Dungeons and Daddies

Dungeon Master: Anthony Burch

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Episode Interlude - The Witch is Dead

**Freddie:** Hey folks. Freddie here. What you're about to hear is a Patreon bonus one-shot we did called The Witch is Dead, by Grant Howitt. For people pledging $10 and up on our Patreon, we do a thing called the Monthly Bonus of Indeterminate Content and this was that bonus content for October.

We've also done videos, there's a 40-minute mini painting tutorial with Matt. There's a mini-documentary about the recording of Silent Night for episode nine. There's even a commentary track we did for episode one of Bones. It's some wild stuff, man.

Now, normally we would not be putting these out into the wild. No, sir. But we goofed because we've referenced what happens in this one-shot in the main storyline because the witch is Erin O'Neill. And honestly, we felt that it enriches the experience of listening to the main story enough that, well, everyone should hear it.

And by the way, to make up for it, we're recording a replacement one-shot for our Patrons that will be up later this month, in case those of you who are Patrons are wondering. So for now, please enjoy this peek behind the curtain at some of the dope content our Patreon supporters get. If you see one out in the wild, thank them profusely for making this possible. And maybe consider becoming one yourself at patreon.com/dungeonsanddads.

Sit back and enjoy The Witch is Dead and we'll see you next Tuesday for the next episode of Dungeons and Daddies.

[*theme music*]

**Freddie:** Welcome listeners, to our bonus content for October and it is a one-shot RPG made by Grant Howitt, called The Witch is Dead. Grant Howitt's one of my favorite RPG designers. He does a bunch of one-page RPGs that are very rules-light, but flavor-heavy and we're going to play The Witch Is Dead. So-

**Will:** If I didn't know, I'd say you were sponsored by Grant Howitt.

**Freddie:** Oh, man. No.

**Will:** Do you think he could sponsor you?

**Freddie:** I don't think so. I don't think there's a lot of money in making RPGs unless you're Wizards of the Coast. And even then, it's really hard to still make money.

**Will:** You need a thing called Magic: The Gathering to keep it going.

**Freddie:** Exactly.

**Beth:** I don't know. I think like if I got a good night's sleep on a Casper mattress, I'd be able to make an RPG.

**Freddie:** That's our only goal. The problem is we can't ever get Beth a Casper because then she'll just quit the podcast-

**Will:** Yeah, I know.

**Freddie:** … She'll have done everything she wanted to do.

**Will:** That's the carrot at the end of the proverbial stick.

**Freddie:** Alexander will see there are no more worlds to conquer. No more beds left to plug. And also, you'll notice Matt not in on this one. Matt's taking care of some kid stuff.

**Beth:** It's because we don't like him. No, he's like better than all of us.

**Freddie:** He's doing actual dad stuff.

**Will:** It's an even bigger bonus because there's no Matt. Consider that your second bonus.

**Freddie:** Oh, man. Okay, so I'm now going to read you verbatim the plots and backstory of The Witch is Dead.

**Freddie:** Once upon a time there was a kind and wise and beautiful witch who lived in the forest with her familiars. And her life was peaceful and happy, until a fucking witch hunter broke into her cottage and dragged her out and fucking murdered her and now she's dead. But if you get revenge and kill him and bring his eyes to her corpse within a week, she'll come back to life, or so you've heard. Even if it doesn't work, at least he's dead. The witch hunter has retreated to the village, the fucking coward. Go get him.

**Freddie:** So you are all going to create your characters very simply. So there's a list of woodland animals and you're just going to roll a D-10 and see what you are. So everybody roll a D-10 and tell me what you get.

**Freddie:** I just rolled a D-10. Turns out, turns out-

**Will:** I'm 100% Magpie.

**Freddie:** All right. [crosstalk 00:03:16]. Magpie, magpie.

**Beth:** I'm also a magpie.

**Will:** Whoa, really?

**Freddie:** You all got magpie?

**Beth:** Yeah, I got seven.

**Will:** I got a crow, I got a crow.

**Freddie:** Okay, so magpie, crow. Beth re-roll, I don't want two of the same thing.

**Will:** Oh, man. We'd be like a cool fighter squadron.

**Freddie:** Actually, okay everyone, if you want to be a magpie, you can.

**Beth:** I don't.

**Freddie:** Okay.

**Beth:** I'm an owl.

**Freddie:** Oh shit, even better. You're the fucking birds of prey, that's great. Okay, so circle whichever character you are or just remember.

**Beth:** My mom's going to be so happy. She loves owls. She doesn't listen to this podcast though.T

**Freddie:** Make her.

**Will:** Is she a Patreon subscriber?

**Beth:** Hell no.

**Freddie:** Your mom should pay us. So basically the gist of this game is that you have nothing special about you other than the fact that you're woodland creatures and you can understand each other. So basically … And there are four stats for every character; clever, fear, sly and quick, which basically are exactly what they sound like and everybody's stats are fairly low. Those will give you bonuses when you roll for any individual particular tasks you're taking.

**Freddie:** But all of you have a single spell that your witch taught you and these spells are not very strong. They're basically just hedge magic. So roll a D-10 again and then tell me which spell you got.

**Will:** Make flame. I got unseen hand. What does that do?

**Freddie:** It's like mage hand, where you can sort of psychically like use a hand to knock something over, open something-

**Will:** Oh cool.

**Freddie:** … Or slap somebody, but not that hard.

**Beth:** I got conjure dinner. Fuck yeah.

**Will:** Fuck yeah. I wish I had that. Actually I do have that on my smart phone, it's called Postmates.

**Freddie:** Okay.

**Beth:** We're also sponsored by Postmates.

**Freddie:** God I wish. That's basically everything you need to know about your characters. What I am going to do is roll to define the village and the witch hunters. So the village is both at war with forest tribes and incredibly superstitious. The witch hunter is headstrong and wild and you know that he has retreated to his village. So basically, it is now on you. You have one week to kill him, take his eyes and bring them back to your dead mistress.

**Will:** So we all get cool cartoon voices?

**Beth:** Yeah. Can I roll to see what dumb voice I do?

**Will:** Yeah, yeah. Go ahead.

**Freddie:** Go right ahead. Be my guest.

**Will:** Looks like it's going to be in an Australian accent.

**Freddie:** It doesn't matter what you roll. Australia was going to be the next God damn thing out of your mouth and you know it.

