts his hands up to, like, cover the vomit. And then he like, sees for a split second—before he vomits on his hands—”or you're fired.”

**Harrelson Ron:** Got to bring out the ax. Okay.

**Anthony:** So let's do a Wisdom saving throw for that. Alright. So he comes out. Like holding something wrapped in it in a bundle of fabric. Going—

**Harrelson Ron:** [*vomit sounds*]

**Anthony:** With the vomit just running down his chin just hoping that this will like— he actually— sorry, he doesn't walk out, he like floats—

**Freddie:** The momentum’s— like the momentum brings him over.

**Anthony:** It's just like swimming in the air.

**Will:** Like Willy Wonka style.

**Anthony:** Yeah like Willy Wonka, like you just fucking took fizzy lifting drink and—

**Will:** Good pull on the name of the drink by the way!

**Anthony:** —yeah. “Well now the ceiling needs to be washed!” He fucking comes out looking just very confused and very sad. Tears, like the painful vomit—where just tears are coming out of his fucking eyes and some of the vomit is coming out of his nose because those are connected tubes…

**Beth:** [*laughing*] Oh man.

**Anthony:** And he was holding this bundle and you know it just drops on the ground.

**Harrelson Ron:** [*Blubbering*] Help! I need— I need help. Help help.

**Freddie:** I pat him on the back encouragingly and I say—

**Glenn:** Thanks so much, Harrelson. You have a good night—

**Freddie:** —and I just sort of gently push him back in the room and close the door.

**Harrelson Ron:** [*yells*]

**Matt:** Oh no!

**Will:** Oh my God!

**Beth:** As this happens Ron calls out—

**Ron:** You did good! This will come up at your next performance review. We don't really have the funds for raises right now, but check in next year.

**Matt:** I was going to give him some water but…

**Will:** I was gonna—yeah. I have a spell called Good Berry where you can give him a berry and it heals him a little bit. I guess we just threw him in the barf pit.

**Matt:** Darryl’s perplexed, he just watches him drift away like—

**Darryl:** I—okay.

**Anthony:** You just hear five men in there and they're just vomiting over and over again and in like—in fucking surround sound because they're also like pinballing off the walls like it's like—like the DVD symbol in the menu.

[*all laugh*]

**Will:** We gotta wait for one of them to hit the corner, guys.

**Freddie:** I sort of dust my hands and I’m like—

**Glenn:** Hey guys. Looks like we got ourselves an axe.

**Anthony:** Okay so you hear— Behind you, you hear small feet sort of running up and then as you turn around you see like oh it's Nick, cool. And he looks at the bundle on the ground goes—

**Nick:** Oh, that’s it, that’s it, that’s it. Let’s get it and go, let’s get it and go.

**Henry:** Point of order— Should we check the bundle to make sure it's actually the axe?

**Glenn:** Yeah. Let's take a quick look.

**Henry:** Let’s take a— I want to see this axe in the moonlight. Someone told me it looks great in the moonlight.

**Glenn:** Hold on, Nick. Let me just make sure—

**Freddie:** I'm going to unwrap it so we can see that and make sure there's the axe.

**Anthony:** So Freddie…Wong, not Glenn Close. Okay—

**Beth:** Who’s that?

**Anthony:** —describe that to me.

**Freddie:** That has-been YouTuber?

**Anthony:** Former professional *Guitar Hero* player Freddie Wong, what is your ideal guitar?

**Freddie:** Oh. Okay. Alright. So in terms of ideal guitars what we're gonna be looking at here is probably…

**Anthony:** I'm already bored. I take it back. You unveil— you open up the fabric and you see a—

**Freddie:** A PRS styling, pre-1994—because 1994 they switched to CMC machines and their quality took a significant drop—so early 90s PRS, probably single coil. Yeah. And they'll probably do the pearlescent inlays on top of that with the bird frets. I can see that Will over there's googling it to get a sense of what it is. They do a great quilted maple finish, on those. So it just looks rad. And then you've got this sort of inlay— the mother of pearl inlays on top of that.