**Beth:** It's going to be a six from me.

**Will:** What is that?

**Beth:** It's an old owl Irish accent.

**Will:** Old Irish owl.

**Freddie:** Old Irish owl. I won't do Australian, in deference to my brethren-

**Beth:** What?

**Freddie:** … Down under.

**Beth:** If am offending the Irish, which I love, like shout out to all of you guys in Ireland, love you.

**Will:** I could also go as David [Drambuie 00:05:38]. Hello, I am the magpie of the group.

**Freddie:** Okay.

**Will:** I'm going as David Drambuie.

**Freddie:** Whatever you want. You weird, weird man.

**Will:** In-joke for our story break listeners.

**Freddie:** All right, so Will, what about you?

**Will:** I will be a fancy sophisticated crow, don't you know?

**Freddie:** Beautiful.

**Will:** We're going to summer on my yacht at Cape Cod.

**Freddie:** Basically it is now on you to get to the village. There's no difficulty in getting to the village. So if you just want to go to the village and have me describe, we can just do that, unless you want to come up with a plan before you show up at the door.

**Will:** Now see here, fellow birds, it seems to me that the thing to do might be to bait this forest tribe into attacking the village and thus drawing out the witch hunter. Maybe we can get the forest tribe to do our dirty work for us.

**Freddie:** Indeed, we … No, sorry. Indeed. These superstitious folks might frighten at the mere sight of flaming whats-its and what-nots coming out of the forest. And now maybe we can spook them out and have them dig out the eyeballs of this of this witch hunter themselves.

**Will:** Oh man.

**Freddie:** Am I just … Is it too much?

**Beth:** I like it.

**Will:** No, it's fine.

**Beth:** More of that please.

**Freddie:** That was a it's fine, but it's not fine.

**Will:** I'll take my Drambuie with a splash of water.

**Freddie:** What if we created some kind of visage and I set it to the light with my magics and we could burn these square crows or whatever all around them and freak those villagers out? Just get them freaked right out their gourds.

**Will:** We should go to the village and see what's up with the witch hunter probably, right?

**Freddie:** Sure.

**Will:** We'll do a fly by pass, little aerial recon.

**Freddie:** Yeah, you can fly. Oh wow.

**Will:** Yeah. We fly high above.

**Freddie:** So you fly high above it and you can see that this village is your typical sort of fairytale village. They've got the baker and they've got a blacksmith and they've got a tavern. They've got all these cute, adorable little homey spaces, but the witch hunter, you can immediately tell who the witch hunter is because there's a guy in the middle of the town square doing back flips and going, I killed a witch. I killed a witch, suck my ass because I killed a witch. And he's like, fucking, he somehow has a skateboard, he's doing kick flips and shit, he's headstrong, he's behaving head-strongly and wildly.

**Beth:** Is he Jeremy Renner from whatever that movie that came out recently was, like Hansel & Gretel: Witch Hunters, or whatever?

**Freddie:** Yes, yes. He looks identical to Jeremy Renner from Hansel & Gretel: Witch Hunters, except he's also doing skateboarding.

**Will:** He looks like Jeremy Renner from Blade Renner.

**Beth:** Yes.

**Freddie:** He looks like Jeremy Renner from the app, Jeremy Renner.

**Will:** Okay. Should we … Okay. A couple of times, so they're superstitious, right?

**Anthony:** They are superstitious.

**Beth:** Very.

**Will:** Maybe we could convince them that the gods are angry with them and they need to sacrifice the witch hunter.

**Freddie:** Every single time he's doing something, right?

**Beth:** Something more impressive.

**Will:** What if we carefully assembled an assembly of twigs and stuff like that and it spells out, "Kick flips are bad" and we lit it on fire?

**Freddie:** Why does it say kick flips are bad?

**Will:** Because he's doing kick flips. Look at him. He's doing these kicky flips with that skateboard.

**Freddie:** All right, so what's your spell again?

**Beth:** My spell is-

**Freddie:** Conjure dinner, right?

**Beth:** Conjure dinner.

**Freddie:** So we can make a dinner.

**Beth:** In his honor.

**Freddie:** How big a dinner are we talking?

**Will:** Dinner for one. The which would use it to make dinner for herself.

**Freddie:** Yeah. These are little bits of hedge magic to help us around the house, but they'll have to do.

**Beth:** What if the extremely superstitious village poisons the witch hunter in a sort of … I believe there was a place called Jonestown. In sort of a belief of a higher-

**Will:** Okay. What if we get this guy? He's headstrong. He's wild. He thinks quite a bit of himself. What if we start whispering into his ear a little bit, and he can't hear us, right?

**Freddie:** No, he cannot understand animal speak.

**Will:** But if we can somehow convince him that he's the cult leader, his headstrong ways combined with the superstitious nature of the village means that they'll probably go along with him seeing as they're just letting them stand in the town square, they're doing kick flips and whatnot.

**Beth:** But, we don't want them all to poison themselves.

**Will:** But if they do, the forest tribes will take care of him because there will be no one left to defend the village. Because if he Jonestowns the village, it'll be just him.

**Freddie:** How are we going to poison this food?

**Will:** We can make the food, that's step one. Step two, as a clever magpie, I want to look around for all kinds of weird berries and shit. There's all kinds of fucked up mushrooms and berries that'll make you all kinds of … Yeah. You know?

**Freddie:** Why don't you roll clever. So you're going to add whatever your clever score is as a magpie, you're going to add two to your role and you're trying to be a six.

**Will:** Four.

**Freddie:** So you didn't find any poison.

**Will:** I have an idea.

**Beth:** What?

**Will:** See here, gents, and lady gents, and birds and lady birds, what say we poison an apple and we apparate it in front of the superstitious folk. I could use my unseen hand to write out a message that says, "A gift for the mightiest among you." And then he eats a poisoned apple and dies.

**Beth:** True, true, true. Then we could help the villagers help out with presenting this dinner in his honor since they are so impressed.

**Freddie:** I like it. Okay, so if you wanted to do that-

**Will:** We're going to need to find poison though, right?

**Freddie:** Well you found that at least in the forest around you, there's nothing … If you wanted to go further away, you could look for more poison there but time may have passed and stuff may happen in the village by the time you get back.

**Beth:** Do you fly, being birds and all, though?

**Freddie:** I believe lady owl is the cleverest amongst us. So perhaps she should-

**Beth:** You would think, wouldn't you?

**Freddie:** There's also an apothecary in the village if you wanted to try and go down and search for poison inside of it. It would just be obviously trickier because you are birds.

**Beth:** I would like to do that, please.

**Will:** Yeah, we're going to do another aerial recon of the apothecary.

**Freddie:** Okay. Well there's no windows on it, so all you can tell is that it is an apothecary and you know that because you see villagers coming in and leaving with little flasks of glowing, blue or red liquid for health or mana. Yeah, if you want to get in, there's a couple of … I lied when I said there are no windows. There is a window on each wall, but they're all closed right now. And then there's the one door in and out of it.

**Beth:** I've got an idea. So one of us flies into the window and whoever's inside will be like, that poor little bird, let me check and make sure it's okay. And then we can slide in when he opens the window.

**Freddie:** That's a smashing idea, I dare say.

**Will:** Hold on, hold on. So you're going to go into the thing?

**Freddie:** It's, yes, one of us slams into the window and starts twitching around on the ground, and then the person opens the door to get in, and then while they're distracted by that, someone's slew swoops in.

**Will:** Very good. Well, who among us?

**Freddie:** Basically what you're going to want to do is you're going to roll sly to see if you can slam yourself into the window without doing any damage to yourself. There's going to be some danger involved. So if you fail, you'll take a point of danger. The only way you can ever lose this game is if you roll under or equal to the amount of danger that you have as a character.

**Will:** Clever. So I have, I think the highest sly amongst us.

**Freddie:** I think you're the sly one here.

**Will:** So I would like to slam my head into the window.

**Freddie:** Okay. So you're going to try to roll higher than a six.

**Will:** With a plus two.

**Freddie:** Six or higher with plus two. So you just got a four.

**Will:** So I'm rolling a D-10?

**Freddie:** Yep. It's only D-10 in this one.

**Will:** I rolled a three.

**Freddie:** Okay, so mark down that you have one point of danger. So you slam into the window and it fucking hurts. Like you try to do a clever thing where you like splayed your whole body out so that it took the brunt of it equally across the body. But your back just fucking hurts.

**Will:** The window was closer than you thought.

**Freddie:** Yeah. The window was a lot closer than you thought.

**Will:** It's that glass, you can't see it when you're a bird.

**Freddie:** And they just invented that.

**Will:** Those confabulating humans.

**Freddie:** So you smack the glass and you fall down and inside the … What would you call the person in the apothecary?

**Will:** A apothecarian?

**Freddie:** The apothecarian. The apothercarian turns and goes, "Oh, dear me." And looks at the window and she goes, "A crow flying into the window, that's bad-"

**Will:** That's bad luck.

**Freddie:** … "It's bad luck. We're superstitious. That's very bad luck. I don't know. I don't know. I don't know." So roll clever to look really pathetic to see if she'll open the door for you.

**Will:** Seven.

**Freddie:** It's exactly what you needed. Okay, great. So she opens the door and goes, "Superstition to be damned," and she opens the door and comes out and picks you up in her hand. So somebody's going to try to fly in [crosstalk 00:13:22].

**Will:** I could see, actually, if the bird dies, it's a bad sign. Right? So maybe just try to keep it alive so it's like, "Oh no, superstition."

**Freddie:** That makes a lot of sense, yeah.

**Will:** Yeah.

**Freddie:** No, I have to make sure it stays alive otherwise we're fucked.

**Will:** We're proper fucked.

**Freddie:** Proper fucked. All right, so does somebody want to try to zip in?

**Will:** Yeah, I'm going to zip in.

**Freddie:** All right, go ahead and roll quick.

**Will:** Quickness.

**Freddie:** You're trying to get in and-

**Will:** Come on, come on, get down. A nine plus two, 11.

**Freddie:** Great. Okay, I was going to say, you had to beat an eight and you beat it. All right. So you are inside. So why don't you roll clever. You're going to get one clever roll before she starts coming back in to find the poison. You have to roll a six.

**Will:** Eight.

**Freddie:** Eight, all right. So you find a very small vial with green liquid inside of it and the vial has a skull stamped on the inside of it.

**Will:** And I know enough of humans to know that a skull is bad. I've seen it in the witch's hut.

**Freddie:** Great. You've spotted it now. So she's coming back inside and she opens the door and sees you in there and she goes, birds. Why so many birds?

**Will:** And black birds, too.

**Freddie:** Black birds, lots of bad omens here. No, no, no. No, I'm healing your friend back to life. It's not my fault. I'm going to heal him, I promise. And so she walks to her potions and takes out a red one and pours it all over you, Will. Yeah, you don't drink it, she just like applies it to you. So you don't currently have the poison in your mouth and the door is closed and the window is closed as well. So how are you going to get out with the poison?

**Will:** So Beth's still on the outside?

**Freddie:** Correct.

**Beth:** What if I like went and knocked on the window like Hedwig? Like, hi, let me in.

**Freddie:** Okay, you can do that if you want to.

**Will:** Could she do that and then I can use my unseen hand to-

**Freddie:** What if you use your unseen hand to knock over something flammable and then I lit this entire place on fire?

**Beth:** Oh my god.

**Will:** Fuck these people, they killed the witch.

**Freddie:** You could do that.

**Will:** Now, unseen hand's always dangerous. Any magic is always going to be dangerous.

**Freddie:** Any magic is always dangerous. You'll have to roll at least a seven. And if you fail, you take another point of damage, and if at any point for the rest of the game, you roll a one, you're fucked.

**Will:** Yeah. I think you should knock on the … Knock your head on the window.

**Beth:** All right. I go knock, knock.

**Freddie:** She turns and she goes, man alive, all these birds. What have I done to upset the gods? I knew, I knew we shouldn't have worked together with that piece of shit witch hunter chad to kill that witch. Fuck, fuck, we were all in on it with him. Number one on the twist rules for the village. You know now, we are all in on it with … We are all responsible equally.

**Will:** Shit, do we have to kill all of them now? I think so.

**Freddie:** You don't have to kill all of them, but they will-

**Will:** Yes, we do.

**Freddie:** … They will actively try to help him. Because there are other versions of this like, it's like the witch hunter is just some asshole who lives in the village and if you kill him, nobody's going to care. They will care if you kill him. She goes, man, alive. Why isn't this enough? Fuck it.

**Freddie:** And so she grabs Will and opens the window and then just tosses him out and she goes, I don't want any part of it, and tries to throw you out of the window. So-

**Beth:** I try to sneak in.

**Will:** Oh shit.

**Freddie:** Okay. Go ahead and roll sly. It'll be an eight because she's looking right at you.

**Beth:** Nine.

**Freddie:** Nine, I'll be damned. All right, so you managed to sneak in. She has this … She opens the door and throws Will out. Okay. Now what?

**Beth:** I want to help the magpie get the poison out.

**Will:** Burn this place down. Okay, so I'm outside right now.

**Freddie:** Yes.

**Will:** You two are inside.

**Freddie:** Yes.

**Will:** We're trying to get the poison.

**Freddie:** Yes.

**Will:** I'd like to do a clever to see if there's any flammable, like if she's keeping anything flammable in there.

**Freddie:** That sounds good.

**Will:** 10.

**Freddie:** Wow. Okay. Yeah. You immediately spot that there is a-

**Will:** A bunch of red barrels.

**Freddie:** Yeah, a bunch of red barrels and one big red potion barrel in the corner that has a little flame symbol on it and you can immediately spot that is definitely flammable.