**Will:** I googled this and I just see a bunch of fucking guitars.

**Anthony:** So you realize as you open the fabric, that this is not just the battleaxe of hatred. This is the Battle*axe* of Hatred.

[*laughter*]

**Anthony:** This is the guitar. I mean—this is—the brand name on it is a little bit different and you know the shape of it is slightly not quite what you're used to on Earth. But this is clearly a demonically cool guitar. And as your hand reaches out for it you can feel an energy within it that is calling to you.

**Freddie:** Ooh. I mean I feel like I'm definitely picking this thing up.

**Anthony:** Okay. So you now have, as an inventory item—as a potential weapon—the Battle Axe of Hatred. So the way that this will work as a weapon—

**Freddie:** Mhm

**Anthony:** —is that you need a full action to hype it up to like get it going.

**Freddie:** —to get it tuned up

**Anthony:** —to get it tuned up, yeah. You spend an action to tune it up. Once you do that it's like a melee weapon gives you +3 to hit. And if you ever connect you get to do an additional 2d6 damage.

**Freddie:** Whoa.

**Anthony:** But then after that you need to roll to see if it breaks like Jimi Hendrix like smashing a guitar on stage

**Freddie:** Oh, like the power of it takes it so far that I smash it.

**Anthony:** Yeah. After, you're gonna have to roll after every attack with it to see if it breaks or not.

**Freddie:** Ohh, interesting. That's a good mechanic.

**Anthony:** Yeah.

**Freddie:** You come up with that?

**Anthony:** Yeah.

**Freddie:** That’s a good mechanic.

**Beth:** Wow!

**Anthony:** So yeah, that's something you have now.

**Glenn:** Guys I think this is it.

**Darryl:** What is—whaddya got there? It’s no axe, what is that, a bass? A guitar?

**Glenn:** It's a rockin’ six string. It's like, I think this is what Bon Jovi was talking about in *Wanted Dead or Alive*. That's the six string from the song. My God! It's the one! This is it.

**Freddie:** Does it sound like an electric guitar? Like, does it somehow emanate strong, harsh, over-driven riffs from it, despite the fact that it is an inanimate object?

**Anthony:** Yes.

**Freddie:** Nice

**Anthony:** It feels like an electric guitar but it feels like it is powered by the screaming of an ancient and evil lord.

[*strumming sounds play in the background*]

**Anthony:** It feels like every single note that comes out of it is just a different pitch of pain and agony and suffering that the thing within this guitar has caused at some point it's millennia long lifespan.

**Will:** So it sounds like David Lee Roth.

[*All laugh*]

**Freddie:** If David Lee Roth was a guitar! This is that guitar. [*sing-screaming*] Oh, yeah!

**Anthony:** Yep. So it sounds real— sounds real good.

**Will:** Is it…does it just look like an electric guitar like from our world?

**Anthony:** It looks like it visually. But when you lock eyes with it, you feel down in your heart and down in the lizard part of your brain—both simultaneously, they're next to each other—

[*Will snorts, Beth giggles*]

**Anthony:** —that there is something evil about this thing. In like a cool ass way, like you know, like a dope metal way. But there is definitely something inside of this thing that wants to get out.

**Will:** Henry Oak is going to make a Wisdom Insight check.

**Anthony:** Okay.

**Will:** He's getting bad vibes off this guitar.

**Anthony:** Let's do it—let's do Arcana check .

**Will:** Arcana check.

**Anthony:** That's for, like, magic and shit.

**Will:** Aw shit. I don't have a bonus in that but let's do it anyway.

**Freddie:** Your geology will not help you here.

**Will:** I got a 9!

**Anthony:** So you—you definitely feel that something inside is alive. It is evil. You do not know what its motives are.