**Will:** Now can I just knock that down?

**Freddie:** You'll have to roll a fierce to do it and she'll probably notice you doing it and try to maybe oppose.

**Will:** Okay, we all have low fierce unfortunately.

**Freddie:** What do you have, Beth?

**Beth:** I've got an idea but it's kind of like a long term idea but-

**Freddie:** Go for it.

**Beth:** Okay. So what if we can get all of the villagers around the witch hunter and then one of us flies with the bottle of poison over them and sort of just pours it on them?

**Will:** Like a mass poisoning.

**Beth:** Yeah. And we can corral them with our bird power. We could be like bird sheepdogs and then get them all together.

**Will:** You know what might be interesting, is if we did that but with flammability.

**Beth:** And just burn down the whole thing?

**Will:** Just like douse everyone. We probably will be unable to lift this.

**Beth:** Yeah. Douse everyone in gasoline and then burn them.

**Freddie:** The whole barrel, no. It's basically like a small barrel of gasoline that is full. Two birds, even if you like rolled amazingly would probably not. You'd be able to tip it over. You wouldn't be able to like carry it.

**Will:** Yeah.

**Freddie:** The poison vial is small enough that you probably could carry it on your own with a difficult check or if somebody worked with you with a less difficult check. Maybe we could recruit the forest tribes to our aid.

**Will:** I think so. I think like again, I think the key to this is that all these motherfuckers all need to die and we need to use the power of man's inhumanity to man in order to accomplish this.

**Freddie:** We could, okay. Hear me out. Maybe we could pilfer like some piece of scrap from a guard or like some sort of thing then we fly it out to the forest tribe. We drop our poisoned apple there.

**Will:** Oh shit.

**Freddie:** Someone there eats it and then they see like the sigil-

**Will:** That's great.

**Freddie:** … Of the other tribe and then they go into wipe them out.

**Will:** We got to take this poison, then.

**Freddie:** We got to get the poison. I like burning the hut down as a way of doing it.

**Will:** Yeah. Or at least, that's going to get her out the door, isn't it? And then you guys can fly out the door.

**Freddie:** Yes.

**Beth:** All right. I will knock over one of the barrels.

**Freddie:** Okay.

**Beth:** I'm a lofty big bird.

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

**Freddie:** Okay, so if you're both going to assist, so it's dangerous for both of you. Both of you have to pass a six test, otherwise there's going to be one of you had to pass a 10.

**Will:** Okay, so that's going to be a fierce, right?

**Freddie:** Yeah, fierce.

**Will:** Come on. Six plus one, seven.

**Freddie:** All right.

**Beth:** I crit failed.

**Freddie:** Okay.

**Will:** What'd you get? One?

**Beth:** A zero.

**Will:** No, a zero is a ten.

**Freddie:** A zero's a 10, that means you've crit succeeded.

**Beth:** Yeah.

**Freddie:** Okay, awesome. So you successfully knock over the barrel and it hits the ground in just the right way that the cork in the top of it [inaudible 00:19:09] out and gasoline starts like spilling out of it across the floor.

**Will:** Okay. So I'm going to use an unseen hand to open the front door so you guys can get out.

**Freddie:** Great. So all you have to do is pass a six.

**Will:** Do I get any bonus to it?

**Freddie:** Yeah, you're being clever. So yeah.

**Will:** I got a five.

**Freddie:** Okay, so take another point of danger.

**Will:** I croak if I fuck up one more time?

**Freddie:** No, just if you ever roll equals who are under your danger, you get in big trouble. Dead, trapped, lost or captured. So basically that's the only way you can die in this game, is through danger.

**Will:** Critical 10 on my make flame.

**Freddie:** On your make flame. Okay, cool. So you spark this pool of gasoline alight. And she goes, fuck me, fuck me. The fucking witch, the curses were true. Why didn't we listen? No, no, no. And she immediately starts trying to grab her most valuable potions into her arms, which thankfully doesn't involve the poison because … Yeah, it doesn't involve the poison. And then she just kicks open the front door and starts running out with her potions going like, we're being punished. We're all being punished, fucking hell.

**Will:** Time to carry the poison out.

**Beth:** All right.

**Freddie:** Either one of you make a fierce role.

**Beth:** I got another 10.

**Freddie:** All right, so you just put it in your strong owl talons and you can fly away with the poisons. You have the poison.

**Beth:** As I fly over her, I say, "Who is your daddy now?"

**Will:** Okay. Calling an audible. We could, because it seems like she's pretty freaked out about this thing burning, we could use her as our hype man essentially. And we could write out, "Feed this to the witch hunter and all is forgiven." Right?

**Beth:** Or just, "Obey the bird."

**Will:** No, that's true. Obey the birds, and then we could just point at shit.

**Freddie:** Obey the birds.

**Beth:** Yeah.

**Freddie:** Yeah.

**Will:** But the danger is they may think that like we're ill omens, and they may try and kill us.

**Beth:** Bird's the word.

**Will:** And remember, they are in on it with Chad, the witch hunter. They like him a lot, so it might be hard to convince them to do that. You will have to roll … But you can still do it, the difficulty will just be higher than it would have been if they didn't give a fuck [crosstalk 00:21:02].

**Freddie:** No, that's fair. I think … You know what? I think we got to involve these forest tribes.

**Will:** Okay. Should we go sail to the forest tribe lands?

**Freddie:** Yes, I think so. So you fly a little bit aways into the forest lands where the bandits of the leaf, the leaf bandits make [crosstalk 00:21:17].

**Will:** The sticky bandits.

**Freddie:** The sticky bandits. They all look like Daniel Stern. That's the genetic mutation that they have.

**Beth:** If they're already against the village, can't we just be like, guys, hey, the-

**Will:** We just destroyed their apothecary.

**Freddie:** Well, anybody roll clever. All three of you roll clever, just try to get a six or higher.

**Will:** I got seven total.

**Beth:** Five.

**Freddie:** Eight. You hear them say like, "Shit, that witch, they killed the witch. The witch was giving us some of our fucking powers for raiding them all the time. She must be dead. That fucking sucks. I guess we should leave? I don't know. Fuck. I thought we were really going to take the town. What a bummer."

**Freddie:** It feels like we need to encourage them in.

**Will:** Should we … I know I keep pitching writing something in the fucking dirt.

**Freddie:** No, I dig that, I dig that.

**Beth:** Yeah.

**Will:** We could tell them that they're … Because the apothecary is where they have their potions and stuff like that. We could say that they're weak now. The time is nigh, attack, or something like that.

**Freddie:** I mean, right? Like if you write "attack now" in the dirt with your beak or whatever, do you think they'd pay attention? Let's see the leader? Do we see the leader of these groups of people?

**Will:** Does he look like Joe Pesci?

**Freddie:** Yeah. He looks like Joe Pesci. It's all Daniel Sterns and one Joe Pesci. In the land of the Sterns, the Joe Pesci is king. So yeah, you see Joe Pesci.

**Will:** My only worry now is because they're already spooked, if one of them dies, they'll definitely [crosstalk 00:22:28].

**Freddie:** No, we shouldn't be killing them. No, I don't think so. But we need to get the distraction, we need to get them in there.

**Will:** We could convince them that the witch is still alive.

**Freddie:** Okay, yeah.

**Will:** Do you know what I mean?

**Freddie:** Yeah.

**Will:** Like with our little cantrips and stuff, we could be like, I yet live. Attack and I shall … Assist me.

**Freddie:** Yeah. It's like we're the bird emissaries for the witch.

**Beth:** The flying monkeys.

**Freddie:** So I feel like we … They're there on our side. I think we should approach Joe Pesci and you should write out your stuff. Now hold on, do we understand enough language to be able to write something or is it just like May Chan is just pushing stuff around?

**Will:** You can understand language because the witches talk to you enough. But basically it's just saying that you can't open your mouth and have English come out unless you have that cantrip.

**Freddie:** Right, right, right, right.

**Will:** Okay.

**Freddie:** But you can spell stuff in the dirt with your beak or whatever you want.

**Will:** I see, okay. Do I want to do that just by writing with my beak or the-

**Freddie:** Show the magic, otherwise they're just going to believe you're some fucking weird magic bird.

**Will:** Exactly. I think they need to see us do some magic and then they'll think, yeah. Okay.

**Freddie:** Okay.

**Beth:** Write "friend of witch" in the dirt.

**Freddie:** You fly in front of Joe Pesci and you see a stick nearby, I assume you want to like unseen hand it and start writing.

**Will:** Yes.

**Freddie:** Roll clever. It's going to be dangerous if you fail. So just try to get a six or higher.

**Will:** I rolled a one, it's plus clever's two, so it's plus three.

**Freddie:** Great. Okay. So yeah, that's fine. You're good.

**Will:** Okay.

**Freddie:** So what do you write out?

**Will:** I write out, "I yet live, follow my birds." No, "Follow" and then it's just an arrow to me, and I'm like, hey.

**Freddie:** And you're waving with a wing.

**Will:** "Follow" and then I draw an arrow pointing to Freddie and Beth.

**Beth:** "XOXO, witch."

**Freddie:** Joe Pesci's like, she's still alive. That's crazy. I don't feel the power anymore. That's-

**Will:** I finish by saying, "The power was in you all along."

**Freddie:** And Daniel Sterns goes, no, look, the power is in us all along. And Joe Pesci is like, what a nice little lesson. Shit, I miss that witch already. No wait, she's alive. That's what I learned. Everything's great. Everything's perfect. Okay, I guess, well, what do you want us to do, birds?

**Will:** So I would say follow … I think we should follow them.

**Freddie:** Birds.

**Will:** Birds. We should lead them to like the edge of the clearing if there's an overlook of the village so they can see that there's a fire, like probably at this point engulfing the entire apothecary building at this point.

**Freddie:** Okay. So Joe and the Pescis follow you to a clearing basically, and they can see that yeah, the apothecary is just lit the fuck up. One of the Daniel Sterns is like, holy, wow. Okay. Who did that? Was it the witch? Is the witch in there? What do you want us to do? I think we need them to attack on mass, now.

**Will:** Yeah, yeah. How do we send them that message?

**Freddie:** Attack!

**Will:** Okay.

**Freddie:** You'd have to roll again for the magic. Or you could just draw it on the ground, I guess now that you've proven that you're-

**Will:** Yeah, all right. I just write it on the ground, attack.

**Freddie:** Attack.

**Beth:** XOXO, witch.

**Will:** XOXO, witch.

**Freddie:** Well just roll normal clever. It's not dangerous, but roll clever to see if you can convince them.

**Will:** God, another one.

**Freddie:** All right. It's fine.

**Will:** So three, I roll a three.

**Freddie:** Okay, so you've failed, it wasn't dangerous so it's fine. And so one of the Daniel Sterns comes up and goes, well why would we do this? We could just leave anytime we want to. I'm not going to listen to a bunch of fucking birds.

**Beth:** Who?

**Freddie:** Shut up.

**Beth:** Who?

**Freddie:** Why don't we just bounce? I don't like this. It's already on fire. These guys were assholes. I want to kill them as much as anybody, but like I don't know.

**Beth:** Can I poison that guy specifically and then hope that the rest of them will just like-

**Will:** You can try to. I mean, you're still holding the poison.

**Beth:** Yeah, I pour a little poison on him.

**Will:** So I feel like you wrench his head back and then I pour poison down his throat.

**Beth:** Okay.

**Freddie:** So both of you roll fierce, this is definitely dangerous.

**Will:** Yes. Seven plus one, eight.

**Beth:** I got seven total.

**Freddie:** Damn. All right. Look at this guy, this is stupid. I don't think we should listen to … And then all of a sudden, your fucking talons go into his scalp at the back of his neck like the woman from the staircase and you just fucking pull his head back.

**Beth:** The woman from the staircase, no.

**Freddie:** I was like, I wonder who that's for. And he goes, what the fuck? And as his mouth is open, you uncork the poison and empty like the whole bottle into his throat.

**Beth:** Pour some poison on me.

**Freddie:** And he goes like, oh fuck. And he begins to foam at the mouth and his veins start popping out and he just goes red. And then he just falls to the ground dead.

**Beth:** And I turn to look at the rest of the villagers and I say, "Who?"

**Freddie:** And they go, you know what? We will attack. You know what? Yeah, I think you convinced us. That sounds great. We'll do it right now. So Joe and the Pescis run out with shitty little sharpened sticks and little knives and stuff like that, they're not super well equipped, they don't have a lot of armor.

**Freddie:** A dozen or so of these forest bandits start running at the village.

**Will:** Yeah.

**Freddie:** There's some fighting that happens.

**Will:** I figure the village is lightly weakened by the fact that some of the guys are probably busy trying to stop the fire from spreading. Right?

**Freddie:** Yeah. Some of the people basically that would be their warriors are picking up pails of water and trying to throw them on the fire. The main thing that you notice is amongst all the fighting, Chad, the witch Hunter comes out and goes, what the fuck? I thought-

**Will:** Bro, what?

**Freddie:** This is bullshit, this is bullshit. And he takes off his shirt and under his shirt he has a bunch of knives like in a bandolier across his chest and he just pulls that to him and then just runs into the fracas and starts stabbing these bandits left and right, and he's doing a really good job. He's like killing like one with each blow.