**Henry:** Guys I think that thing Anthony just said. There's something alive in that guitar.

**Glenn:** And that's why I can't stop—

**Henry:** Glenn!

**Glenn:** —noodling on these scales. [*electric guitar scales play, and Freddie makes guitar noises with his mouth*]

**Henry:** Glenn. I feel, like, as seductive and alluring as this guitar is, we should treat it carefully, and we should maybe not try to swing it around all the time. Like this is, this is bad juju coming off of this thing. Like you know I'm no enemy to the classic rock sounds. You know I've got an acoustic back home. But I just, I feel like maybe we should be careful here that's all I'm saying.

**Ron:** Can you play *Wonderwall*?

**Glenn:** Yeah sure sounds like this. [*plays cover of Wonderwall*]

**Freddie:** And it’s the most rock-and-roll rendition of *Wonderwall* you've ever heard.

It turns it from a great song into an even better one. That’s right!

**Beth:** A banger to the bangest.

**Freddie:** Right.

**Glenn:** Guys, let's go, we got it. Let’s get in the van, let’s get out of here, man!

**Anthony:** Okay cool. So y'all get back in the van. Lizardboy Scales McStuffiins is like—

**Cern/Lizardboy Scales McStuffins**: We did— we did good? We did —You nailed it?

**Darryl:** Oh yeah Lizzy boy.

**Glenn:** We got it, man.

**Darryl:** Hey, you mind passing waters out to everybody?

**Cern/Lizardboy Scales McStuffins:** Yeah absolutely. Waters for everybody.

**Darryl:** Thanks man.

**Anthony:** Alright. So as you drive back—

**Freddie:** Alright, hold on. I feel like I gotta whisper something, some sweet nothings to the car since it’s been about an hour.

**Anthony:** Oh sure sure sure.

[*engine stalling sounds*]

**Anthony:** So yeah the car doesn’t start.

**Glenn:** Hold on one second, guys

**Freddie:** I climb out to the back and I go—

**Glenn:** [*Clears throat*] Odyssey-san, Ganbatte!

**Freddie:** Which is “do your best, Odyssey-san”

[*engine starts, magic sparkling sounds*]

**Anthony:** Okay. So on the way back to the camp of the Watermice. I'm going to assume that Nick and Glenn are in the back seat, sort of just hanging out and looking at the guitar. Admiring it and stuff like that.

**Freddie:** Noodling on it.

**Anthony:** Yeah noodling on it. Nick says— so that no one other than you can hear. So I'd like every other player to take off your headphones put your fingers in your ears—

**Will:** Oh shit. Ooh this is drama.

[*Both whispering*]

**Nick:** Hey Dad.

**Glenn:** Yeah.

**Nick:** You know that curse that the wizard put on me.

**Glenn:** Oh yeah. Yeah.

**Nick:** I made it up.

**Glenn:** What.

**Nick:** Yeah. I kind of just wanted to keep hanging out with you and with the Watermice. So I kind of made it up, because your friends seemed, like, shitty. But I think—I think we should ditch them and just sort of hang out together.

**Glenn:** Dude.

**Nick:** Yeah.

**Glenn:** Let me be the first to tell you. That sounds like an awesome idea.

**Nick:** Oh I’m So glad you think so. Hell yeah. Hell yeah. Hell yeah.

**Glenn:** Okay so how are we gonna do this.

**Nick:** I think we got to find an opportunity to sort of ditch them and get the van and then we could—we could take some of the drugs. Some of the—some of the flowers and then take them to like Waterdeep and sell them. And then just sort of hit the road together, father and son band.

**Glenn:** We could road trip, and like fun the road trip with these illicit substances out the back of our van. This sounds exactly like something I did back in the 80s.

**Nick:** It's exactly what you told me you did and I feel like I can finally live your childhood with you.

**Glenn:** [*snickering*] Okay man. Sounds good. Okay. Okay let’s do it.

**Nick:** Okay great.

**Will:** What were we doing while all that whispering was going on?

**Anthony:** I don’t know. What were you doing? What are you doing on the way back?

**Matt:** I was telling Cern how it all went.

**Anthony:** Okay.

**Freddie:** Oh, let’s hear it. Wait, wait, wait. How did it go?

**Darryl:** Oh Cern, it was pretty wild. Henry there turned into a bear. I called—I called all the Founding Fathers and man I just wailed on them all. I—I right in front of my dad, the president, and then the other president, and my favorite TV dad. I crushed it. Ron crushed it. We all crushed it. We all totally made our dads proud.