**Beth:** Okay, I've got an idea.

**Will:** Yes.

**Beth:** So I'm going to take the rest of the poison and then make dinner, but instead of like dinner-

**Freddie:** Didn't you use all the poison on this guy?

**Beth:** I didn't think so. That's why I did it, I didn't think I was going to use all of it.

**Freddie:** We'll say you didn't use all of it. That's fine.

**Beth:** Okay, cool. Just the mildest drop of poison left.

**Will:** Is it like enough that it wouldn't kill him, but it's just like a little indigestion?

**Freddie:** It'll make him vomit for a while.

**Will:** [inaudible 00:27:45], you summon the food in the poison bottle and then it pops the poison bottles, whatever, [crosstalk 00:27:52].

**Freddie:** Like in Superman Returns.

**Will:** Yes. I don't remember that part of Superman Returns, but sure. And it's still coated with the leftover poison.

**Freddie:** That's great, that's great.

**Beth:** But the food that I want to make is a pie.

**Freddie:** Okay.

**Beth:** And then I want to fly and then hit the witch hunter right in the face with the pie. I want to pie him.

**Will:** Hell yeah.

**Beth:** Straight out of Nickelodeon.

**Will:** You can't do that on podcasts.

**Freddie:** Wow. I don't know. Okay, so role clever to do the magic.

**Beth:** Eight.

**Freddie:** Okay. So you successfully create a pie inside of the bottle of poison and it quickly gets so big, it just shatters the bottle and shards of glass and poison get everywhere and you dodge most of it but you could definitely see a thin film of light green, glowing video game status effect poison all over the entire pie.

**Beth:** It's put the shards of glass in it too. Why not?

**Will:** Yeah, we're going to add to it. Add some shards of glass.

**Freddie:** Fantastic. Okay, so if you want to-

**Beth:** And I'll spit in it.

**Will:** And we all take big bird dumps in it, Anthony.

**Freddie:** All right.

**Will:** We all poop hard in this pie.

**Freddie:** I'm so happy. So good.

**Will:** We all void our bowels right into the filing of the pie, Anthony, what do you think about that? That cool enough for you? And we pee too. We poop and pee, and it's bird poop and bird pee.

**Freddie:** It's the same, yeah. Birds put both of them in the same chunk, but yeah.

**Beth:** Do they really?

**Freddie:** Yeah.

**Beth:** That's fascinating.

**Will:** It's one, two, baby and it's going right in this pie.

**Beth:** That is so efficient.

**Freddie:** The pie is fairly heavy loaded down as it is with poop and pee and glass and poison. So one of you just carrying it on your own, you're going to have to roll a nine or a 10.

**Will:** I think it was a triplicate effort.

**Beth:** Yeah. I think we do the flying V.

**Will:** Flying V.

**Beth:** Quack, quack, quack, quack.

**Freddie:** So all of you have to roll … At least two of the three of you have to roll a six fierce to make this work. Come on.

**Will:** Can I use my spell?

**Freddie:** Yeah, that'd be great. Yeah, yeah.

**Will:** Is this dangerous for me to do this?

**Freddie:** Using a spell is always dangerous and flying into this guy is also dangerous.

**Freddie:** I rolled a two.

**Beth:** I got a six.

**Will:** All right, I got a six.

**Anthony:** Okay, great. That was very close. Freddie, your magpie can't quite hold on to it as you get close.

**Freddie:** I'm just like, it's a pie.

**Anthony:** It's a pie and it's hard to hold onto.

**Freddie:** I'm a pie, this is a pie.

**Anthony:** Yeah. And basically one of the guards of the village smacks you out of the air just right next to … Sees the pie is coming and goes like, what's that? And smacks and you get out of the way.

**Freddie:** I take a danger there, yeah?

**Anthony:** Yeah. You take a danger because you failed. But the other two of you manage to successfully maneuver this fucking pie right next to Chad, and as he turns around having successfully killed Joe Pesci and destroyed their leaders, he goes like, I'm fucking champ and I kick ass. And as his mouth is open, the pie slams into his fucking face. It like hurts a lot. And he goes, shit, some of it went down my mouth, not enough of it to kill me maybe but a whole lot. Fuck, and my eyes are burning, shit, fuck.

**Anthony:** So he's cut on his face and stuff like that. And he basically drops both of his weapons and is like clawing at his face to try and get this pie and all this glass and shit out of his face. He's very distracted, certainly if there's anything else you wanted to try to do.

**Will:** You remember in Home Alone when he steps on the nail?

**Freddie:** Yes.

**Will:** We could lift up one of his knives-

**Freddie:** Oh shit.

**Anthony:** Oh wow.

**Will:** And then make him step on it. Like maybe, you light his pant leg on fire.

**Freddie:** Yeah, I'm going to try and cast flame on his pant leg so that he scurries about and tries to stomp it out. And in the stomping motion-

**Will:** That's great.

**Freddie:** You're going to try and slip a knife underneath [crosstalk 00:31:00].

**Beth:** And [crosstalk 00:31:00] behind him, I want to set the skateboard so that he steps on the skateboard.

**Will:** Holy shit. Oh my God.

**Anthony:** Okay, so Beth, you roll sly.

**Beth:** Okay.

**Anthony:** Freddie and Will, roll clever for your parts of this. And it's all dangerous.

**Beth:** I got six plus one, seven.

**Will:** I got a 11.

**Freddie:** Oh no, two plus two, four.

**Anthony:** Four. So that's not going to be enough so you take another point of danger. So the skateboard is perfectly set up and the knife is perfectly set up but he's not stomping around. He's still staying there stationary, trying to get the shit out of his face. You try to make the fire come but it just peters out on his leg, it's not flammable.

**Freddie:** It doesn't catch, it doesn't catch.

**Beth:** I saw a documentary called, the staircase, where an owl prove very dangerous. So I'm going to-

**Will:** And no one believed it, no one thought and I was involved. They didn't even mention it on the documentary. I'd listened to the podcast after the fire.

**Beth:** I still don't believe an owl was involved.

**Anthony:** Are you going to slam into him?

**Beth:** Yeah, I fly at like talons first into his eye.

**Anthony:** Shit. Okay, role fierce. Definitely dangerous.

**Beth:** I got a one.

**Anthony:** One, that's your first point of danger, so mark that down. So you come at him and like even with all the pie and the glass in his face, he can feel the wind of your wings approaching and he just reaches out with a fist and just decks you in the face and sends you careening off course.

**Will:** Oh dang. What do you got, Freddie?

**Freddie:** I was going to just like, seeing as I screw up the thing and seeing my pal, the owl, take a hit, I was going to fly around, take a big looping arc and try and bullet his dick. Like go straight at his ding-a-ling, cleverly.

**Anthony:** So go ahead and roll … I feel like it's definitely not clever. I think it might be quick because you're trying to go for speed into the dick rather than fierceness, I feel like. So you can roll quick if you want, quick or fierce, it's up to you.

**Freddie:** Quick.

**Beth:** Quick in the dick.

**Anthony:** It's definitely dangerous also.

**Freddie:** Two plus two, four.

**Anthony:** That's another failure. How many danger points did you have?

**Freddie:** I had two.

**Anthony:** You get another point of [crosstalk 00:32:49].

**Will:** Then you have to roll higher than a three to …

**Anthony:** Yeah, or the end result has to be higher than three even after the bonuses.

**Will:** Yeah.

**Anthony:** So he feels you coming too and you're coming straight at his dick.

**Will:** He's got six sense on his dick.

**Anthony:** And Chad is just like, don't nobody fuck with Chad's dick but Chad and he like kicks forward with one of his feet-

**Beth:** Yeah, I'll say.

**Anthony:** … And then just hits you out of the air and then puts his foot right back down where it was, [inaudible 00:33:06].

**Freddie:** Goddamn it.

**Will:** I was just saying, can I try to move the knife?

**Anthony:** Yes.

**Will:** [crosstalk 00:33:11].

**Anthony:** Okay, roll clever again. Again, it will be dangerous.

**Will:** Yes, I got an eight.

**Anthony:** Perfect, okay. So with an eight, he moves his foot up, kicks the magpie away and then puts his foot right back down and slams down on the ground with so much confidence having protected his dick and the knife goes straight through his fucking foot and it's like an Army of Darkness of he's like … And he just stumbles to the ground and he's bleeding and everything.

**Anthony:** And there's a couple of … There's two Daniel Sterns left in the gang and they're currently having a fight with some other guards and stuff like that. But like yeah, the guy is on his back. He's pretty damn close to fucked and at your mercy.

**Beth:** I want to try to do an owl skateboarding move and grind him.

**Anthony:** Roll sly.

**Beth:** Okay. Five plus one, six.

**Anthony:** Great, yeah.

**Will:** Lights out, gorilla radio.

**Anthony:** So you perfectly grind him, you get fucking-

**Will:** Where did this skateboard come from?

**Anthony:** He made it.

**Freddie:** He said he had a skateboard.

**Will:** That's right, he had a skateboard.

**Anthony:** Yeah, it was his. It's just a wooden plank attached to four wooden circles. It's not great, but you definitely, you get on and you like pedal with your other talon, like get some speed up and then you fuck … What kind of grind do you do on him?

**Beth:** I do a boardslide.

**Anthony:** All right. You do fucking brutal board side across his body and it like boom, like hits his face and drives the glass deeper into his skin and then it hits him on the dick, which he was like, no, that's what I was trying to avoid this whole time. And you do even more damage to him and he's basically, he's looking pretty fucking bad.

**Beth:** And I land switch and I say, "I stuck that."

**Anthony:** Yeah. You can get the points. No [crosstalk 00:34:44].

**Will:** I say, "Owl, let's grab this skateboard, fly up as high as we can on it and drop it on his head."

**Anthony:** Wow. That's fun.

**Freddie:** I was going to say, summon a fucking apple in his mouth and make them choke to death.

**Beth:** Oh my God.

**Anthony:** Also very good.

**Freddie:** I like this skateboard moved though. Live by the board, die by the board. [inaudible 00:35:01] the board, die by … Skate or die.

**Beth:** This is a big drop in.

**Anthony:** So because he's completely incapacitated, whatever role this is doesn't involve danger. So you can just roll fierce to see if you can drag the-

**Will:** I assist on the fierce.

**Freddie:** I'm going to assist as well.

**Anthony:** Okay. Two to three of you have to be a six.

**Freddie:** Four plus one, five.

**Beth:** Yeah, I got five too.

**Will:** I got a five too.

**Anthony:** Unfortunately, the skateboard is just too-

**Freddie:** It's too dank.

**Anthony:** … It's slick with pie and blood so it just kind of evades your grasp but he's still on the ground though. He's still basically helpless.

**Freddie:** No grip tape on it, that was the problem.

**Will:** This is kind of grizzly. Every time, it seems like it always gets to us having to brutally execute an incapacitated person.

**Anthony:** Yeah. That is the one thing that's fun about The Witch is Dead though, is that every game of the Witch is Dead is like that. Because you're just a bunch of stupid animals who can't do anything. So anything you're going to do to guy is going to take a while and it's going to be death by a thousand cuts.

**Will:** What if we guided these two original Daniels into him. Like if we flew over and like [crosstalk 00:35:52].

**Freddie:** We can go try [crosstalk 00:35:53], there's two more Daniels. We could try to recruit them to our cause.

**Anthony:** Yeah. Okay.

**Freddie:** Are they in fights with people right now?

**Anthony:** They are currently in fights with the bartender and the blacksmith.

**Freddie:** I will fly into the face of the bartender to try and like distract them enough that these guys can get an upper hand.

**Will:** Okay. I think two of us need to tussle with the other two and then one of us can lead the other ones away.

**Anthony:** Great. So whoever is rolling to distract the fighters, you're going to roll me fierce and you're going to try to get at least an eight. Whoever is trying to convince the Daniels to follow them, roll me a clever and you need to give me a seven at least.

**Beth:** I'll do clever because I have advantage on that.

**Freddie:** Yeah, and I guess I have to do fear. These are hard rolls. Here we go. Seven plus one, eight.

**Anthony:** Holy shit. Well done.

**Beth:** I got five total.

**Will:** I got a three, which is that matches my danger levels. That mean I get captured?

**Anthony:** That means you get captured.

**Will:** Oh no.

**Anthony:** That means the blacksmith's sees you coming at him and it's worse than getting captured, he fucking sees you coming and he just slices one of your goddamn wings off with his sword and blood is shooting out and like you're still … You can still talk to your friends and stuff like that but like your flying days are over.

**Anthony:** That said-

**Freddie:** One of the Daniels gets away. Right?

**Anthony:** The Daniels does get away from his guy and starts running. But your clever wasn't good enough to get his attention. Right?

**Beth:** No.

**Anthony:** Okay. So you're going to have to try again to get his … He's just sprinting away because he feels like he's losing the fight.

**Beth:** Does he have a hat or a toupee?

**Anthony:** Absolutely.

**Beth:** Does he have a toupee?

**Anthony:** Absolutely.

**Beth:** Okay, I [inaudible 00:37:12].

**Anthony:** He has a forced toupee made of twigs and Moss.

**Beth:** I want to grab the toupee off of him.

**Anthony:** All right, real a quick.

**Beth:** I rolled a three.

**Will:** Damn.

**Anthony:** So the toupee just evades, it's so good. It's so-

**Beth:** That's a good toupee.

**Anthony:** … It's so life-like, you don't know what is real hair and what's fake hair and you grab a real hair instead.