**Cern/Lizardboy Scales McStuffins:** But you especially, you were really heroic? You did a lot of cool stuff?

**Darryl:** You know I did—I did my best which I think everybody appreciated.

**Ron:** Cern I gotta be honest I didn't make my dad proud.

**Cern/Lizardboy Scales McStuffins:** I'm sorry.

**Darryl:** Sorry about that, Ron.

**Henry:** That's okay, Ron.

**Cern/Lizardboy Scales McStuffins**: Do you like your dad?

**Ron:** I love—I love my dad but I—

**Cern/Lizardboy Scales McStuffins:** I didn't say love. The way—what I always told my kids before a pyramid squished them.

**Ron:** What did you tell them, Cern?

**Cern/Lizardboy Scales McStuffins:** I told them that like I want you to love me but I want you to like me too. Because love can be a complicated thing. Liking somebody is pretty straightforward and everybody wants to be liked.

**Ron:** Well. Listen, I like you Cern. And I don’t want to talk about my dad.

**Cern/Lizardboy Scales McStuffins:** I like you, too. Well, wait no. No, you were a dick to me like yesterday

**Ron:** Cern!

**Darryl:** Cern

**Ron:** I've always been on- I've always been very pro-Cern.

**Cern/Lizardboy Scales McStuffins:** Alright you know what. You had a hard day.

**Ron:** Always pro never con…Cern.

**Freddie:** To be f-

[*groaning*]

**Ron:** It's not. No, no I'm being genuine here

**Glenn:** You know but just earlier today you told Cern that you didn't care about anything he was saying to you.

**Cern/Lizardboy Scales McStuffins:** Including my dead kids.

**Ron:** Yeah. Here's the thing I don't like my dad but I don't want to talk about that either so let's just.

**Cern/Lizardboy Scales McStuffins:** That’s fine

**Ron:** Okay. Cool cool.

**Cern/Lizardboy Scales McStuffins:** I respect your boundaries. Piece of shit.

**Will:** I do—I do want to say Henry Oak is using all the wet wipes to wipe all the entrails off of his arms. I'm assuming that—

**Darryl:** Oh, I appreciate that there, Henry.

**Henry:** Yeah I'm trying not to touch anything. It's not going well, there's just like a lot of tiny bloody wet wipes on the ground.

**Anthony:** Perfect. So you come back to the lair of the Watermice and Ellory comes out and goes like,

**Ellory:** Hey guys, how’d the—how’d the quest go? Everything go cool?

**Anthony:** And Nick’s like—

**Nick:** Yeah, awesome we got the axe. It's fucking awesome look at this [*guitar sounds*]

**Anthony:** He doesn't actually do that—he just like, is doing air guitar because he doesn’t want to touch it. Because he feels like it's yours now and he's really proud of you to have it.

**Anthony:** And she goes—

**Ellory:** How did it go with the Redbrands? Did you get in and out like quietly?

**Anthony:** And he goes like—

**Nick:** Ahh, no? No.

**Anthony:** And as he says that you hear hoofbeats in the distance. First a couple and then many, many, many more. Soon the camp of the Watermice is surrounded by dozens and dozens of Redbrands on horseback holding flaming torches.

And from all of them a single rider breaks out from the pack with a bundle on his back. He has a hood on, and he—and he sort of unfurls it back. And this long beautiful blond hair sort of spills down from his head across his shoulders and he says—

**Blond Redbrand:** What did you do? You took the Battleaxe of Hatred. You know what this means don't you? It's time for us to go to battle with the Watermice. What say you to this?