**Beth:** That should grab his attention though.

**Anthony:** No, he just keeps running because he's so scared.

**Will:** All right. Can I do anything or am I down for the count?

**Anthony:** You can do anything that doesn't involve flying, let's say.

**Will:** Oh no. Okay, I still have my mage hand. So-

**Beth:** Can you fly with the unseen hand?

**Will:** Can I lift myself up with it?

**Beth:** Could it be like unseen wing?

**Anthony:** That's really funny. Yeah, you can do that.

**Will:** Explain that daddy master.

**Freddie:** Riddle me this, daddy master.

**Anthony:** It'll be dangerous because it's magic. But yeah, you can try to do that.

**Beth:** Unseen wing.

**Anthony:** If you fuck up, your own mage hand is going to crush you and kill you and you will be out of it.

**Will:** Oh God. All right. In that case, I think we've got to work on this one who's fighting, right?

**Freddie:** Yeah.

**Will:** I'm trying to think if there's something I could do with mage hand to help get them out of the fight.

**Freddie:** You could.

**Will:** Can I use mage hand to tie the guy's shoes together?

**Anthony:** Yeah, you can do that.

**Will:** Okay. I'm going to use it to tie the shoes together of the guy who's fighting the Daniel.

**Anthony:** Okay, I needed at least an eight clever.

**Will:** Goddamn it, I got a fucking four.

**Anthony:** So that also matches your current danger level, right? Because you failed last time and got another danger.

**Will:** Yes, I suppose it does.

**Anthony:** Okay, so you get like really close and try to mage him, the guy's shoes together and then he just stepped back and just fucking stomps you and just crushes you under heel. And unfortunately, you are dead. You can still like give theories and stuff with these people, but in terms of being able to act, you are gone.

**Will:** My spirit is with you.

**Anthony:** Yes, you are Obi-Wan's spirit form.

**Will:** I think we need to take his corpse and stuff it down Chad's throat.

**Beth:** Or, I am a woman now. Can I lay an egg into this man's throat?

**Anthony:** Sure, sure.

**Beth:** Should I just roll nature? Womanhood?

**Anthony:** Yeah. I guess you roll sly, I guess.

**Freddie:** You got one in the chamber, huh?

**Anthony:** You need to roll a nine, sly.

**Beth:** I get a six. Not enough.

**Anthony:** Not quite good enough. So you stand on his fucking mouth and you're just trying to make it come, but just can't. It just won't fucking [inaudible 00:39:18].

**Beth:** Know that feeling.

**Freddie:** I'm going to try dragging the corpse of our good crow friend over.

**Anthony:** All right. Roll fierce.

**Freddie:** Make them eat crow. Oh no, two plus one, I'm dangered. I hit three.

**Anthony:** All right, so you try to pull him away and you to get stomped. It's not enough to kill you, but like-

**Freddie:** Breaks a wing, I think.

**Anthony:** … It definitely breaks a fucking wing underneath you and you're like, fuck. You also get another point of danger for the failure.

**Freddie:** I'm going to drag myself into his throat.

**Anthony:** Oh wow.

**Will:** Oh shit.

**Anthony:** Oh wow.

**Freddie:** Like with one wing, like son of a bitch.

**Anthony:** All right. Just roll whatever you like for that and all you have to do to be a six.

**Freddie:** Probably quick, clever, maybe quick.

**Anthony:** Sure.

**Freddie:** [crosstalk 00:39:54] of those two. Let's see. Eight.

**Beth:** Yes.

**Anthony:** All right. So you managed to worm your way into his open mouth as he's gagging-

**Freddie:** And I continue, and I just put one feather ahead of the other and I keep pulling.

**Anthony:** So you just get inside of his fucking neck and you just extend your wings and like his esophagus already is so contracted from the poison that within 15 seconds of you doing that you have managed to suffocate and kill the witch hunter.

**Beth:** Wait, I've got like one last death flow that I feel like I could add and I don't even think I need a roll for it maybe.

**Anthony:** Do it.

**Beth:** I make a dinner, eat it, and then feed it to him like a-

**Anthony:** Like a baby bird?

**Beth:** Yeah. Feed it to him violently.

**Anthony:** So yeah, Freddie, as you're in there, you feel vomit hitting your back.

**Freddie:** I'm like, what the fuck?

**Anthony:** Okay, so yeah, he is dead now. Now you got to get his eyes and get gone.

**Beth:** I'll just try to get his eyes with my little talons.

**Anthony:** Okay. Go ahead and roll fierce.

**Beth:** Got a 10.

**Anthony:** Fantastic.

**Will:** Two with one.

**Anthony:** Yeah. With two beautifully aimed talon scratches, he just doesn't have any fucking eyes anymore and they're just in your goddamn talons.

**Will:** Fly, fly like the wind.

**Anthony:** Freddie, see if you can get out of that.

**Freddie:** I think I'm dying in this throat. Two, I die.

**Anthony:** Yeah, you just die in his throat.

**Will:** Wait, set yourself on fire in his throat before you go.

**Freddie:** Before I … Yeah, yeah.

**Beth:** A phoenix.

**Freddie:** Instead of trying to get out, I attempt make flame inside his throat and I make flame on myself. Nine.

**Anthony:** So you fucking, you set yourself on fire within him and with the very last ounce of life he has in his body, he feels himself burning from inside. Not cool, bro. Not fucking cool. And he fucking dies.

**Anthony:** You've managed to escape with his eyes. You come back to the witch's body, you put the eyes on her, she comes back to life. She's so fucking jazzed that this guy is dead. As a thank you for all the work for her woodland creatures, she revives both Will and Freddie, it's a little bit more complicated because Freddie keeps dying inside the guy's corpse after they bury … He keeps suffocating over and over, and she keeps being like, why has he not come back yet? It's been like weeks. And they're like, fuck, he was inside of his body. So they go and they dig up the body and cut open his throat and then Freddie is free.

**Anthony:** But yeah, you've successfully avenged the witch. Congratulations, you win.

**Beth:** And then I go get the skateboard, and then I become a professional owl skateboarder.

**Anthony:** Yeah. If this was like a movie, it'd be like the last frame is like you skating towards the camera and doing a kick flip in like freeze frames.

**Beth:** Tony Owls. Tony Owls, pro skater.

**Anthony:** That's great. All right. Well, that was the Witch is Dead. If you liked this, you can always … I think you can download a version of it for free online. Just Google, Witch is Dead, Grant Howitt. And he's got a bunch of other really good ones like Honey Heist and all that stuff. So yeah.

**Will:** Check him out.

**Freddie:** Thanks you all.

**Anthony:** Thanks for listening!