**Anthony:** And Ellory goes like—

**Ellory:** Oh, uh, I mean that's. It was kind of their thing.

**Anthony:** And she points at you guys. And she goes—

**Ellory:** So you're, you sort of going to battle with them, not the Watermice. It was like—it was—that was the thing that, that he wanted to do

[*All protesting*]

**Henry:** Henry Oak here. We were doing it for them though.

**Darryl:** Yeah they did it. They asked us to do it.

**Henry:** We were just doing their orders. We're just the middleman here.

**Ron:** Yeah she's—she's being a very modest mouse and she was—

[*laughter and groaning*]

**Will:** Oh, you beat me to it!

**Ron:** —it was her idea. Though, the whole time. I really give all the credit in the world to her.

**Henry:** So let's just all float on okay.

[*laughter*]

**Anthony:** And you did—and you did during the fight.

**Freddie:** Oh my God.

**Beth:** Wow.

**Anthony:** So this blond warrior goes like—

**Blond Redbrand:** It doesn't matter which one of you started it—

**Henry:** But for the record they started it.

**Blond Redbrand:** I feel like it's you guys are the ones with blood on— Like you literally are holding a bunch of bloody wet wipes. I feel like it was probably you.

**Henry:** I— [*stuttering*]

**Darryl:** Kool-Aid. It’s Kool-Aid

**Henry:** This is—Do you have Kool-Aid?

**Blond Redbrand:** No. What is Kool-Aid?

**Darryl:** It’s blood. I mean, shoot.

[*Anthony laughing*]

**Blond Redbrand:** Okay, so it’s blood. Alright. So we’re just admitting that it’s— we’re just fully accepting that it was you, in the weird behemoth—the metal behemoth—that did all the killing.

**Ron:** [*Kool-Aid Man voice*] Oh yeah.

**Ellory:** And you're holding the axe.

**Anthony:** So he goes—

**Blond Redbrand:** Okay. That means it's time for a proper battle. If I was being pathetic—if I was being like Ellory here, just stealing things in the night, I might say we should just take your head for this. But I've got some good news for people who like bad news.

[*laughter*]

**Beth:** [*Kool-Aid Man voice*] Oh no.

**Blond Redbrand:** It's time for a proper battle and not some cowardly battle made with swords and bows and arrows. This will be a battle—

**Anthony:** And he grabs the bundle on his back and [*Anthony says “shing”*] and like the cloth comes off of it. And you see that it's a guitar, almost like the sister to the guitar that you have in your hands, but with the lightning shooting out of the frets.

[*Freddie laughs*]

**Anthony:** And he goes—

**Blond Redbrand:** —it will be a battle *of the bands.*

[*laughter*]

**Will:** Oh damn.

**Beth:** Oh man.

[*outro song plays*]

**Freddie:** *Dungeons and Daddies* is Matt Arnold as Darryl Wilson, Anthony Burch as our DM, Will Campos as Henry Oak, Beth May as Ron Stampler, and myself Freddie Wong as Glenn Close. Theme song by Maxton Waller. This week as you've heard, we've launched our Patreon. If you've enjoyed our show and want to support this 100 percent serious podcast about parenting, now you can.

We've got a bunch of different tiers for you dad joke aficionados out there and there's a whole slew of cool perks from being able to submit items and character names, to extra podcasts videos and one shots, and even uncut versions of the episodes and D.M. notes. I could list everything out here and bore you to death. Or you could see it with your own two eyes. At Patreon.com/DungeonsAndDads.

And again folks, regardless of whether or not you become a Patreon supporter: thank you so much for listening and writing reviews on iTunes and telling your friends about this show. We see it out there and we appreciate it immensely.

We're on Twitter @DungeonsAndDads and we've got a Facebook fan club going at Bit.ly/DungeonDads. But for those of you free from Zuckerberg’s yoke, find our subreddit at Reddit.com/R/DungeonsAndDaddies. Back at you May 21st. But every dad knows that May 12th is the more important date. That's Mother's Day. That's this Sunday. Don't forget. We'll see you later.

[*outro song plays*]

**Matt:** Oh I was saying I've deduced that their armor class is 13.

**Anthony:** It’s 14.

[*laughter*]

**Matt:** Shit!

**Anthony:** As I said last episode, maybe the worst detective ever.